



CONTAINING

- 1 on 1 Adventures #1: Gambler's Quest
- 1 on 1 Adventures #2: The Star of Olindor
- 1 on 1 Adventures #3: The Forbidden Hills
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- 1 on 1 Adventures #9: Legacy of Darkness
- 1 on 1 Adventures #10: Vengeance of Olindor



Expeditious Retreat Press

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ONE ON ONE ADVENTURES COMPENDIUM

EXPEDITIOUS RETREAT PRESS

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A COLLECTION OF ELEVEN ADVENTURES DESIGNED
FOR 1 GAMEMASTER AND 1 PLAYER

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FOREWORD

Welcome to the *One on One Adventures Compendium*, a collection of eleven adventures designed for 1 gamemaster and 1 player- powered by the Pathfinder Roleplaying Game! What started as a novel idea for a product in 2004 has matured into a full blown line five years later, serving a niche in the gaming community as people have less time and opportunity to get the old gaming group together but still have the desire to roll the bones.

A little history for those who are interested: *One on One Adventures* was the brainchild of a summer spent in the Great Thar Desert and a winter spent in the Himalayas. Expeditionary Retreat Press had just opened shop a year earlier and we were working on larger books for the *Magical Society Line*. Craving projects of a smaller scope and more open to creativity, we considered a line of adventures, but with the field fully saturated, we knew we needed something that made our adventures stand out.

It was at this time that we moved to India and if you think getting a gaming group together on nights and weekends in the states is hard, try doing it off season in extreme environments on the subcontinent! And that was the "Eureka!" moment. We couldn't be the only ones in this situation; life circumstances and geography must be preventing other gamers from getting a full-sized group together, so let's make it easier for smaller groups to play.

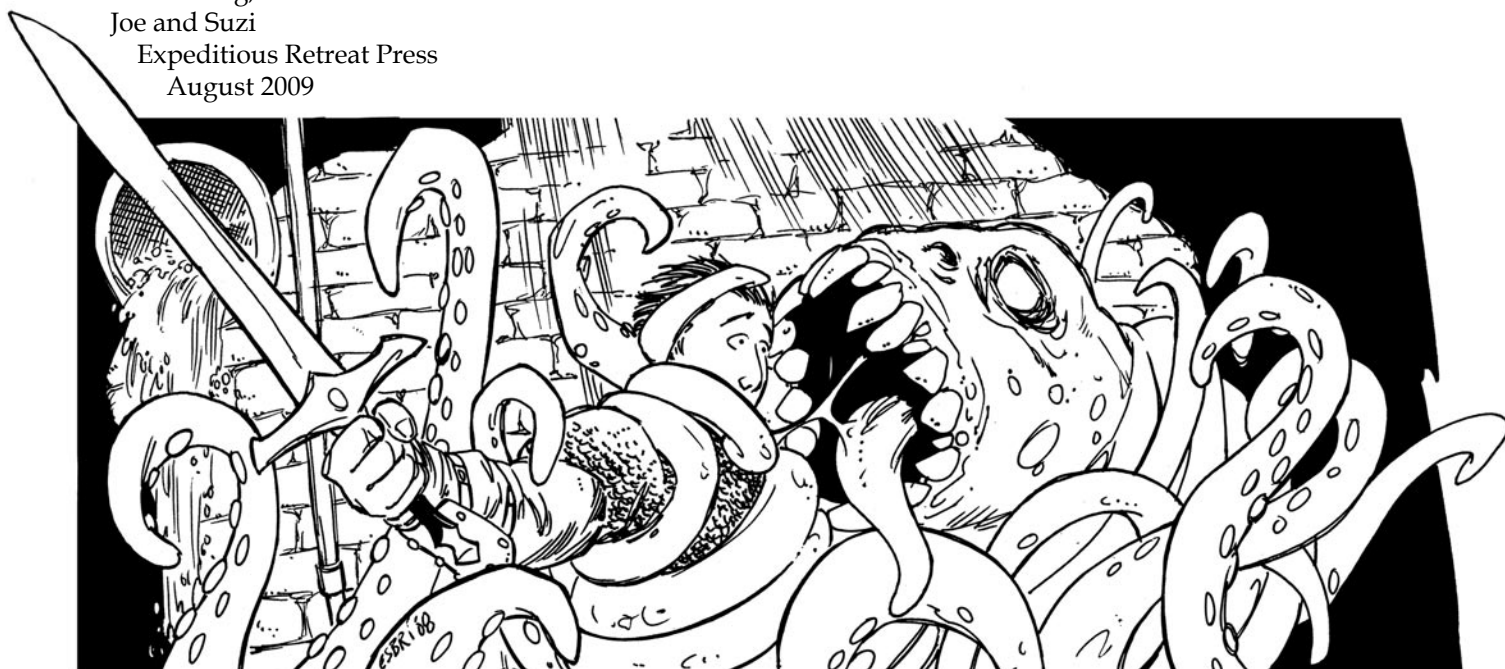
Traditional adventures generally have an assumed number of players, depending on the rules, and scaling down adventures for fewer players becomes progressively more difficult. With that in mind, we decided to start with the smallest gaming group of one, as adding more adversaries for parties of 2 or 3 seemed much less daunting and time consuming.

We had the line established with the first few titles in various stages of production, when the short film *Fear of Girls* came out. The opportunity to produce *The Pleasure Prison of the B'thuvian Demon Whore* in *One on One Adventures* was too tempting. Krunk the barbarian of the frozen waste, that god amongst men, was the perfect introduction of the line concept, and the Todd Lockwood cover was the icing on the cake. And so *One on One Adventures* was born, making a large splash publicly when *1 on 1 Adventures 6.66: The Pleasure Prison of the B'thuvian Demon Whore* took home a silver award for Best Adventure at the 2006 Gen Con EN World RPG Awards.

While the idea for the line was a product of necessity, the fans have found so many more uses. We've had people use our modules for tournaments in their regular gaming group, breaking down the party of 4 into 4 parties of 1. We've had parents use our modules to introduce gaming to their children as a smaller group size offers fewer distractions. We've had people use these modules to introduce the concept of tabletop roleplaying to non-gaming significant others. We've had people use these modules as an introduction to gamemastering, since you only have to put the smack down on 1 player.

At the end of the day, we discovered that *One on One Adventures* is for a wide variety of gamers, even though it started with a simple niche goal. This line is not only for the gamers who find getting at least 5 people together more and more challenging. This line is for all gamers and we are so glad that fans have found fun and joy through something we produced.

Good Gaming,
Joe and Suzi
Expeditionary Retreat Press
August 2009



ONE ON ONE ADVENTURES #1

GAMBLER'S QUEST

BY WILLIAM L. CHRISTENSEN

AN ADVENTURE FOR ONE ROGUE LEVELS 2-4



Something is amiss in the town of Rhiannon. Recently raided by a band of vile creatures, the citizens of Rhiannon were shocked to find their lord at the root of the incident. And now Lord Kent is holding a competition for “all walks of life with a propensity for the gambling arts.” Will the PC aid the citizens of Rhiannon and uncover the truth about the mysterious Lord Kent? Or will the PC take this opportunity to line her own pockets?

Either way, the answers lie inside the walls of Lord Kent’s keep and the gamblers within.

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

INTRODUCTION

"I don't have a gambling problem. How can you call it a problem if you always win?"

– Sir Bredwir to his sister, just days before losing his family fortune.

"Cheating? Against the rules? No friend, you must be mistaken. Cheating is only against the rules if you get caught."

– Sariah "The Black Tulip" Redshift.

Gambler's Quest is an adventure for one GM and a single PC of second to fourth levels. The adventure is designed specifically for a rogue character, and as such, encourages stealth over strength while demanding the use of the varied skills in the rogue's arsenal. Characters should make certain to have skill points in Bluff, Disable Device and Perception, while points in Diplomacy, Linguistics, Profession (Gambler), Sleight of Hand, Stealth and Use Magic Device could also prove useful.

Remember that a single PC faces unique and dangerous challenges. Unlike a party, a single PC has no one to rely upon in a time of need, unless the PC is wise enough to seek for sympathetic NPCs. A good frame of reference that both GM and PC can relate with is a spy adventure; the hero almost always recruits a willing accomplice that pulls his bacon out of the fire at least once before he saves the day.

ADVENTURE BACKGROUND

Lord Kent, the royally-ordained ruler of the region, has long been preoccupied with stories of the ancient heroine, Danu de Tuatha. In particular, Lord Kent covets her legendary Moon Staff, the powerful item she used to defeat the black dragon

Varsullicraxis. His lust for the artifact has led him to hire bands of orcs and grolls to scour the countryside for information and items that pertain to the Moon Staff of Danu de Tuatha.

Recently, Lord Kent's minions raided the town of Rhiannon. Mayor Fellstone and his fellow citizens were outraged, and thus formed a party from the town's surviving guards to track the creatures back to their lair so that it might be assaulted. To their surprise and grief, the tracks led to Lord Kent's keep. Mayor Fellstone realizes that Lord Kent cannot be brought to justice by usual means. Resigned, the town began the slow process of reconstruction. Still, the villagers wonder why the young lord would do such a thing, and the mayor wonders why the creatures stole his old journals, books, and maps. Meanwhile, Lord Kent pours over ancient tomes and maps, searching for the final resting place of Danu de Tuatha, the tomb of Kara-Duir.

Lord Kent believes that soon his efforts shall prove fruitful, and then the Staff of Danu de Tuatha will be within his reach. However, his research has led him to believe that the tomb of Kara-Duir is heavily trapped and guarded, and not being one to readily risk life and limb, he has devised a plan to find suitable recruits to delve the dungeon on his behalf. Thus, being known as something of a gambler himself, Lord Kent has announced a tournament at his keep, inviting those of "all walks of life with a propensity for the gambling arts." Contestants shall stay at his keep for four days, and regularly compete, but this contest is merely a front. Secretly, Lord Kent plans to scrutinize the contestants, hoping for suitable recruits.

Mayor Fellstone, hearing word of the open invitation to the gambling tournament, has devised a plan of his own. He means to learn Lord Kent's motives for sending raiders to Rhiannon and see some of the town's treasures returned. Thus, he seeks out the PC (her being known for her "propensity" for

Scaling the Adventure

Gambler's Quest is designed to challenge a single character of 2nd-4th levels. However, you can easily run the adventure for characters of a higher level, and even for more than one character if you so desire, by making minor changes and preparations before play.

For a Single Character of 5th-7th levels: To run *Gambler's Quest* with characters of these levels, consider the following.

- Advance each guest NPC 2-4 levels, save for Sariah Redshift, who should be of equal level (as she should prove to be a primary antagonist). Kara and Uther should be two levels lower than the PC.
- Change Medifir Blacktooth into a werewolf instead of a wererat.
- Advance each guard and creature in Area 9 and Area 14 (the gnoll and orc barracks, respectively) so that each room's EL is 1-2 higher than currently listed. Make Grendel (the orc chieftain) and Fangrid (the gnoll sergeant) each two levels lower than the PC.
- Advance Lord Kent to one level higher than the PC. However, maintain his spelllist's focus on damaging and protective spells. Avoid spells with a "Save or Incapacitate" effect as for a single PC, they are tremendously dangerous and don't make for a lot of fun for a single player.
- In the dungeons, advance the skeletons and zombies 1-2 HD and replace the ghoul with a ghaist, and depending on the character's level, consider advancing the ghaist's Hit Dice. Consider replacing the medium monstrous spider with a large monstrous spider. Advance the ghost in Area 26 one level and allow it to materialize in a single round.

For a Multiple characters: To run *Gambler's Quest* with more than one character, consider the following changes.

- Add an appropriate number of guest rooms to the castle for PCs, and one additional guest (a roommate) for each other guest room.
- As a rule of thumb, add an extra guard or appropriate creature to each encounter for each additional PC.
- Create a second servant (a counterpart for Kara) to help keep order at the tournament.
- Make encountering Lord Kent CR 3 higher than the APL. Make encountering Uther CR 2 higher than the APL and give him an appropriate set of guards. Make Grendel (the orc chieftain) and Fangrid (the gnoll chieftain) each CR 1 higher than the APL, and give them each an appropriate set of guards.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

such diversions), and asks her to infiltrate Lord Kent's keep under the guise of a legitimate contestant. Mayor Fellstone agrees to pay the contest entry fee of 100 gp and also offers to outfit the character with some suitable gear, including the following: a set of masterwork thieves' tools, an arcane scroll inscribed with sleep (caster level 1st), and a potion of cure light wounds. In addition, Mayor Fellstone offers the PC a reward of 200 gp for learning Lord Kent's motives, and an appropriate gp reward for the return of each item stolen from Rhiannon.

STOLEN ITEMS

Several items were stolen from Rhiannon that the citizens wish recovered. The following table details each item, its location in the keep, the item's value, and the reward offered for its return.

Treasure	Location	Value	Reward
Diana statuette	Area 15	100 gp	40 gp
Gem-studded longsword (masterwork)	Area 21	400 gp	100 gp
Mayor Fellstone's books, journals, and maps	Area 28	10 gp	50 gp
Rune carved amulet (key to the tomb of Kara-Duir)	Area 28	100 gp	100 gp
Silver statuette of an elven maiden	Area 10	20 gp	40 gp

RHIANNON

Small Town Conventional; **AL** NG
GP Limit 800 gp; **Assets** 56,000 gp

DEMOGRAPHICS

Population 1,400

Type mixed (human 42%, elf 35%, half-elf 15%, dwarf 3%, halfling 3% half-orc 1%, gnome 1%)

AUTHORITY FIGURES

Mayor Fellstone, male human aristocrat 4

IMPORTANT CHARACTERS

Aerlyn Moon, LN female elf cleric 5; **Randal Atwood**, CG male human expert 3 (innkeeper of The Dragon's Roost); **Mathias Black**, LN male human expert 3 (blacksmith, weaponsmith, and armorer); **Wallace Brookstone**, CN male human expert 2 (merchant); **Gwynn Mabon**, LG male half-elf warrior 4 (constable)

OTHERS

Town Guards, warrior 2 (x15); Expert 3 (x10); Rogue 3 (x3); Ranger 2 (x2); Commoner 1 (x1,274)

ADVENTURE SYNOPSIS

The gambling competition spans four days, and thus the PC has four days and three nights to complete her quest. Each day the PC must compete with two other guests, but the rest of the day is free (allowing the character time to infiltrate the castle during the day and night). During the competition the PC must search the keep (overcoming obstacles such as locked doors and attentive guards), discover Lord Kent's motives for attacking Rhiannon, and recover several of the citizen's stolen

treasures. Meanwhile, Lord Kent keeps a watchful eye on the PC (having already recruited a contestant, Sariah Redshift, to act as a spy), to gauge her worth as a suitable recruit.

At the end of the competition, Lord Kent confronts the PC, and admits that he has been tracking her progress with interest. He asks the character to join his ranks, and help him recover the Moon Staff of Danu de Tuatha. Whether the PC chooses to join Lord Kent or continue to aid Mayor Fellstone is up to the player. However, should the character refuse Lord Kent's offer, he attacks.

CHARACTER HOOKS

If you do not wish to use the default character hook provided (being sent by Mayor Fellstone), you can simply have the character hear of the tournament and arrive of her own volition and discover that the keep is a grand place for exploration and looting (in between competition, of course).

If you do not wish to have the character participate in the gambling competition, you can easily change the adventure to accommodate your needs. Instead of having the character arrive as a competitor, you can have her sent as a thief, spy, or assassin (perhaps from a secret network or guild), with any number of goals. The guild could provide the PC with reconnaissance information about a secret entrance into the keep (see Area 27), and from there the character can work her way through the castle to her ultimate goal.

THE COMPETITION

Each of the characters gambles against six others, and since Lord Kent is competing in the tournament as well, there is one person that each character does not compete against. Assume that the PC is the one that does not compete against Lord Kent unless she is among the top gamblers on the final day. Each day the PC is scheduled to gamble with two guest NPCs, thus competing against each of the six other guests over the course of the first three days, and with Lord Kent and the other top gambler on the final day.

A good rule of thumb is to schedule the PC to compete at noon and at eight, although you can hold the competitions at any time you wish. At the scheduled times, the PC is expected to meet in Area 12, the Grand Hall, to compete. Should the PC not be in Area 12 at the proper time, Kara, Lord Kent's servant, seeks to fetch her. She first checks the PC's room, then the common areas, and finally the rest of the keep (those areas that are locked and considered off limits). To help the PC keep track of time, there is a clock-tower in the courtyard (Area 11) that chimes at each hour.

The winner of the tournament (the character that wins the most games of Skulls), takes home 800 gp. To compete on the final day of the tournament, the PC must be one of the top three competitors (a good rule of thumb is to rule the PC as one of the top three if she beats four or more of the NPCs during the first three days). Assume that Lord Kent is one of the final finishers. The other top competitor is at your discretion.

To simulate the gambling tournament, you can play the original dice game Skulls, as described below. Note that you do not need to actually play out every (or any for that matter) game of Skulls to run this adventure. You can just as easily run the tournament by having the PC and NPC roll opposed Bluff or Profession (Gambler) checks. Whoever rolls highest wins the game. It all depends on you and your player's interests and preferred style of play.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

SKULLS

Skulls is a popular game in the region and is frequently played by those of all walks of life. Playing Skulls involves rolling 3d6 and tallying the results. Even numbers are desired, particularly when more than one of the same number is rolled. When the same even number is rolled on two or all three of the dice at once, tally the total rolled and then add half of that number to the total. For example, if you rolled a four on all three dice, you would total the amount rolled (twelve in this case), and add half of that total again to your final score (half of twelve is six, twelve plus six is eighteen: your final score for rolling four on all three dice is eighteen). Even numbers are the only ones that count in this manner. The odd numbers three and five add only their face value, while ones (called skulls in the game due to the skull design on the dice) subtract from your final total. Let's say you rolled two sixes, and a three. You would add the two sixes (twelve points), and then add half of that total again to that amount (half of twelve is six, twelve plus six is eighteen). Finally, you would add the three to your total (for a final score of twenty-one).

You can easily simulate a character's gambling experience by adding in his Bluff or Profession (Gambling) skill points and appropriate ability modifier to the roll's total. Thus, if a character's roll was worth eighteen points, he has four ranks in Profession (Gambler), and a 14 Wis (a +2 modifier), his final total would be twenty-four.

INTERVAL BETTING

A game of Skulls sometimes entails three rolls. Gaming tables often have three lined pockets on each side, and covers that keep the player's roll secretive. Each player rolls his dice, sees his own total, and then makes a bet. One player bets first, the second matches and may raise, and the first player either matches or yields (here is where the Bluff skill comes into play). They then roll a second set of dice (in the table's second pocket), and mentally tally that result to the first. After betting a second time, the player's roll their third set of dice in the last pocket. They bet one last time and then show their results. The player with the highest total wins the game, and takes the pot. You may wish to run the official tournament without interval betting. That way, the character's 100 gp entrance fee allows her to play every tournament game, whether she wins or loses previous games. However, interval betting could still be used if the PC wishes to gamble "unofficially" with other guests.

CHEATING

Since players can cheat or bump the table and move their dice, third-party moderators often oversee games and tally secret totals after each roll (as is the case in this tournament). Note that characters caught cheating at this tournament must forfeit to their opponent. Should they be caught cheating a second time, they forfeit their entry fee and are formally exiled from the keep.

To simulate cheating, allow characters a chance to reroll each dice roll once if they so desire. To do so however, that character must make a Sleight of Hand check opposed by her opponent and any onlooker's (usually only the moderator, who suffers a -2 penalty due to her attentions being divided by several games) Perception checks. If the opponent's Perception roll is higher than the cheating character's Sleight of Hand roll, the cheater is caught.

THE KEEP OF LORD KENT

Within Lord Kent's domain, keep in mind the following factors.

CASTLE CONSTRUCTION INFORMATION

Castle Features 3 ft. thick hewn stone; Hardness 8; hp 540; Break (DC 50); Climb (DC 20). The ceiling of each floor within the castle is 10 ft. high.

Iron Doors 2 in. thick iron; Hardness 10; hp 60; Break (DC 28).

Strong Wooden Doors 2 in. thick wood; Hardness 5; hp 20; Break (DC 23, DC 25 if locked); Note: The majority of the castle's doors are wooden. Unless otherwise stated, assume any door in question is wooden.

WANDERING ENCOUNTERS IN THE KEEP

You may wish to roll for Wandering Encounters while the character explores the keep. The characters encountered need not always be hostile; their demeanor should be determined by the location the PC encounters them in. For example, should the character encounter random characters in the courtyard, they are unlikely to attack without provocation. However, the same character, when encountered in the castle dungeons, may pose a threat.

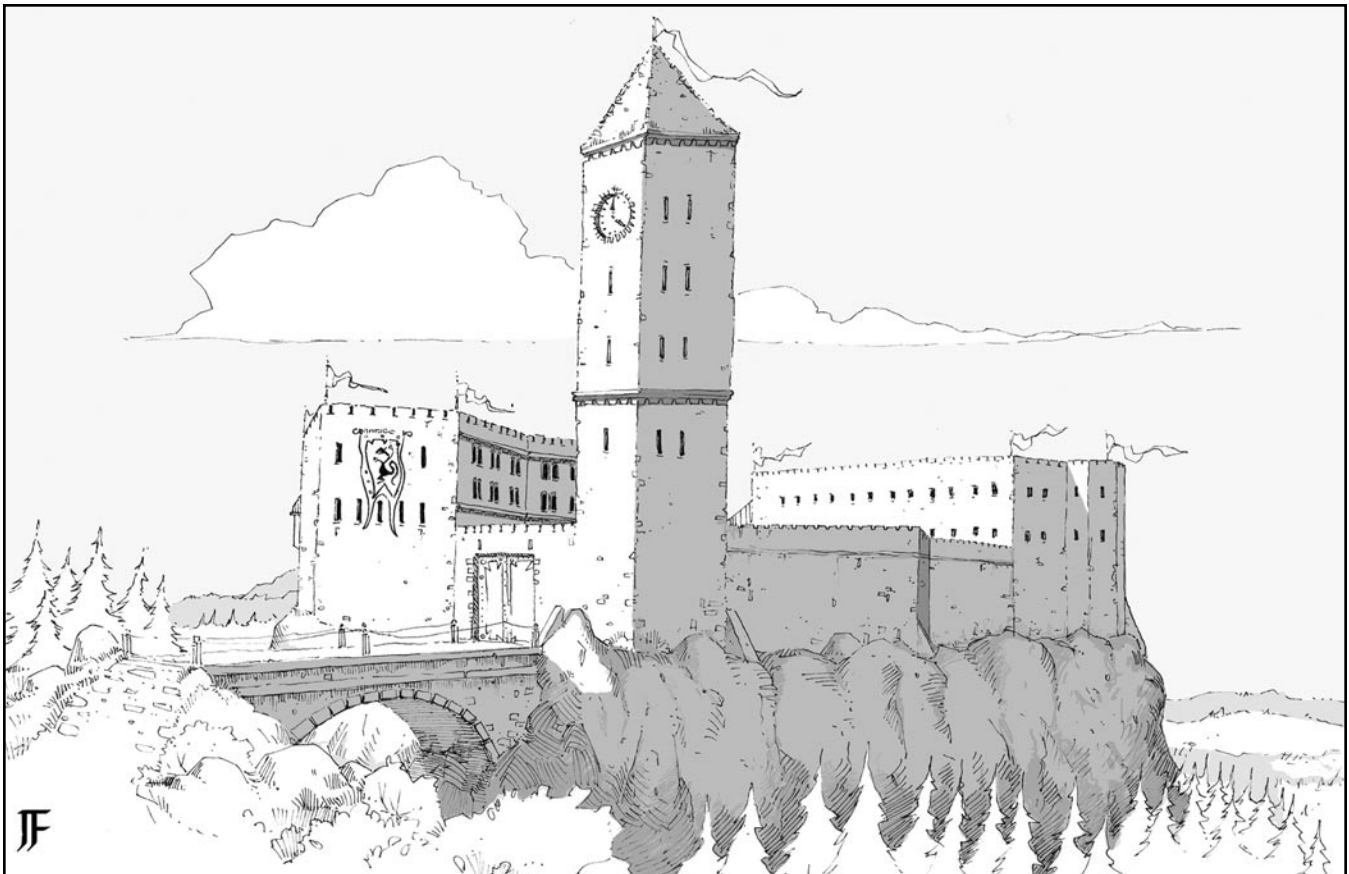
Consider rolling for wandering encounters when the PC spends a great amount of time in one area, or when it seems like the game could use more action. The hallways are good places for wandering encounters (although they need not be hostile, guards or other guests could sometimes taunt or provoke the PC, making great role-playing diversions), and other good places to roll for wandering encounters are noted in each area's respective text. If you wish wandering encounters to be random, allow a 30% chance for a wandering encounter in each hallway and area that calls for such encounters. Then, roll on the table below to determine the characters present.

D10	Creatures
1-2	1d3 orcs
3-4	1d2 gnolls
5	Kara
6	Friendly or Neutral guest NPC
7	Sariah Redshift
8	Medfir Blacktooth
9	Uther
10	Lord Kent

GETTING CAPTURED

There are some things that are forbidden in the keep, such as attacking castle denizens and exploring off-limits areas. That is not to say that the PC cannot do these things, nor even that Lord Kent will be displeased by these actions. He means to scrutinize the actions of the PC, to see if they are worthy of delving the tomb of Kara-Duir. Thus, he may watch the PC's progress with interest, while outwardly cursing her deeds and seeking to strike the culprit down (he is testing the character, and hopes to find a crafty recruit).

Should the PC get caught breaking the rules (and find that she cannot talk her way out of the situation), the guards attempt to capture the character, and if successful, detain her in Area 23. Lord Kent may then approach the PC with his offer (of joining his ranks to find the Moon Staff of Danu de Tuatha) or he may just as likely wait to see if the character is capable of escaping on her own, confronting her later.



ARRIVING AT THE KEEP

When you are ready, read or paraphrase the following.

Lord Kent's keep stands poised atop a jutting island of sheer stone, towering high above the forested road that seems to be the only route to this place. The road winds up to an adjacent cliff, and there a stone bridge crosses the chasm to the keep's front entrance: a set of large double-doors. The doors are closed, and two guards, each wearing chainmail and helmets with lowered visors, cross their halberds before the doors as you approach. "Who goes there?" One of the guards asks in a gruff voice.

To pass all the character must do is state her name and purpose (the gambling competition). The guards (2 orcs) are not particularly discriminating, and thus open the doors for the character even if she seems somewhat suspicious. Allow the character a DC 13 Perception check to notice that the guards are both orcs (seeing through their helmet's visor slits).

ORC GUARDS (2)

Male Orc warrior 1

CE Medium humanoid (orc)

Init +0; Senses Darkvision 60 ft., low-light vision; Perception +1

CR 1/3

135 XP

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 6 (1d10+1)

Fort +3, Ref +0, Will -1

Defensive Abilities ferocity

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee halberd +4 (1d10+4/x3)

TACTICS

Morale If the orc guards perceive an enemy force to be overwhelming, they will raise the alarm, alerting the forces within the keep, and make a tactical retreat.

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Alertness

Skills Intimidate +2, Sense Motive +1

Languages Common, Orc

SQ light sensitivity

Gear chainmail, halberd, 7sp

The doors open to Area 11, the courtyard. Once the character clears the doors, Kara, Lord Kent's servant, approaches her. Read or paraphrase the following.

A woman of slight stature and long black hair moves to greet you. She walks with her shoulders hunched and moves warily, as if she expected you to attack her. "Welcome to Castle Blackstone, Lord Kent's home! I am Kara, Lord Kent's servant, and contest moderator. The tournament begins shortly. Follow me and I will show you to your room." She turns and walks through the courtyard, beckoning you to follow.

You may wish to describe the courtyard to the player at this point (see the read-aloud text in Area 11). Once the PC is ready to follow Kara, continue with the following.

Kara leads you to a large oaken door which groans as she pushes it open. Beyond is a dim hallway lined with ornate tapestries depicting strange creatures and ancient battles.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

Kara removes a torch from its sconce and beckons you to follow her into the depths of the keep. The hallway turns eastward and continues past several doors before coming to a spiraling stone stairway.

"You are expected to compete twice a day, once at noon and again at eight in the grand hall, which lies east of the courtyard." She says, looking back as she leads you up the stairs. "The clocktower in the courtyard chimes on each hour, and can be heard throughout the entire keep, so you should have no trouble keeping track of time. If you are not at the tournament at the scheduled time, I shall fetch you. But please don't make me..."

The stairwell opens to another tapestry-lined hallway, and Kara leads you past several more doors before stopping at one. She opens the door and hands you the key. "This shall be your chamber during your stay at the castle. You are free to wander the grounds, although there are some areas that are off limits. Such areas are locked, and if you have any questions as to where you are allowed, feel free to ask the guards. I don't need to tell you that you are expected to be on your best behavior during your stay at the castle. Lord Kent is not generally a patient man, and it is rare and quite generous of him to open his home to strangers." Kara curtsies and turns to take her leave.

Kara (CR 2; hp 18; see Area 16.) can answer any questions the PC may have before she leaves the corridor. Generally one can find her in Area 12, moderating the tournament. Otherwise, she can be found in her room (see Area 16), or wandering about in the castle (see Wandering Encounters in the Keep).

1. PC'S ROOM

A large four-poster bed draped with red silk curtains dominates this chamber. Besides the bed, the room boasts a fireplace, an armoire, and a small oaken table, atop which is a tray of food and carafe of wine. Beside the fireplace in the south wall is a window that looks out upon the courtyard, decorated with red curtains. A cool draft from the window adds to the chill of the stone room.

There is enough wood stacked beside the fireplace for the PC to keep a comfortable fire going for much of the tournament. The armoire is empty save for an old blue traveler's cloak.

Treasure: Characters making a successful DC 20 Perception check find a long forgotten panel in the stone above the fireplace. It conceals an ancient silver and moonstone pendant worth 50 gp, a *potion of cure light wounds*, and a stack of passionate love letters from days of old addressed to "Aloria of the Emerald Eyes."

Additionally, there is a silver poker near the fireplace, which could be used as a weapon against Medifir (see Area 8) should the need arise. You may wish to allow the PC a DC 15 Intelligence check to remember the silver poker if your player doesn't make the connection. For battle purposes, treat the poker as a silver club. The poker is worth 20 gp.

2. SIR BREDWIR'S CHAMBER

Much like your own room, this chamber boasts a four-poster bed, armoire, table, fireplace, and window. Atop the table lie a deck of beat-up cards and several sets of dice. A large traveling pack lies on the bed, its contents carelessly spilt nearby.

In the north wall of this chamber is a miniscule hole that can be discovered by characters succeeding at a DC 20 Perception check. It is actually a small peephole, the other end in Area 6. Characters looking through this hole cannot see any details of the chamber beyond, but can make a DC 15 Perception check to realize that there is a room on the other side of the wall.

Treasure: The backpack on the bed contains a bullseye lantern, a tinderbox, flint and steel, 50 ft. of rope, a traveler's outfit, a sunrod, 20 sp, and 5 gp.

Creatures: Sir Bredwir, a knight with a severe gambling problem, calls this room his own during the tournament. Sir Bredwir is a chronic gambler and never refuses a challenge. His habit has proven disastrous, as he has recently lost his entire family fortune. Now he means to use all that he has left in hopes of winning back his losses.

Despite his shortcomings, Sir Bredwir is a kind and fair person, and lives up to his title. He helps out those in need, and could prove to be a valuable ally for the PC if approached and informed of Lord Kent's recent raids.

SIR BREDWIR

Male human fighter 1
NG Medium Humanoid (human)
Init +2; **Senses** Perception -1

CR 1
400 XP

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 12 (1d10+2)
Fort +4, **Ref** +2, **Will** -1

OFFENSE

Spd 30 ft.
Melee greatsword +6 (2d6+6/19-20)

TACTICS

Before Combat If Sir Bredwir finds someone in his room, he will be gruff but not outrightly aggressive.

During Combat If aggressed upon, Sir Bredwir will defend himself to the fullest.

STATISTICS

Abilities Str 18, Dex 14, Con 15, Int 10, Wis 9, Cha 12
Base Atk +1; **CMB** +5; **CMD** 17
Feats Cleave, Power Attack, Weapon Focus (Greatsword)
Skills Bluff +1, Climb +8, Profession (Gambler) +4.
Languages Common
Gear chain shirt, greatsword

3. SARIAH REDSHIFT'S CHAMBER (EL I-2)

A single black tulip rests on the table of this bedroom. Other than that, there is no sign that this room, which is much like your own, has recently been occupied.

As in Sir Bredwir's chamber, there is a miniscule hole in the north wall that can be discovered by characters succeeding at a DC 20 Perception check. It is actually a small peephole, the other end being in Area 6. Characters looking through this hole cannot see any details of the chamber beyond, but can make a DC 15 Perception check to realize that there is a room on the other side of the wall.

Traps: Characters succeeding at a DC 10 Perception check find Sariah's pack underneath the bed. The bag's clasp is trapped and any character opening the bag before disabling the device is at risk.

POISON NEEDLE TRAP

CR 1

Type mechanical; **Perception** DC 22; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +8 ranged (1 plus greenblood oil poison)

GREENBLOOD OIL

Type Poison, injury; **Save** Fortitude DC 13

Frequency 1/round for 4 rounds

Effect 1 Con damage; **Cure** 1 save

Treasure: Sariah's bag contains is a vial of oil of taggit poison, a vial of small centipede poison, and a 2 ft. long wooden box containing a bundle of 12 black tulips.

Creatures: Sariah Redshift currently resides in this chamber. Sariah is a halfling rogue that has already aligned herself with Lord Kent (see the Adventure Synopsis at the beginning of this adventure) and means to spy on the PC and the other guests to determine who is a likely recruit and who may need to be "dealt with."

The black tulip is actually a deep purple color and is Sariah's hallmark. She places such a tulip at scenes where she commits unscrupulous acts (acts of thievery and murder, among her other crimes), and the practice has made her somewhat notorious (although her true identity is not widely known, her deeds have astutely been attributed to "The Black Tulip").

SARIAH "THE BLACK TULIP" REDSHIFT

CR 2

Female halfling rogue 2

600 XP

CE Small Humanoid (halfling)

Init +4; **Senses** Perception +7

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 18 (2d8+6)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities evasion

OFFENSE

Spd 20 ft.

Melee masterwork rapier +7 (1d4-1/18-20)

Ranged sling +6 ranged (1d3-1)

Special Attacks rogue talent (bleeding attack), sneak attack +1d6

TACTICS

Before Combat If Sariah catches the PC snooping in her room, she will become unfriendly but will refrain from attacking as long as the PC leaves and doesn't take any of her possessions. Sariah will become hostile if attacked or the PC has been flagged as a persona non grata by Lord Kent.

During Combat Sariah positions herself to sneak attack and use her bleeding attack talent.

STATISTICS

Abilities Str 8, Dex 18, Con 13, Int 11, Wis 10, Cha 16

Base Atk +1; **CMB** -1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +10, Bluff +8, Climb +5, Diplomacy +7, Disable Device +9, Disguise +7, Escape Artist +8, Profession (Gambler) +5, Sleight of Hand +8, Stealth +13

Languages Common, Halfling

SQ halfling traits, trapfinding

Gear leather armor, small masterwork rapier, small sling, 20 sling stones, weighted dice, marked cards, 20 gp



4. BRIGIT SNOW'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 15 Disable Device check.

This chamber is a wreck: the bed's sheets are crumpled and lie half on the floor, food scraps litter the table, ashes overflow from the fireplace, and clothes are haphazardly strewn before the armoire.

Treasure: A DC 15 Perception check of the room reveals a *potion of cure light wounds* tucked away in the pocket of an old cloak near the armoire.

Creatures: Brigit Snow arrived at the keep a day early, and has thoroughly made herself at home. Brigit is a cleric of the Moon Goddess Danu (of whom the heroine Danu de Tuatha was named after), and is by nature chaotic and carefree. Her father was a notorious gambler, and the randomness involved in such games has always appealed to her. Brigit is a kind human adventurer in the prime of her youth, and could make a valuable ally for the PC if informed of Lord Kent's recent raids.

BRIGIT SNOW

CR 1

Female human cleric 1

400 XP

CG Medium Humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 14 (1d8+6)

Fort +4, **Ref** +0, **Will** +5

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

OFFENSE

Spd 20 ft. (30 ft. base)

Melee heavy mace +1 (1d8+1)

Special Attacks channel positive energy, orisons

Spells Prepared (CL1)

1st — *bless*, *cure light wounds*, *protection from evil**

0 — *detect magic*, *resistance*, *stabilize*

Domain Powers (Chaos/Good)

Touch of chaos, *touch of good*

TACTICS

Before Combat If Brigit finds someone in her room, she will be gruff but not outrightly aggressive.

STATISTICS

Abilities Str 12, Dex 11, Con 14, Int 9, Wis 17, Cha 15

Base Atk +0; **CMB** +1; **CMD** 11

Feats Improved Initiative, Toughness

Skills Bluff +2, Heal +7, Profession (Gambler) +7

Languages Common

Gear half-plate armor, heavy mace, heavy steel shield, *potion of cure light wounds*

5. LLEWELLYN GILLESPIE'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 15 Disable Device check.

This room contains the same furnishings as your own. Neat stacks of parchment rest upon the table, written in Gnomish, and a feathered quill and inkpot sit nearby.

Llewellyn Gillespie is a traveling gnomish bard who enjoys scribing epic tales about his own exploits, and short (often defacing) ballads about others. He enjoys nothing more than hearing a good tale, except perhaps telling one. He does so while intermittently playing short melodies on his flute between rhyming stanzas. Llewellyn rarely takes an active role in the affairs of others, although he does often write about them and gives (usually bad and unwanted) advice. Thus, he refuses to aid the PC in her quest if so asked, but may offer to write about her exploits once her quest is complete. Save the parchment and ink, Llewellyn keeps nothing of value in this room.

LLEWELLYN GILLESPIE

Male gnome bard 1

CN Small Humanoid (gnome)

Init +3; **Senses** Low-light vision, Perception +5

CR 1

400 XP

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 12 (1d8+4)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Spd 20 ft.

Ranged light crossbow +4 (1d6/19-20)

Melee rapier +0 melee (1d4-1/18-20)

Special Attack bardic performance (countersong, distraction, fascinate, inspire courage +1)

Spell-like Abilities (CL1)

1/day — *dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL1)

1st (2/day) — *cure light wounds*, *sleep* (DC 14)

0 — *daze* (DC 13), *detect magic*, *lullaby* (DC 13), *mage hand*



TACTICS

In Combat If Llewellyn Gillespie finds himself in combat, he will try to disable those attacking him through his spells, regarding lethal force as last resort.

STATISTICS

Abilities Str 9, Dex 17, Con 16, Int 12, Wis 9, Cha 18

Base Atk +0; **CMB** -2; **CMD** 11

Feats Point Blank Shot

Skills Bluff +8, Diplomacy +8, Knowledge (History) +2, Perform (oratory) +8, Profession (Gambler) +5, Sleight of Hand +7, Spellcraft +5, Stealth +7

Languages Common, Draconic, Gnome, Sylvan

SQ cantrips, gnome traits

Gear leather armor, small light crossbow, 20 crossbow bolts, small rapier, 20 sp, 50 gp

6. SECRET CHAMBER

This chamber is hidden and long forgotten, and can be found by characters succeeding at DC 20 Perception checks.

A dusty film coats this long-forgotten chamber, and thick cobwebs cling to the ceiling and walls. A black statue of a rearing dragon stands in one corner, and a decrepit desk and chair stands opposite it. Several vials of strange liquids and powders rest atop the desk.

This chamber has not been used for many years, and Lord Kent does not even know of its existence. It was used long ago as an alchemical laboratory by the castle's resident alchemist, and doubled as a spying alcove. A DC 15 Perception check reveals several small holes in the floor, of which can be used to spy on the chamber directly below (Area 9), the gnoll barracks.

There are also two small holes in the south wall, one looking into Area 2, Sir Bredwir's chamber, and the other looking into Area 3, Sariah Redshift's chamber.

Treasure: The vials of liquids and powders on the table are potions and poisons from long ago. Among them are 2 *potions of cure light wounds*, a *potion of hide from undead*, a vial of bloodroot poison (powdered), and a vial of striped toadstool poison (powdered). All of these are still carefully labeled in common.

7. JORGAS'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 15 Disable Device check.

A wave of heat, the product of a blazing fire, hits you when you enter this chamber. A wolf pelt lies atop the bed, and a satchel lies on the floor beside it. Otherwise, this chamber resembles your own.

Treasure: Jorgas obtained the wolf pelt on his bed en-route to the tournament after the beast attacked him. It is worth 20 gp. Jorgas's satchel contains a tanglefoot bag, a bottle of oil, and a pouch of runestones (worth 10 gp) with which Jorgas often attempts to divine the future.

Creatures: Jorgas is a dwarven traveler with a love for gambling. He has traveled far from his home in the northern mountains to attend this tournament, hoping for the 800 gp grand prize. However, unlike some other, more unscrupulous gamblers, Jorgas refuses to cheat, relying on his own luck and skill. Jorgas plays by the rules in all endeavors, and thus if he sees the PC doing things that are not allowed, he tries to "set them straight," and then warns Lord Kent of the character's actions. He refuses to take part in any subterfuge against Lord Kent, even if informed of the recent raids.

JORGAS BREDWIR

Male dwarf rogue 1

CN Medium Humanoid (dwarf)

Init +2; **Senses** Darkvision 60 ft., Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 13 (1d8+5)

Fort +4, **Ref** +4, **Will** +1

OFFENSE

Spd 20 ft.

Melee heavy mace +1 (1d8+1)

Special Attacks sneak attack +1d6

TACTICS

During Combat Jorgas positions himself to deal sneak attack damage and relies on his heart constitution in combat.

STATISTICS

Abilities Str 12, Dex 15, Con 18, Int 11, Wis 12, Cha 7

Base Atk +0; **CMB** +1; **CMD** 13 (17 against bullrutch and trip attempts while standing on ground)

Feats Dodge

Skills Appraise +4, Bluff +2, Climb +5, Disable Device +6, Profession (Gambler) +5, Sense Motive +5, Stealth +5

Languages Common, Dwarven

SQ dwarf traits, trapfinding

Gear Chain shirt, heavy mace, 20 gp

CR 1

400 XP

8. MEDIFIR BLACKTOOTH'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 15 Disable Device check.

The curtains around the bed of this room are black silk and closed. The chamber is unusually cold, and smells of a pungent odor. Atop the table are several bottles, the contents of which are bizarre and grotesque.

Treasure: Hidden on the top shelf of the closet in Medifir's chamber is an *elixir of hiding*. It can be found by characters succeeding at a DC 10 Perception check.

Creatures: Medifir Blacktooth, a wererat, enjoys strange and grotesque things. The jars contain Medifir's bizarre collections (containing insect specimens and animal parts). None of the jars contains anything of real value.

Medifir is a wererat who has come to the keep for legitimate purposes (to gamble in the contest). However, Medifir is not a very good gambler (having no ranks in either Bluff or Profession [Gambler]), and is more of a threat to the safety of the other guests than anything.

For an interesting encounter, have Medifir roaming around in the halls during the night, perhaps scratching at the PCs door while she sleeps. Otherwise, you could have the PC wake after hearing a scream in the hall. Upon investigating, the PC discovers a fellow guest trapped in a corner by a giant rat (Medifir). It's up to the PC to save the guest.

MEDIFIR BLACKTOOTH

Male Wererat rogue 2 (human form)

LE Medium Humanoid (Human, shapechanger)

Init +2; **Senses** Low-light vision, scent; Perception +5

CR 2

600 XP

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 18 (2d8+6)

Fort +2, **Ref** +5, **Will** +0

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d6+1/18-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Medifir does not prefer to fight in human form and will change forms if fighting a single opponent.

STATISTICS

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 11, Cha 8

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +4, Climb +6, Intimidate +4, Knowledge (local) +5, Sense Motive +5, Stealth +7, Swim +6

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Gear Buckler, leather armor, light crossbow, rapier, 30 gp

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)



WERERAT (HYBRID FORM)

LE Medium Humanoid (Human, shapechanger)

Init +3; **Senses** Low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +2 natural)

hp 20 (2d8+8)

Fort +3, **Ref** +6, **Will** +3

Defensive Abilities evasion; **DR** 10/silver

OFFENSE

Spd 30 ft.

Melee rapier +4 (1d6+2/18-20), bite

-1 (1d4+1 plus disease and curse of lycanthropy; DC 14)

Ranged light crossbow +4 (1d8/19-20)

Special Attack sneak attack +1d6

TACTICS

During Combat Medifir prefers hand-to-hand combat and uses his full attack to potentially spread his condition to his opponents.

Morale He will retreat if the tide of combat turns against him.

STATISTICS

Abilities Str 15, Dex 17, Con 16, Int 10, Wis 11, Cha 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +4, Climb +7, Intimidate +4, Knowledge (local) +5, Sense Motive +5, Stealth +8, Swim +7

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Gear Buckler, leather armor, light crossbow, rapier, 30 gp

SPECIAL ABILITIES

Disease (Ex): *Filth fever*; Bite — injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

9. GNOLL BARRACKS

The doors to this chamber are locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

Hanging over this chamber is a filthy odor, reminiscent of wet dog. Before you, a three-foot tall ebony statue carved into the likeness of a hyena-headed monster stands atop a dark altar, of which is inscribed with strange, runic lettering and etched with scenes of battle. Besides the statue, the chamber is filled with many dirty cots, two of which are occupied by gnolls!

Creatures: The 2 gnolls are members of the Clan of the Black Flail, a gnoll clan showing unusual devotion to the demon gnoll god (of which the altar is a representation of). Lord Kent has recently hired the gnolls to raid nearby villages in search of clues to the location of the tomb of Kara-Duir.

The gnolls in this chamber are currently at rest. Allow each of them a Perception check (opposed to the PC's Stealth check) to determine if they wake. Should they wake, they do not immediately attack, but rather question and attempt to intimidate the PC, readying their black-lacquered flails in a threatening manner. If the PC does not offer an adequate explanation for her trespass, the gnolls attack.

GNOLL (2)

CE Medium humanoid (gnoll)

CR 1

400 XP

Init +0; **Senses** Darkvision 60 ft., Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

TACTICS

During Combat The gnolls first try to block the doors, cutting off any chances of escape. If the gnolls are on the losing end of the battle, one retreats to warn Fanggrid, the Gnoll Sergeant in Area 10, of the PC's presence.

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Languages Gnoll

Gear battle axe, heavy steel shield, leather armor, shortbow, arrows (20)

Traps: The demon gnoll god altar is a dangerous feature of this chamber, imbued with a chill touch trap. Evil characters have nothing to fear by touching the altar, but those of any good or neutral alignment that make physical contact with the altar suffer its ill effects.

CHILL TOUCH TRAP

CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** automatic **Bypass** evil alignment

Effect spell effect (*chill touch*, 1st-level wizard, 1d6 points of negative energy damage, plus DC 11 Fortitude save or take 1 point of Str damage)

Treasure: The altar of the demon gnoll god has a hidden panel that can be found by characters succeeding at DC 20 Perception checks. Inside the panel is a sack containing 55 gp and a masterwork short sword, etched with knotwork designs.

10. GNOLL SERGEANT'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

This chamber reeks of death and decay and is decorated in a horrid fashion. Impaled to the walls with large, metal spikes are dozens of humanoid skulls. They are each painted with

strange, runic markings, no doubt curses from the evil being that murdered them. A dirty cot rests in one corner of the room, beside which is a large chest.

From the shadows, a flicker of movement catches your eye. Glowing red eyes meet your own, and from the dark recesses emerges a horrible fiend. Before you stands a gnoll dressed in black chain, bearing an iron shield and a black flail. He roars at you and attacks!

Creatures: Fangrid, a sergeant of the Clan of the Black Flail, attacks any characters that enter this chamber. If Fangrid defeats the PC you may wish to have him take her prisoner (rather than kill her), and continue play from Area 23.

FANGRID

Male gnoll fighter 1

CE Medium Humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft., Perception +5

DEFENSE

AC 17, touch 10, flat-footed 17 (+1 natural, +4 armor, +2 shield)

hp 20 (2d8+2 plus 1d10+1)

Fort +6, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee heavy flail +5 (1d10+3/19-20)

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Cleave, Power Attack, Weapon Focus (Heavy Flail)

Skills Sense Motive +5

Languages Common, Gnoll

Gear Chain shirt, heavy steel shield, heavy flail, 20 gp

Treasure: Beside the bed in this chamber is a large, locked chest, which can be opened by characters succeeding at a DC 20 Disable Device check. Opening the chest releases a foul odor, as within are several decaying human heads, taken as trophies by Fangrid. Besides the grotesque, the chest contains 7 pp and a silver statuette of a beautiful elven maiden (one of the items stolen from Rhiannon in the raids).

II. COURTYARD

Looming beside the keep's main gates and dominating the courtyard is a large clock tower. It towers high above the castle's walls and is capped by a pointed tiled roof. Also towering above the castle's walls are the north and southwest wings. Elaborate stained glass windows decorate the upper level of the southwest wing, while those in the north wing are more subdued in design. The ground of the courtyard is laid with colored bricks, set to portray spiraling, knotted designs. The courtyard also contains a stone well near the gate, and many doors. Two armored sentries bearing halberds guard the gate.

Creatures: Guarding the courtyard are 2 orcs, although it is difficult to tell due to their visored-helmets. Characters can notice that the guards are orcs by succeeding at DC 13 Perception checks. There are always two orcs posted on the other side of the gates as well. If fighting breaks out in this area, allow them DC 10 Perception checks. If they succeed, they enter the courtyard on subsequent rounds to aid their companions.

ORC GUARDS (2)

Male Orc warrior 1

CE Medium humanoid (orc)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee halbred +4 (1d10+4/x3)

TACTICS

Morale If the orc guards perceive an enemy force to be overwhelming, they will raise the alarm, alerting the forces within the keep, and make a tactical retreat.

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Alertness

Skills Intimidate +2, Sense Motive +1

Languages Common, Orc

SQ light sensitivity

Gear chainmail, halberd, 7sp

The ornate windows (in the southwest wing) lead to Area 20, Lord Kent's chamber. They do not, however, open, and thus characters attempting to enter Area 20 via this route must first break the windows.

Also of interest in the courtyard is a secret panel hidden in the foundation beneath the brick design. Characters succeeding at DC 20 Perception checks find several loose bricks in the southeast area of the courtyard, beneath which lies a panel that opens to a stairwell. The stairwell descends to Area 25 in the dungeons of the keep.

12. GRAND HALL

This large chamber is the grand hall. Tapestries depicting Lord Kent's coat of arms, a rearing black dragon atop a blue backdrop, line the walls. Several tables, no doubt usually reserved for banquets, now serve as areas for dicing. Along the eastern wall is a long table topped with dozens of delicious-looking foods.

This is where the tournament takes place, and other guests can be found in this room at almost any given time (even when the tournament is not in session). Kara may be found in this chamber acting as moderator at most times during the day. Likewise, Lord Kent can be found here often, participating in the tournament. Guest NPCs may try to coax the PC into making a bet or two (when neither party is participating in the tournament), hoping to earn some extra gold.

If the tournament is not in session, you may wish to roll on the table below to determine who is present when the PC enters this chamber. Generally, you should roll twice on the table, adding the results of the second roll to the first. For example, if you rolled a one on the first roll (Sir Bredwir), and an eight on the second (two guests), Sir Bredwir and two other guests (your choice) would be present in this room.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

D10	NPC's in Grand Hall
1	Sir Bredwir
2	Brigit Snow
3	Sariah Redshift
4	Llewellyn Gillespie
5	Jorgas
6	Medifir Blacktooth
7	Lord Kent
8	2 guests present
9	3 guests present
10	No guests

Treasure: There are seven silver candelabras in this chamber, each worth 10 gp.

13. KITCHEN

Set in the walls of this chamber are two massive hearths, in the center of which are proportionately sized cauldrons. Pots, pans and earthenware hang from hooks and rest on shelves, and a large washbasin rests in the corner, filled with a pile of dirty dishes. Barrels and sacks line the walls, no doubt storing food.

Kara also serves as the keep's cook, and since the tournament begun, she has found herself performing double duties. Kara's most recent meal creation, an elk meat and vegetable stew, is simmering in the cauldrons. This is a good place to roll for wandering encounters.

14. ORC BARRACKS

The doors to this chamber are locked, and can be opened by succeeding at a DC 20 Disable Device check.

The reeking odor of many bodies long confined to one area assaults your senses as you open the door to this chamber. Set up at uneven intervals throughout the room are many dirty cots. As your eyes adjust to the room's lighting, you realize that several of the cots are in use by orcs!

Creatures: Lying at rest in this chamber are 3 orcs. Allow each orc a Perception check opposed to the PC's Stealth check to determine if they wake. If the orcs wake and see the character, they pick up their weapons but do not immediately attack. Instead, they question the character (allowing the PC a chance to talk her way out of the situation if she so chooses). If the PC does not offer an adequate explanation for her behavior, the orcs attack.

ORC (4)

Male Orc warrior 1

CE Medium humanoid (orc)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +1

CR 1/3

135 XP

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity



OFFENSE

Spd 20 ft. (base 30 ft.)

Melee morningstar +4 (1d8+3)

TACTICS

During Combat If the PC opts to fight the orcs, they attempt to surround her, using their physical prowess to beat the character into submission.

Morale If the orcs are on the losing end of the battle, one retreats from the fray to alert Grendel, the orc chieftain in Area 15.

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Alertness

Skills Intimidate +2, Sense Motive +1

Languages Common, Orc

SQ light sensitivity

Gear chainmail, morningstar, 10 sp

Tactics: This can be a deadly battle for a single rogue PC to face on her own, and as such she may have to retreat. If the character falls in this battle, you can continue the adventure by having her wake in Area 23 in a dungeon cell.

Treasure: There is a small chest in the corner of the room, hidden under a bundle of foul, dirty clothes. The chest is locked and can be opened with a DC 20 Disable Device check. It contains the communal treasure of the orcs, a total of 200 sp and 50 gp, and a *potion of cure light wounds*. Each of the four orcs also has a satchel containing 5 gp on his person.

15. ORC CHIEFTAIN'S CHAMBER (EL 2)

The door to this chamber is locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

This room smells nearly as foul as the last. A large, dirty bed rests against the south wall, its sheets in a complete state of disarray. In one place, the bed is cut wide open, and the stuffing (a mix of down feathers and straw), lies strewn across the floor. Near the bed, a large muscular orc sits atop a wooden chest. He wears a suit of rusty chainmail, and sharpens a cruel falchion with a whetstone. He grins a toothy smile upon seeing you, and rises from the chest, holding the sword before him.

Creatures: Grendel is the chief of the orc band that Lord Kent enlisted to raid Rhiannon and other nearby towns. He fights without fear of defeat, and is a formidable opponent for a single character.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

GRENDEL

Male Orc fighter 2

CE Medium humanoid (orc)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 16 (2d10+2)

Fort +4, **Ref** +0, **Will** -1

Defensive Abilities bravery, ferocity

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee falchion +6 (2d4+4/18-20)

TACTICS

During Combat Grendel will join combat in area 14 if one of the orcs alert him of the intruder. Otherwise, he will assume the orcs are fighting amongst themselves.

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6

Base Atk +2; **CMB** +5; **CMD** 15

Feats Alertness, Cleave, Power Attack, Weapon Focus (falchion)

Skills Intimidate +2, Sense Motive +0

Languages Common, Orc

SQ light sensitivity

Gear chainmail, falchion, 20 gp

Treasure: The chest is locked but can be opened by characters succeeding at a DC 20 Disable Device check. The chest contains 70 gp, a statue of Diana, the Goddess of the Hunt, depicted riding an elk (one of the items stolen from Rhiannon in the raids), a *handy haversack*, and a *potion of bull's strength*. Characters succeeding at a DC 15 Perception check of the room can also find a small bag of three moonstones, each worth 50 gp, hidden in the stuffing of the bed.

16. KARA'S CHAMBER

The door to this chamber is locked, and can be opened by characters succeeding at a DC 15 Disable Device check.

This chamber contains all of the same furnishings as your own, but somehow, it feels cozier. In the fireplace, dying embers smolder and glow red, illuminating the chamber with a soft light. Atop the table is a vase full of flowers, their aroma filling the chamber.

Creatures: There is a 10% chance that Kara is in this chamber during the day, and an 80% chance that she is here at night.

KARA

Female human rogue 2

CN Medium Humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 18 (2d8+6)

Fort +2, **Ref** +6, **Will** +0

Defensive Abilities evasion

OFFENSE

Spd 20 ft.

Melee rapier +4 (1d6/18-20)

CR 2

600 XP

Ranged hand crossbow +4 (1d4/19-20)

Special Attacks rogue talent (bleeding attack), sneak attack +1d6

TACTICS

Before Combat If the PC breaks into the room while Kara is here, she may attack, but is more likely to first question the PC, demanding an explanation for the character's affronting behavior.

STATISTICS

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 11, Cha 14

Base Atk +1; **CMB** +1; **CMD** 14

Feats Exotic Weapon Proficiency (Hand Crossbow), Weapon Finesse

Skills Bluff +7, Climb +4, Diplomacy +7, Disable Device +6, Escape Artist +6, Knowledge (local) +5, Profession (Gambler) +5, Sense Motive +5, Sleight of Hand +6, Stealth +6

Languages Common, Elven

SQ trapfinding

Gear Hand crossbow, 20 hand crossbow bolts, leather armor (not worn at night) 50 gp

Treasure: Characters searching the chamber and succeeding at a DC 20 Perception check can find a loose flagstone in the floor beneath the table. Hidden within is a small, wooden box containing a 100 gp necklace of irregular pearls, a 50 gp silver ring set with a zircon, a set of castle keys (with a key for each room in the castle, save for the dungeon areas), a *potion of cure light wounds*, and an arcane scroll, inscribed with *cat's grace* (CL 3) and *magic missile* (CL 1).

The items in the wooden box (save for the castle keys) belonged to her mother, and Kara takes them out and looks through them every day (thus, should a character steal them, she discovers the theft shortly, and searches for clues leading to the culprit).

17. UTHER'S CHAMBER (EL 1 OR 2)

The door to this chamber is locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

Built into the wall above the fireplace is an adamantite effigy of a rearing black dragon. Its eyes are set with deep red gems. The fangs of the dragon are wrought of silver, and look particularly sharp. The posts of the bed are fashioned into dragons, and are painted an ebon black. Nearby stands a bookshelf, its shelves filled with musty tomes.

Creatures: There is a 25% chance during the day that Uther is in this chamber when the PC enters. At night, the chance is increased to 75%. See Area 19 for Uther.

Uther worships Varsullicraxis, the black dragon defeated by Danu de Tuatha. He has studied much ancient lore on the topic, and thus Lord Kent has asked him to stay at the keep to teach him more of the dragon and Danu. Uther is interested in the old castle because his research has led him to believe (correctly) that it was long ago occupied by cultists worshipping the black dragon, and he hopes to find artifacts left over from their reign here. He does not yet know about the dungeons below the castle, although he suspects that they exist.

Traps: The Varsullicraxis effigy is rigged with an acid trap, but is only a danger to those that first realize that one of the statue's teeth is removable (a successful DC 15 Perception check reveals this). Should a character remove the tooth

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

ACID TRAP

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +10 ranged (1d6 acid)

without making a careful search for traps (and disabling the trap), the statue spits a stream of caustic acid from its mouth. The tooth itself is worth little monetarily (perhaps a few gold pieces), but can be used in conjunction with the dragon fountain in Area 25.

Treasure: Varsullicraxis is the primary topic of the bookshelves' tomes, although many are about Danu de Tuatha and her adventures. There are nearly 50 volumes on the shelf, most of which are worth 1d6 gp each. One of the texts (a particularly rare volume named *Mortis Varsullicraxis*) is worth 30 gp. Characters succeeding at a DC 20 Perception check of the books can notice that the tome seems to "stand out" from the others.

18. ARMORY (EL 7)

The doors to this chamber are locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

Suits of full plate mail armor, each emblazoned with a black dragon on a blue shield-shaped backdrop, stand in two rows flanking this corridor. Each suit stands upright as if it was being worn, holding a halberd before it. The halberds are all slightly dipped to form a palisade through the walkway. Hanging on the walls behind the suits of plate mail are weapons, shields, and armors of all sorts. Narrow walkways behind the suits of plate mail offer access to these other weapons and armor. At the far end of the corridor is a large iron door, flanked by two more suits of full plate mail.

This is a good place to roll for wandering encounters.

Traps: Walking straight down the corridor is intimidating, and may seem like a bad idea, but it is, in fact, the only safe route through this area. Walking on the narrow paths behind the armor is an invitation to disaster, as both are trapped with scything blade traps.

SCYTHING BLADE TRAP (2)

CR 1

Type mechanical; Perception DC 21; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic

Effect Atk +8 melee (1d8/x3)

The two suits of full plate armor at the end of the chamber may appear suspicious as well, and with good reason. They are imbued with *animate objects* traps, and if not disabled before touching the iron door, both sets of armor animate and attack. Touching the suits of armor themselves is harmless, and does not activate the trap. Closer inspection of the two suits of armor (a successful DC 15 Perception check) reveals a hidden phrase written in Draconic and etched on each of the suits: "Here Varsullicraxis is Queen." Characters that do not speak Draconic may make a DC 20 Linguistics check to understand and mimic the strange writing. To disable the trap, a character must repeat the phrase "Here Varsullicraxis is Queen," in the Draconic tongue. This temporarily disables the animate objects traps, allowing the character safe passage through the iron door.

If the PC can't understand the writing, but is clever enough to write it down and ask Llewellyn Gillespie, the gnome will be happy to translate and explain a bit about Varsullicraxis as well. He'll also warn the PC that she should be careful before getting involved with anything associated with the name of the dragon. Which is, unusually for Llewellyn, good advice.

ANIMATE OBJECTS TRAP (2)

CR 7

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch (door); Reset automatic; Bypass command word

Effect spell effect (*animate objects*, 11th-level cleric)

PLATE MAIL ARMOR (ANIMATED)

CR 3

N Medium Construct

800 XP

Init +0; Senses Darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 36 (3d10+20)

Fort +1, Ref +1, Will -4





OFFENSE

Spd 30 ft.

Melee slam +5 (1d6+3)

TACTICS

During Combat The animated plate mail armor will fight to the death unless the bypass phrase is spoken.

STATISTICS

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ Metal

Treasure: The armor and weapons on the walls are mostly mundane. They include a battleaxe, 4 daggers (one silver), a flail, a greatsword, 2 heavy crossbows, 2 light crossbows, 2 light maces, a longbow, a longspear, 2 longswords, a morningstar, 2 rapiers, a shortbow, 2 short swords, and a whip. Armor includes a breastplate, 2 chain shirts, 2 sets of chainmail, 2 sets of studded leather (one masterwork), 2 heavy steel shields, and 2 light steel shields

19. UNHALLOWED CHAPEL (EL 2)

The door to this chamber is locked, and can be opened by characters succeeding at a DC 20 Disable Device check.

If the PC has not already encountered Uther in his chamber (see Area 17) or defeated him elsewhere, then he is in this chamber, conducting a ritual dedicated to the dragon Varsullicraxus. Read or paraphrase the text box below as the PC enters this area.

A thick cloud of red smoke hovers over this chamber, and the smell of incense burns your nostrils. Dominating the chamber is a large, ebon altar of a rearing black dragon, its eyes gleaming red in the torchlight. Flanking the dragon altar are two large basins, carved from the same ebon stone as that of the altar. They each boil with some foul, red liquid, perhaps blood, and contribute to the thick red cloud of smoke that hangs overhead. A man wearing a helmet fashioned with ram's horns whirls about to face you as you enter. "Infidel! How dare you taint this unholy sanctum with your presence? In death your body and blood shall serve the will of Varsullicraxus!"

UTHER

Male human cleric 2

NE Medium Humanoid (human)

Init +1; **Senses** Perception + 4

CR 2

600 XP

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +1 Dex, +1 dodge)

hp 16 (2d8+4)

Fort +4, **Ref** +1, **Will** +7

OFFENSE

Spd 20 ft. (30 ft. base)

Melee morningstar +2 melee (1d8)

Special Attacks channel negative energy, orisons

Spells Prepared (CL2)

1st—*cure light wounds*, *doom* (DC 15), *shield of faith*, *protection from good**

0—*detect magic*, *guidance*, *light*, *resistance*

Domain Powers (Evil/Luck)

Touch of evil, *bit of luck*

TACTICS

Before Combat If the PC breaks into Uther's chamber or the Unhallowed Chapel while Uther is present, he immediately attacks.

During Combat Uther will cast *shield of faith* to increase his AC before entering combat. If tactically feasible, he will also cast *doom* during the combat.

STATISTICS

Abilities Str 11, Dex 12, Con 12, Int 11, Wis 18, Cha 14

Base Atk +1; **CMB** +1; **CMD** 12

Feats Dodge, Weapon Focus (Morningstar)

Skills Heal +9, Knowledge (History) +5, Spellcraft +5

Languages Common

Gear chainmail armor, morningstar, *potions of cure light wounds* (x2)

Treasure: Other than the goods on Uther, this chamber contains little of value, save the gems set in the Varsullicraxus altar's eyes. They are red spinels (worth 100 gp each) and can easily be pried from the altar.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

20. LORD KENT'S CHAMBER (EL 2-3)

The door to this chamber is locked, and can be opened by characters succeeding at a DC 25 Disable Device check.

Creatures: There are always 2 gnolls stationed outside of the door to this chamber. If armed, they order the PC to throw down her weapons. If she complies, they take her into custody for Lord Kent to question. If the character instead opts to run or act in a threatening manner, the guards attack.

GNOLL (2)

CE Medium humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft., Perception +2

CR 1

400 XP

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

TACTICS

During Combat The gnolls will attempt to block entry but if the tide of battle turns, 1 gnoll will retreat and alert others of the intruder.

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Languages Gnoll

Gear battle axe, heavy steel shield, leather armor, shortbow, arrows (20)

Once the PC enters the room, read the following.

Colored light illuminates this luxurious chamber, focused through brilliant stained glass windows. A four-poster bed, its posts meticulously carved to portray fairy tale scenes, rests near a similarly detailed hearth. A fine, round table stands near the center of the room, atop which is an elaborately carved chess set. A leather-bound text lies beside the set. Nearby, pushed against the wall, is a grand bookcase, its shelves filled with a vast array of volumes.

Adorning the walls are several tapestries of a beautiful woman fighting a large black dragon. In many she holds a blue staff topped with a silver crescent moon. The staff emits a brilliant blue light that the dragon seems to be shying away from.

Of interest in this chamber are two secret doors, one leading to Area 21, the Treasury, and the other to a spiraling stairway that descends to Area 22, deep in the bowels of the castle. The latter door can be found by characters succeeding at a DC 18 Perception check, while the door leading to the treasury can be found only by those succeeding at a DC 23 Perception check.

Creatures: During the day, Pwyll is resting in the chamber and there is a 20% chance that both Lord Kent and Pwyll are in this chamber during the day. There is a 90% chance that they

are here at night. If the PC breaks into the room while Lord Kent is present, he demands that the PC explain herself. If the PC offends Lord Kent with her words, he attacks. However, if the PC proves to be a cunning and worthwhile recruit (depending largely on her prior actions), Lord Kent explains the true purpose of the tournament (to find a suitable recruit to delve the tomb of Kara-Duir and retrieve the Moon Staff of Danu de Tuatha), and asks her to join his ranks. If the PC refuses, Lord Kent waits for an opportune moment (when the PC is off her guard), and attacks.

LORD KENT

Male human wizard 3

CE Medium Humanoid (human)

Init +2; **Senses** Perception +4 (+6 when Pwyll is within arm's reach)

CR 3

800 XP

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 25 (3d6+12)

Fort +4, **Ref** +3, **Will** +4

OFFENSE

Spd 30 ft.

Melee +1 rapier +4 (1d6/18-20)

Ranged masterwork heavy crossbow +4 (1d10/19-20)

Special Attacks cantrips, school power (2)

Spells Prepared (CL3)

2nd — acid arrow, mirror image

1st — mage armor, magic missile, ray of enfeeblement

0 — acid splash, daze (DC 14), flare (DC 14), touch of fatigue (DC 14)

School Powers Hand of the Apprentice

TACTICS

Before Combat If Lord Kent hears sounds of combat outside, he will cast *mage armor* on himself pre-emptively.

During Combat If he has not already done so, Lord Kent will first cast *mage armor*, then *mirror image* on himself. Then he will use his attack spells casting defensively from highest spell level to lowest. Only after his spells are exhausted will he draw his rapier.

STATISTICS

Abilities Str 10, Dex 15, Con 16, Int 18, Wis 13, Cha 12

Base Atk +1; **CMB** +1

Feats Combat Casting, Dodge, Scribe Scroll^B, Weapon Finesse

Skills Appraise +8, Bluff +3, Diplomacy +4, Knowledge

(arcana) +8, Knowledge (history) +8, Linguistics +9 (Int),

Perception +3, Profession (Gambler) +7, Sense Motive +3

(+5 when Pwyll is within arm's reach), Spellcraft +10

Languages Abyssal, Common, Draconic, Elven, Gnoll, Infernal, Orc

SQ Arcane Bond, scribe scroll

Gear +1 rapier, magic missile scroll (CL 3), masterwork heavy crossbow, 100 gp

Spellbook spells prepared plus 0 — Arcane Mark, Bleed,

Dancing Lights, Detect Magic, Detect Poison, Disrupt

Undead, Ghost Sound, Light, Mage Hand, Mending,

Message, Open/Close, Prestidigitation, Ray of Frost, Read

Magic, Resistance; 1st — disguise self, feather fall, hypnotism,

summon monster I; 2nd — fox's cunning, invisibility, web

PWYLL, BAT FAMILIAR

CE Diminutive Animal

CR 1/4

100 XP

Init +2; Senses Low-light vision, blindsense 20ft., Perception +8

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 Size)

hp 9 (3HD)

Fort +2, Ref +5, Will +5

OFFENSE

Spd 5 ft., fly 40ft. (good)

Melee bite +7 melee (1d2-5)

Space 1 ft.; Reach 0 ft.

Special Attack deliver touch spells

TACTICS

Before Combat If Pwyll is alone in the chamber when the PC enters, he will hide and not engage in combat. However, he will alert Lord Kent through his empathetic link that someone has entered.

STATISTICS

Abilities Str 1, Dex 16, Con 10, Int 7, Wis 14, Cha 4

Base Atk +1; CMB -8

Feats Alertness

Skills Fly +11, Stealth+20

SQ empathic link, improved evasion, share spells;

SPECIAL ABILITIES

Deliver Touch Spells (Su): If Lord Kent and Pwyll are in contact when Lord Kent casts a touch spell, Pwyll may deliver that spell to another target just as Lord Kent could.

Empathic Link (Su): Pwyll may communicate with Lord Kent through an empathic link for distances up to 1 mile.

Share Spells: Lord Kent may cast a spell with a target of "You" on Pwyll (as a touch spell) instead of on himself.

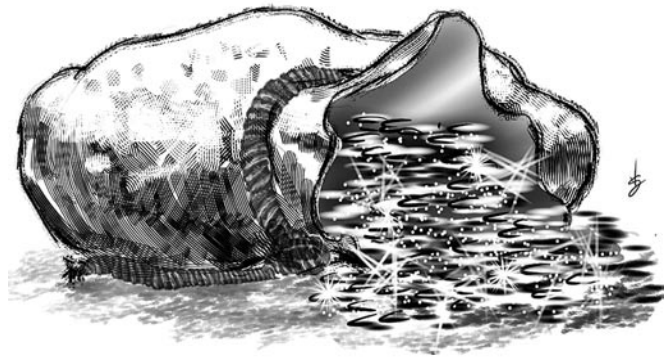
Treasure: The bookcase contains dozens of volumes detailing fairy tales and history, many of which focus primarily on Danu de Tuatha and Varsullicraxis. Each book is worth 1d6 gp. The book on the table is titled The Moon Staff of Danu de Tuatha. It details the life of the heroine, the legendary moon staff, and its origins, and is worth 50 gp to a sage or similar buyer. There are a total of eight tapestries adorning this chamber, each worth 100 gp. The chess set is masterfully carved, portraying Danu de Tuatha and Varsullicraxis as the queens of the opposing armies. The set is worth 75 gp.

21. TREASURY (EL 2)

The door to this chamber is locked, and can be opened by characters succeeding at a DC 25 Disable Device check.

Platinum, gold, silver and gems lie in piles about this chamber. Atop the piles are a number of oddities and works of art. An ornately carved armoire stands against the near wall.

Traps: Lord Kent has placed a box of brown mold with this chamber's treasure, in hopes of incapacitating would-be thieves. The box is small and ornately carved, and at a glance appears valuable.



BOX OF BROWN MOLD

CR 2

Type mechanical; Perception DC 22; Disable Device DC 16

EFFECTS

Trigger touch; Reset automatic

Effect 5-ft. cold aura (3d6, cold nonlethal)

Treasure: The treasury contains a gem studded masterwork longsword (one of the items stolen from Rhiannon in the raids), 300 gp, 10 pp, a golden bracelet worth 50 gp, a silver chalice worth 75 gp, an ancient stone-carved statuette worth 50 gp, 5 lapis lazuli's worth 10 gp each, a 50 gp piece of onyx, a 50 gp piece of jasper, and a 100 gp piece of jade. In addition, Lord Kent's clothing is contained within the armoire, and is worth a total of 200 gp.

22. DUNGEON STAIRWELL

The stairs descend to a cold, subterranean chamber. Two columns, each carved into the form of a beautiful woman, stand before you, as if they were guardians of this dark place. A large set of iron double doors are set into the far wall, each inlaid with what looks to be ivory, fashioned to resemble the same womanly forms as those of the columns. To the west is a plain wooden door.

This is a good place to roll for wandering encounters. Other than that, there is nothing of danger in this chamber, nor is there anything of particular interest to the PC. The double doors lead to Area 24, the crypt, and the western door to Area 23, the cell block. Characters succeeding at a DC 15 Perception check of this chamber can find a secret door that opens to a hallway ultimately leading to Area 25.

23. CELL BLOCK (EL 1/2)

Small chambers, secured with thick iron bars, line this hallway, acting no doubt as prison cells. Shackles, set into the stone, hang from the walls of each cell. One cell it seems is in use, or at least was until recently. The lifeless husk of a soul long condemned to these chambers lies in a fetal position on the floor. Maggots writhe in the rotting body, and its putrid stink causes your stomach to roil.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

Each of the cells is locked and can be opened by characters succeeding at a DC 15 Disable Device check. Characters that are captured by Lord Kent wind up in one of these cells. The character's possessions are taken away, and are stored in Area 21, the treasury. If captured, the PC may find a small bone in a corner of the chamber, which may be fashioned into a rudimentary lockpicking device. Opening a lock without thieves' tools incurs a -2 penalty to the check, but the bone reduces this to -1 for two attempts after which, it breaks.

Creatures: The corpse described above is in the northwesternmost cell, and is in fact a zombie. The creature stirs if physically disturbed in any way, and rises and attacks if a character opens the cell door.

HUMAN COMMONER ZOMBIE

NE Medium Undead

Init +0; **Senses** Darkvision 60 ft., Perception +0

DEFENSE

AC 12, touch 10, flat-footed 11 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** -1, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Spd 30 ft. (can't run)

Melee Slam +4 melee (1d6+4)

TACTICS

During Combat The zombie fights to the death.

STATISTICS

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SQ staggered

Treasure: Characters looking at the zombie from outside the cell are allowed a DC 15 Perception check to see that the zombie is wearing a golden and gem-studded pendant worth 100 gp.

24. CRYPT (EL VARIABLE)

Rows of sarcophagi line this chamber, each flanked by a large support column. The lids of the sarcophagi are each carved reliefs of men and women, likely life portrayals of those that rest within.

Characters succeeding at a DC 20 Perception check of the crypt can find a secret door in the northeast wall. It exits to a hallway, which branches to Area 27 (the dried well) and Area 28 (the study).

Creatures: The 12 sarcophagi each contain undead creatures, including 11 skeletons and a ghoul. Those disturbing a sarcophagus (prying open or desecrating it) wake the dead contained within, which then rises and attacks. Disturbing even one sarcophagus has a domino effect on the others. Roll 1d8 for each undead creature, and on a roll of 8, the individual creature in question pushes the lid of its sarcophagus open and rises to attack.

The ghoul's sarcophagus depicts a horribly disfigured man with sharp, cruel fangs and long claws. His ears are pointed, although it is clear he is not an elf or of other fey origin. Characters disturbing this particular sarcophagus are in for trouble.

GHOUL

CE Medium Undead

Init +2; **Senses** Darkvision 60 ft., Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, undead traits

OFFENSE

Spd 30 ft.

Melee bite +3 (1d6+1 plus disease and paralytic) and 2 claws +3 (1d6+1 plus paralysis)

Special Attack paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

TACTICS

During Combat The ghoul will fight to the death and tries to position himself to full attack as much as possible with flanking bonuses from the skeletons.

STATISTICS

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su): *Ghoul Fever*: Bite — injury, *save* Fort DC 12, *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

HUMAN WARRIOR SKELETON (11)

NE Medium Undead

Init +6; **Senses** Darkvision 60 ft., Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Spd 30 ft.

Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar

Treasure: Within the ghoul's sarcophagus is an anklet (75 gp).

CR 1

400 XP

CR 1/3

135 XP

25. COURTYARD STAIRWELL (EL 2)

In the western wall of this chamber is a hidden door, which can be found by characters succeeding at a DC 15 Perception check. Note that depending on which way the PC entered this area, she may have already discovered and used the secret door. Read or paraphrase the following as the PC enters this chamber.

The spiraling stairwell of this chamber is narrow, and lined with elaborate sconces, fashioned as dragons. Central to the room is a fountain with three dragon heads, each set with silver fangs. It looks as if the heads once spat water, but they appear to have gone dry long ago. A large set of iron double doors is set into the north wall, inlaid with black mosaic stones to depict a rearing dragon on each door.

Traps: The iron doors are imbued with an *inflict light wounds* trap, and lead to Area 26. They are locked, and can be opened by succeeding at a DC 30 Disable Device check (not likely for low level characters, but there is another way to open the doors; see below).

INFLECT LIGHT WOUNDS TRAP

CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage)

Characters that carefully examine the fountain (succeeding at a DC 15 Perception check), can find that one of the dragons is missing a silver fang. The missing fang can be found in the dragon altar in Area 17, Uther's chamber. If the PC inserts the fang into the fountain, the dragon heads begin glowing, emitting a soft blue light, and once again begin spitting water. You may wish to allow the PC a DC 15 Intelligence check to realize that the fountain is a grand, magical device that can be further tinkered with. Characters can open the double doors and disable the *inflict light wounds* trap by succeeding at a DC 20 Use Magic Device check on the fountain.

If the PC is clever enough to say, "Here Varsullicraxis is Queen," in the Draconic tongue (no matter how poorly) the fountain provides a one-time blessing of a +1 inherent bonus to the PCs Wisdom and the *inflict light wounds* trap is permanently disabled for that single PC.

26. RITUAL CHAMBER (EL3)

The floor of this octagonal chamber is painstakingly fashioned with an elaborate mosaic. An arcane design is set with black mosaic stones, in the center of which is an altar of a rearing black dragon. Atop the altar is a decaying, human skeleton, a jeweled dagger protruding from the ribcage. Before the altar, the mosaic is fashioned to portray the head of a black dragon. The rest of the mosaic stones are white, and in some places are tarnished with dried, deep red stains.

This ritual chamber was used long ago by the cultists of Varsullicraxis. The skeleton on the altar was actually a companion of the legendary Danu de Tuatha, and a priestess dedicated to the moon goddess. Should the characters disturb the skeletal remains in any way, read the following.

Behind you the chamber doors slam shut with an echoing boom. The air grows cold, and you can see your breath before you. Suddenly, you find yourself surrounded by dark figures in black robes, their voices sounding in unison, chanting a dark hymn to some forgotten god. Each holds a staff and a dagger, raising and lowering them in ritual movements.

Creatures: For the next two rounds, allow the character a DC 15 Perception check to notice that a ghostly form is coalescing above the skeletal remains. If the PC fails both Perception checks, the ghost gets a surprise round before the PC can act. If the PC attacks immediately, the ghost should be considered helpless until fully coalesced.

The chanting cultists are merely *minor images* (DC 13), recreating the ritual atmosphere present when the unfortunate victim (the ghost) was sacrificed. The illusions are of no real harm to the PC, although they can be unsettling. They dissipate if attacked, or once the ghost is defeated. Like the illusions, the doors are not a problem as they are not locked, just closed, and a PC can make a quick retreat through them. The Ghost will not leave the room containing her corpse.

GHOST

CR 3

Female human cleric 1

800 XP

CN Medium Undead (augmented humanoid, incorporeal)

Init +1; **Senses** Darkvision 60 ft., Perception +8

DEFENSE

AC 16, touch 16, flat-footed 14 (+4 deflection, +1 Dex, +1 dodge)

hp 11 (1d8+7)

Fort +2, **Ref** +1, **Will** +5

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Spd 30 ft. fly (perfect)

Melee corrupting touch +0 (3d6, Fort. DC 15 half)

Special Attack channel negative energy, corrupting touch

Spells Prepared (CL2)

1st—doom (DC 15), *inflict light wounds*, *protection from law**

0—guidance, resistance, virtue

Domain Powers (Choas/Destruction)

Touch of choas, *destructive smite*

TACTICS

During Combat The ghoul will fight to the death and tries to position himself to full attack as much as possible with flanking bonuses from the skeletons.

STATISTICS

Abilities Str —, Dex 12, Con —, Int 8, Wis 17, Cha 19

Base Atk +0; **CMB** +0; **CMD** 11

Feats Dodge, Toughness

Skills Fly +9, Heal +7, Knowledge (religion) +3, Sense Motive +7, Spellcraft +3, Stealth +8

Language Common

SPECIAL ABILITIES

Rejuvenation (Su): After a ghost is destroyed it may be restored and return to the place it was destroyed at after 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

Experience: The PC can earn a bit of extra experience by laying the ghost to rest once and for all. She can accomplish this task by sprinkling holy water on the skeletal remains. Should the character tell Brigit of the ghostly presence and ask for her help, she agrees to examine the chamber and remains, and creates a vial of holy water (by casting *bless water*) to set the ghost at rest. Award an extra CR 3 experience bonus to characters that do so.

Treasure: The ritual dagger in the skeleton's chest is masterwork.

27. DRIED WELL (EL 1)

An old well, the mouth being perhaps ten feet wide, is central to this chamber. It looks as if it has not been in use for many years, as the crumbling stone wall along its edge attests.

Leaning against the well to look within its depths is an invitation to disaster. If a character states she wishes wish to look into the well, she must succeed at DC 10 Acrobatics checks (balance) or fall, as the stones around her crumble away. If the PC doesn't fall, she can peer down the well and, with a DC 10 Perception check, notice that the well is filled wall to wall with thick webs. A DC 5 sound-based Perception check will notice that the well is empty (no splashes), and a DC 25 Perception check will notice a slight breeze flowing down into the well, as if there was an opening below.

Creatures: Luckily (or perhaps unluckily), a Medium monstrous spider has claimed the well for its home and has spun a web ten feet above the cavern floor (the well is a total of 30 feet deep), that falling characters automatically get caught in. A character can escape the web by succeeding at a DC 12 Escape Artist check, or a DC 16 Strength check. Either way, the character falls 10 feet, and takes 1d6 points of damage. If you are feeling generous, you can allow the character a DC 15 Acrobatics check (balance) to see if she can use the web to carefully drop herself down with, thus negating any falling damage.

MONSTROUS SPIDER

N Medium Vermin

Init +3; **Senses** Darkvision 60 ft., tremorsense 60 ft., Perception +4 (+8 in webs)

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)
hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind affecting effects

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 3)

TACTICS

During Combat The monstrous spider relies on her sticky web and her potent poison to bring in her prey.

STATISTICS

Abilities Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; **CMB** +2; **CMD** 15

Skills Climb +16, Stealth +7 (+11 in webs)

CR 1
400 XP



SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage, *cure* 1 save.

Web (Ex): The monstrous spider's web can support itself and up to one additional Medium creature. In addition, it can also throw a web up to 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 Large targets. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check (DC 12). Attempts to burst a web by those caught in it suffer a -4 penalty.

Web-spinners often create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 3 hp and DR 5/—. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Littering the floor below the web are the skeletons of various animals. From there a natural tunnel winds for several hundred feet to the surface, where there is a small cave opening (on the north side of the castle) hidden in an outcropping of boulders and trees.

28. STUDY (EL 0 OR 3)

Bookshelves line the south and western walls of this chamber, complete with thick, musty tomes. A table in the center of the room is covered in open texts, scrolls, and journals. Many maps, both ancient and modern, are displayed on the walls.

This is where Lord Kent does much of his research and plotting. The books on the table are about the tomb of Kara-Duir, the final resting place of Danu de Tuatha. The journals on the table belong to Mayor Fellstone, and are opened to his self-penned exploits of the nearby forests, and detail the ancient ruins and tombs he found there. Likewise, many of the journals, books, and maps on the wall belong to Mayor Fellstone, and were taken in the raid of Rhiannon. With the aid of these most recent research tools, Lord Kent has pinpointed the location of Kara-Duir. Given a little time studying the materials and maps, the PC can herself learn the location of the tomb (by succeeding at a DC 15 Intelligence check).

Creatures: This area is a good place for a final encounter with Lord Kent (assuming he has not already confronted the PC). Here he can explain his plans of raiding the Tomb of Kara-Duir to the character, and ask her to join his ranks, making an offer in gold pieces for her services. If the character does not join Lord Kent, he attacks.

Lord Kent: CR 3; hp 25; see Area 20.

Treasure: There are about 100 books on the shelves, each worth 1d6 gp. As mentioned above, Mayor Fellstone's journals and maps are in this chamber. Likewise, the rune carved amulet (actually a key to the tomb of Kara-Duir), can be found atop one of the bookshelves by characters succeeding at DC 10 Perception checks. See Stolen Items at the beginning of this adventure for the value and reward offered for the return of these items.

CONCLUSION

You can conclude this adventure in several ways, depending on the actions of the PC. Whether or not the PC wins the competition is unimportant (although it may be monetarily advantageous to the character). After exploring the castle, the PC may choose to join Lord Kent in raiding the tomb of Kara-Duir, or she may decide to search for the tomb on her own. It is all up to the player.

Should the character return to Mayor Fellstone with his maps, journals, Rhiannon's stolen treasures, and information on the activities and motives of Lord Kent's raids, the mayor and townsfolk praise the character and give her the agreed upon rewards. In addition, Mayor Fellstone allows the PC to keep any items that he lent to her to aid the character on her quest.

If the character killed Lord Kent, in time the king sends a party to discover what happened to the young lord. If the PC was not careful, and if she cannot supply evidence of Lord Kent's raiding activities, she could become a fugitive with a warrant out for her arrest.

Should the PC choose to join Lord Kent's ranks, she cannot easily collect all of her reward from Rhiannon, as Lord Kent is loathe to part with the journals, maps and stolen treasures. She could however, still report Lord Kent's activities to Mayor Fellstone, although this she must do secretly, as Lord Kent would not take lightly such treason from a new companion. Otherwise, unscrupulous PCs might opt to lie to Mayor Fellstone, and still collect their reward.

However you end the adventure, you have a hook for the next, should you so desire. The Moon Staff of Danu de Tuatha is an item of great power, and the PC may very well know the location of the Tomb of Kara-Duir. Other forces could be seeking the Moon Staff as well, and many of the characters from this adventure could make good companions or enemies in the search for the staff.

PRE-GENERATED CHARACTER

KATRINA ARDON

CR 3

Female human rogue 3

CG Medium Humanoid (human)

Init +7; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +1 enhancement, +3 Dex)

hp 26 (3d8+9)

Fort +3, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee masterwork rapier +7 (1d6/18-20) or

Ranged shortbow +5 (1d6/x3)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6

STATISTICS

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

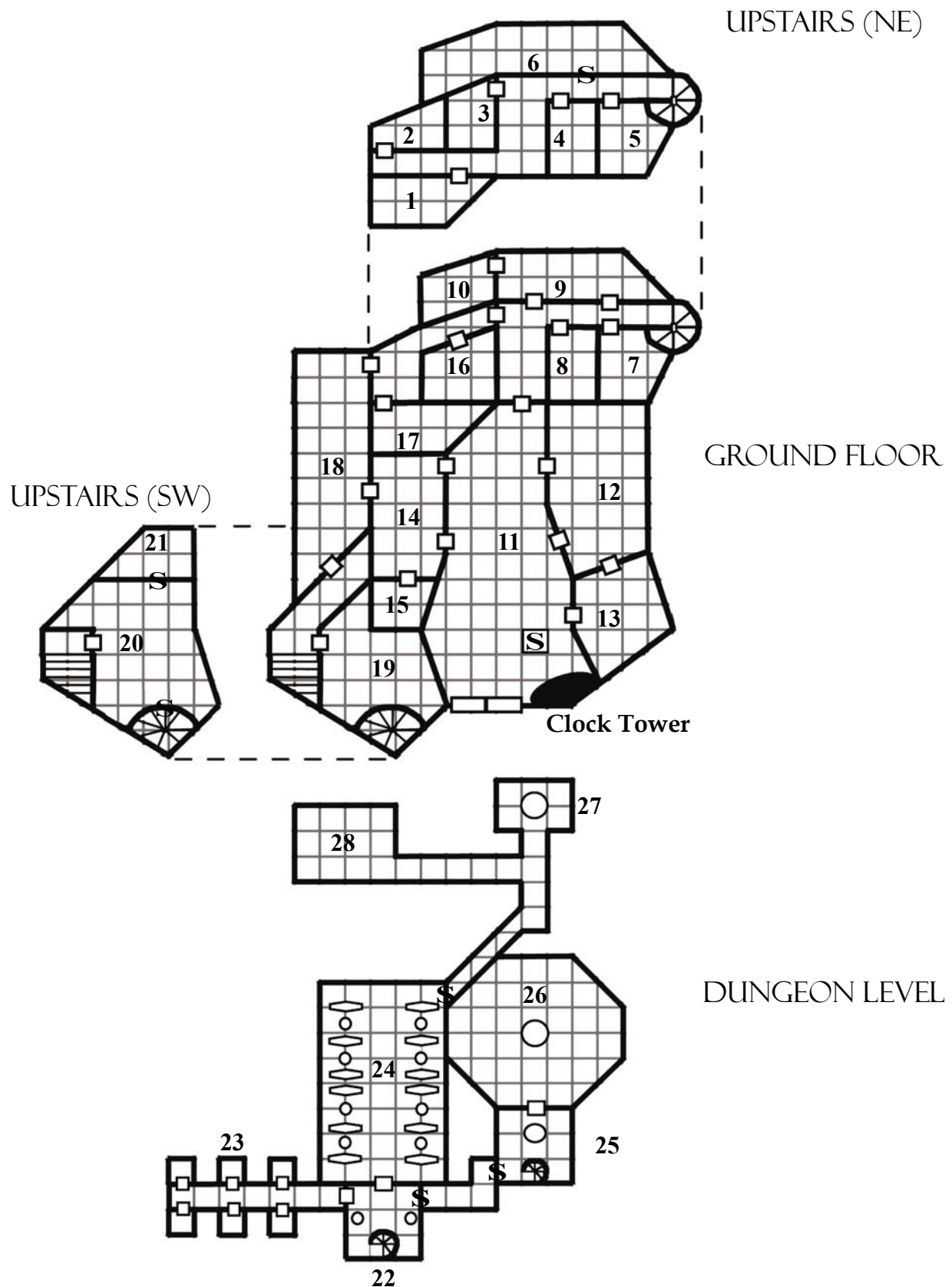
Skills Acrobatics +7, Appraise +5, Bluff +6, Climb +5, Diplomacy +6, Disable Device +9, Disguise +5, Escape Artist +7, Knowledge (dungeoneering) +5, Linguistics +5, Profession (Gambler) +6, Sense Motive +5, Sleight of Hand +8, Stealth +9, Swim +4, Use Magic Device +7

Languages Common, Elven, Orc

SQ trapfinding

Gear arrows (20), cat's grace potion, cure light wounds potion, invisibility potion, rapier (masterwork), 10 rations, rope (silk), scroll of sleep (CL1), shortbow (masterwork), sleep arrow (2), +1 studded leather armor, 5 sunrods, thieves' tools (masterwork), 50 gp

MAP OF LORD KENT'S KEEP

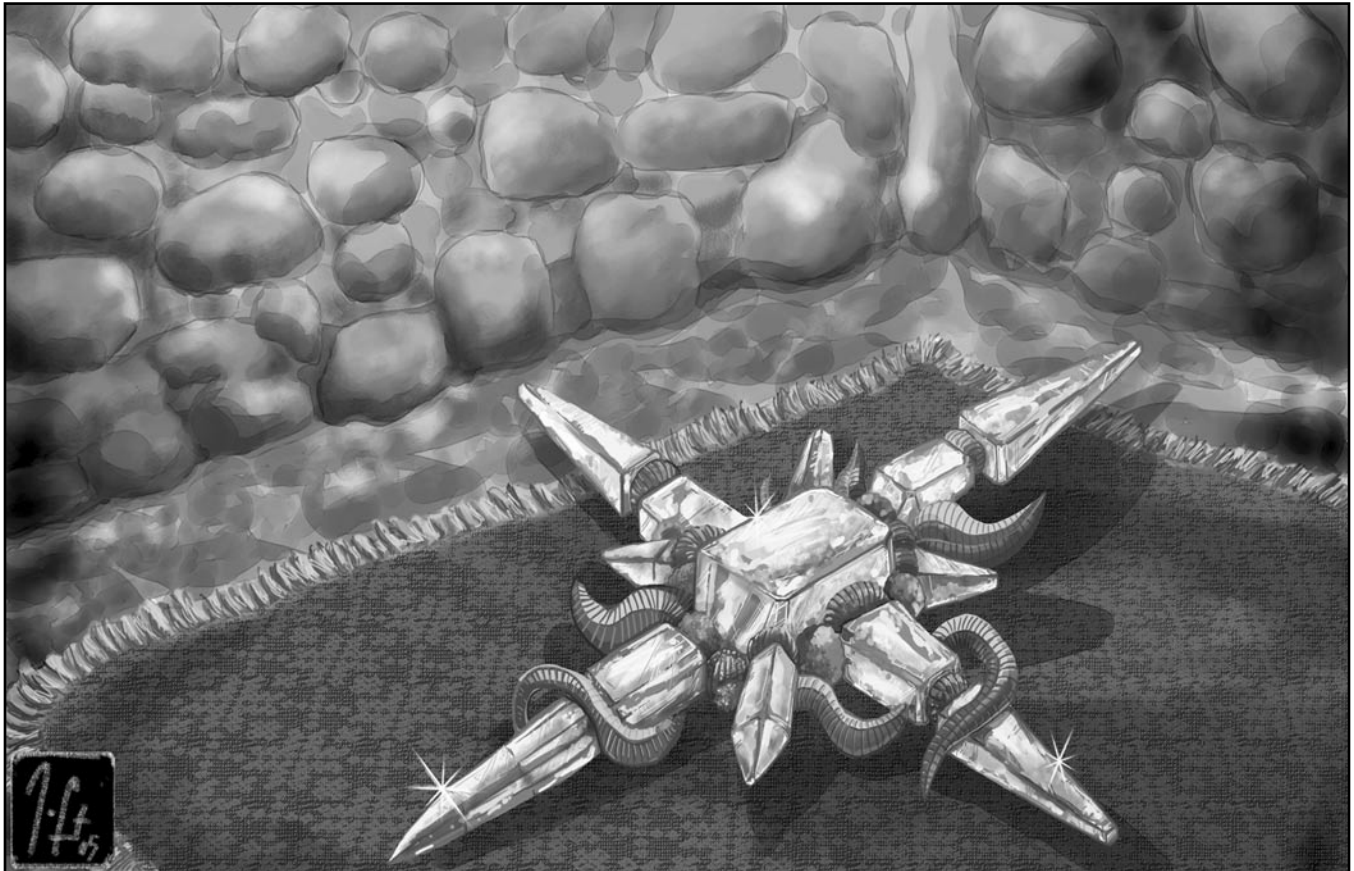


ONE ON ONE ADVENTURES #2

THE STAR OF OLINDOR

BY MATTHEW J. HANSON

AN ADVENTURE FOR ONE ROGUE LEVELS 6-8



A terrible plague has swept through the city of Cairdus, and despite the local clergy's best efforts, they have been unable to control the spread of the disease. Even those who seem cured often contract the disease again. The only thing that is making any headway are the special blessings given by the powerful Baron Velstaf, but he only grants these blessings for a price that few can afford.

The Star of Olindor is an adventure designed for 7th-level rogue, or other character of similar abilities. The obstacles in the adventure are set up to encourage the use of stealth and trickery, and many rely on classic rogue skills. The adventure takes place in the city of Cairdus, the details of which have been intentionally left imprecise, so that it can be easily slipped into an existing campaign, or better yet the adventure can be altered to take place in any existing city.

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

ADVENTURE BACKGROUND

Baron Velstaf is a wealthy merchant, who has made a significant fortune, mostly by supplying weapons and armor in times of battle. Like many who hunger for gold, Baron Velstaf is never satisfied, always wanting more.

When Velstaf acquired the *Star of Olindor*, a powerful magic charm capable of warding off disease, he knew he had been granted another means of acquiring wealth. Just as a war resulted in profits for arms dealers, a plague would be a boon for those who could cure it. All he needed was a plague.

Baron Velstaf was not content for just any plague. He set his personal hired wizard Elskar to the task of finding the perfect disease. She found *hell's lung*. The problem was that the disease was not easy to reproduce on the prime material plane. To reach its full potential it needed the protective slime secreted by a demonic babau.

This is why Baron Velstaf has a babau trapped in his dungeon, a babau, which like any trapped demon, curses his jailor and yearns to be free and seek its revenge.

About a week ago, after infecting the babau's protective slime with a sample of the disease, the potent plague was harvested and spread throughout the city by hired criminal thugs. In order to ensure the disease continues to spread, new cultures of the plague are introduced into the population every couple of days.

ADVENTURE SYNOPSIS

In *The Star of Olindor* the player character, whether of her own initiative or at the behest of a religious order, is on a mission to retrieve the *Star of Olindor* from the estate of Baron Velstaf. In so doing, she may uncover the secrets of plagues origin.

BEGINNING THE ADVENTURE

The player character has found her way to the city of Cairdus, (or another city in which the adventure takes place). Perhaps she chose to come when she heard about the plague, hoping she could do something to stop it. Perhaps she was simply passing through and got trapped in the city when it was quarantined. If the character has a base of operations or a home town already established, you may wish to move the adventure's setting to that locale, to ensure that she has a personal stake in the matter.

SETTING THE STAGE

There is something wrong in the city. Many shops have closed their doors, and dead bodies are a common occurrence along the streets. The few people who remain outdoors look scared, as though the world is coming to an end.

If the PC investigates on her own, she can gather information about the mysterious disease. A successful Diplomacy check will reveal certain details floating around the city. A character gains knowledge of all the DCs she beats, not just the highest.

DISEASE INFORMATION

DC 0: There is an unusually strong plague sweeping the city.

DC 10: Local clerics and wizards are doing everything they can think of to fight the plague, but have had very little success.

DC 15: The only thing that seems to be successful in dealing with the spell are the blessings given out by the wealthy and powerful Baron Velstaf, but he only grants these blessings to those who can afford to pay a sum of 4,000 gp.

DC 20: Baron Velstaf's success is caused by a magic item he recently acquired called the *Star of Olindor*. The magic protections have nothing to do with Velstaf himself, and anybody who possessed the *Star* could similarly ward off the disease.

DC 25: The disease being spread is known as *hell's lung*, and it is typically only found on evil-aligned outer planes.

DC 30: Shortly before the outbreak of the disease, dark figures were seen about town pouring something into the local water supply and brushing a clear substance on the door handles of popular business.

If the PC chooses to investigate the Baron Velstaf, they can gather more information or perhaps they may already know something about him. The character can learn any of the following details on a successful Diplomacy, Knowledge (local), Knowledge (nobility) check.

BARON VELSTAF INFORMATION

DC 10: Baron Velstaf is a powerful noble living in the outskirts of the city, who has earned most of his wealth through selling weapons and armor. He comes from a respected family.

DC 15: Those who know him think Velstaf is a friendly but ruthless man. He is willing to go to extreme lengths to maintain his profit margins. Many think he is somewhat cruel.

DC 20: Velstaf has been implicated in illegal activities before, such as the mysterious disappearance of one of his competitors, and he has been accused of treason for supplying weapons to orcs and other enemies of humanity. He was never arrested or tried.

DC 25: Velstaf is said to have his own personal dungeon where he jails trespassers and others who incur his wrath.

DC 30: Rumors exist that Velstaf has occasionally dealt with devils or demons in order to gain special advantages.

The PC may also try to investigate other specifics. See the descriptions of Azalor (area 11), Elskar (area 22), the *Star of Olindor* (area 39), and Whitehall Manor for further Diplomacy and Knowledge checks.

In the course of her investigation, it is quite likely the PC may be exposed to the plague. She should be required to save as normal (Fortitude DC 12) or become infected.

HELL'S LUNG

Hell's lung is a magical disease that attacks the victim's lungs, causing them to slowly disintegrate. Symptoms include coughing up blood and extreme fatigue. A character that succeeds a Heal or a Knowledge (nature) check (DC 20) knows about the disease. A successful Heal, Knowledge (nature), or Knowledge (planes) check will reveal further information, depending on the result. A total of 25 or greater allows the character to know that the disease is native to evil-aligned outer planes and is rarely found on the prime material plane, while a total of 30 or greater allows the character to know that *hell's lung* depends on the slime secreted by a babau demon in order to complete its life cycle.

HELL'S LUNG

Type disease, inhaled; **Save** Fortitude DC 12

Onset 1 day; **Frequency** 1/day

Effect 1d2 Con damage; **Cure** 3 consecutive saves

THE CHURCH OF NELLESKA

If the character has not decided to take action on her own, or if she is looking for assistance in obtaining the *Star of Olindor*, she may be contacted by the Church of Nelleska.

The Church of Nelleska is a chaotic good church dedicated to freedom, happiness, and safety for all living creatures. If you have a similar deity already in place in your campaign feel free to use that power instead.

The church will probably send a messenger to find the PC first and ask that she come to the local temple of Nelleska alone at moonrise. If the PC is searching for aid, she might find herself at the temple already and be pulled aside. Whatever the method, the PC will end up speaking to the highest-ranking priest in the temple, Father Arden.

NELLESKA

Nelleska, goddess of freedom is chaotic good. Her titles include the Liberator and the Free Spirit. Nelleska teaches that all people have a right to be happy, safe, and free from outside oppression. She encourages close ties to nature, because it is in the wild that things are at their most liberated. Her typical followers include bards, rangers and rogues. The domains Nelleska is associated with are Chaos, Good, Travel, and Plant. Her symbol is a sprouting plant, and her favorite weapon is the longbow.



MEETING FATHER ARDEN

A middle-aged man with thinning brown hair introduces himself as Father Arden. He is dressed in a simple brown robe with the symbol of his order embroidered in green on the chest. He smiles at you and say, "I've heard you are person of action, so I will be brief. You are no doubt aware of the plague sweeping the city, and you may also be aware that the only cure seems to be a magic item in the possession of Baron Velstaf, and he uses it only for a price. Now, I don't want to pass any judgments, but I've heard that you have certain... talents for procuring items. If the Star of Olindor were to come into our possession, we would be greatly appreciative."

If the character does not immediately volunteer, Father Arden will sweeten the deal and offer to pay up to two thousand gold pieces. A character that tries to haggle the price can get it up to twenty five hundred on a successful Charisma check (DC 15).

Father Arden's initial attitude is friendly and can be shifted to helpful with a successful Diplomacy check (DC 20). If the character is of the same faith as Father Arden (or makes him believe she is), she automatically receives a +2 circumstance bonus to Diplomacy checks. If she agrees to help without a reward she gains a further +5 bonus. If she haggles for more money, or is ever caught lying to Father Arden, she suffers a -2 penalty to Diplomacy (-4 if she has done both).

Father Arden is a level 13 cleric, with Wisdom of 18 (+4), and thus receives a +17 to oppose Intimidation checks. He has a +14 to Sense Motive.

If asked why the character is being asked to do this job, Father Arden explains that none of their order is trained in the type of skills that would be necessary to obtain the Star.

Father Arden can provide the location and name of Baron Velstaf's estate, White Hall Manor, but knows little about what dangers await inside. He knows that the house is guarded but knows nothing of its strength. Father Arden, can refer the PC to one of his parishioners, Madle Relling, who works in White Hall Manor as part of the kitchen staff.

After the character accepts the mission and terms are agreed upon. Father Arden will add:

Just one more thing. We are a peaceful order and are trying to obtain the Star to save lives. Please remember that most of the guards and other personnel are innocents just trying to feed their families and try to minimize harm. If any innocents die through your direct action, the deal is off.

The church has a number of non-magical saps that they would be happy to provide the PC for free, as well as a +1 *merciful sap*, which they are willing to sell the PC for a discounted price of 6,300 gp. If Father Arden's attitude can be shifted to helpful he will offer to sell the magical sap at cost (4,301) or lend it to the PC for the duration of the mission at no cost. Father Arden will also offer free a *potion of cure moderate wounds* if his attitude has been shifted to friendly by the end of the meeting.

MADLE RELING

Madle Relling is a member of the kitchen staff at Whitehall Manor and a devout follower of the church of Nelleska. The PC might talk to her after being referred by Father Arden, or as part of the character's own investigations.

Madle Relling's initial attitude is indifferent. She is a first level commoner, with a Wisdom score of 11 (+0) and a no ranks in Sense Motive. If she believes that the PC shares

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

her faith, the PC gains a +2 circumstance bonus to Diplomacy Checks. If she is told that providing information could end the plague the PC gains +2 circumstance bonus. Offering her a bribe will grant a further +2 circumstance bonus.

If she remains indifferent, Madle will give only terse but polite responses. She will reveal mundane details about her job, but will not offer anything that could potentially get her in trouble with her employers.

If her attitude is shifted to friendly, Madle will reveal what details she knows about the Manor and its operations. Her knowledge is limited to kitchen activities, but she has a fairly accurate idea the way the guards operate at the gate, and on the first floor, and of the guard dogs outside.

If her attitude is shifted to helpful, Madle will offer to aid the character in entering the house. If the character does not come up with her own plan, Madle will suggest sneaking the PC in as part of a food shipment hidden in a flour sack. She will go along with any ideas the character has as long as they do not involve hurting people. She kept a letter of summons that she received when she was first offered the job, but it does not occur to her to show it to the PC unless prompted.

WHITEHALL MANOR

Whitehall Manor is a large manor house surrounded by a stone wall. The style of architecture is elegant and not overly complicated. The gently sloping roof is broken by the two small tower-like rooms at opposite corners of the house. A plume of smoke drifts from the chimney.

Most of the rooms in Whitehall Manor rely on natural lighting and are dark during the night, unless a guard is present, in which case the guard will be carrying an *everburning torch*.

Remember that in areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, and takes a -4 penalty on sight-based Perception checks and most Strength and Dexterity-based skill checks (including Disable Device checks and Escape Artist checks).

Unless otherwise noted, all doors in the manor are the standard doors, and all windows are standard windows. Unless otherwise stated Baron Velstaf, Azalor, Elskar, the lieutenants, and all of the guards have keys to the doors.

Standard Door: 1-1/2 in thick; Hardness 5, hp 15; Break DC 18; Disable Device DC 25.

Standard Window: 1 in thick; hardness 1, hp 1; Break DC 5; Disable Device 30 (to open from outside, opens automatically from inside).

Creatures: Except for the main gate, all guard posts change in three shifts, one from eight in the morning until four in the afternoon, one from four in the afternoon until midnight, and one from midnight until eight. Guards do not leave until their replacement has shown up and will likely grow suspicious if their replacement is significantly late.

Development: If the alarm is sounded, either magically by Baron Velstaf or by a guard blowing a signal whistle, extra troops will be called from the servant's quarters. This effectively doubles the number of guards in any area that normally has guards within two minutes. Also the lieutenants will each take a dog from outside to search the main parts of the house, while Azalor searches the secret areas. Somebody will check each room every five minutes.

WHITEHALL MANOR INFORMATION

A character who makes a Knowledge (engineering) check may learn the following information about Whitehall manor.

DC 10: Based on the style of the house and exterior ornament, it was probably built 100 to 150 years ago.

DC 15: The strong outer wall is a much more recent addition, probably built sometime within the last twenty years.

DC 20: The servant's entrances from houses of this period were typically easier to enter than the front entrance.

DC 25: Houses of this style and time period often had secret passage either leading directly outside, or connecting the main house to the servant's quarters.

1. THE OUTER WALL

The grounds of the Whitehall estate are surround by 10-foot tall stonewall.

Outer Wall: 2 ft. thick; Hardness 8; hp 180 (per 10-foot-by-ten-foot section; Break DC 45; Climb DC 20.

2. THE MAIN GATE

The only entrance through the wall is a set of well-guarded double doors. The doors remain open most of the day, but are closed at ten o'clock each night and not opened until eight the following morning. The doors will also be closed if an alarm has sounded. Anytime the doors are closed, they will also be barred and locked. Baron Velstaf, Elskar, Azalor, and the each of the Lieutenants has a key to the main door. Regular guards do not have keys.

Main Doors: 2 in. thick; Hardness 5; hp 20; Break DC 30 (25 if iron bar is removed); Disable Device DC 30.

Creatures: There are two guards at the front gate who will check the identity of anybody entering the premises. To enter the compound a person must be either a regular employee of the household, be on a list of names given to the guards at the start of their shifts, or have a letter of summons penned by Baron Velstaf's own hand.

These letters are usually person specific and include the date they were written, but they are not meant to summon somebody on a specific date, thus the bearer of such a letter might not be on the list. Because the type of document is well known and the handwriting is well known, the guard gains a total +6 bonus to the Linguistics checks made in opposition to spotting forged letters.

If anything seems suspicious to the guards, one of them will summon whichever lieutenant is on duty (from area 20), who will investigate. If the lieutenant is suspicious, he may try bringing the PC to Azalor.

There are two shifts for the front gate, one from eight in the morning until three in the afternoon, and one from three until ten at night. There are no guards at the gate while the gates are locked.

All guards, including the guards at the gate, have an initial attitude of indifferent and will only exchange trivial information, such as telling the PC whether or not she may enter a specified area.

If a guard's attitude can be shifted to friendly (DC 15), he can provide additional information. Most guards know the layout of the house (minus the secret areas), the regular guard patterns, the fact that there are two prisoners in the dungeon, thought they know almost nothing about the prisoners. They do not know where the *Star of Olindor* is kept (or even what the

Star is), but they know that the Baron always enters directly from his study and is never seen with any of his blessing materials outside the parlor.

If a guard's attitude can be shifted to helpful, they might be convinced to look the other way for minor infractions, such as letting the character through the main gate or allowing her to talk to the prisoners, but they will never allow the character to steal anything or for anybody to become endangered.

GUARD (2)

Human warrior 3

LN Medium humanoid (human)

Init +0; **Senses** Perception +5 (+7 opposing Disguise or Slight of Hand checks)

DEFENSE

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 27 (3d10+6)

Fort +4, **Ref** +1, **Will** +2

OFFENSE

Spd 30 ft.

Melee masterwork longsword +6 (1d8+1/19-20) or

Ranged crossbow +3 (1d8/19-20)

STATISTICS

Abilities Str 13, Dex 11, Con 13, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +4; **CMD** 14

Feats Alertness, Suspicious*, Weapon Focus (Longsword)

Skills Climb +0, Intimidate +3, Linguistics +0 (+2 to spot a forged letter), Ride -1, Sense Motive +5 (+7 opposing Bluff checks)

Language Common

Gear Breastplate, buckler, masterwork longsword, light crossbow with 10 bolts, *everburning torch* (if encountered at night), signal whistle, guard key

CR 2

600 XP

Suspicious Feat

You are skeptical and good at identifying frauds.

Benefit: You gain a +2 bonus on Linguistics checks for the purpose of examining forged documents, a +2 bonus to Sense Motive for the purpose of opposing Bluff checks, and a +2 bonus to Perception for the purpose of opposing Disguise and Slight of Hands checks.

Main Doors: 2 in. thick; Hardness 5; hp 20; Break DC 25; Disable Device DC 30.

Creatures: There are five guard dogs that live in this area. During the day the dogs are tethered to a post east of the house, but at night (when the front gate is locked) they are free to roam the courtyard.

The dogs are vicious but also well trained and know the following tricks: attack, defend, down, guard, heel, and track. They will respond to the commands of Baron Velstaf, Azalor, or any of the lieutenants. They do not attack the guards or any other household regulars, but also do not respond to their commands.

During the day there are also usually two gardeners tending the lawn and garden. The gardeners are typical servants. Like all servants they know mostly about their own area of expertise, but might have a little extra information. There is also a handyman who is usually in the barn/storage shed area taking care of any visiting guest's animals and making-ready for repairs.

All servants have an initial attitude of indifferent and will share information only trivial information, such as their name, occupations and such.

If a servant's attitude can be shifted to friendly (Diplomacy check DC 15), he will tell the PC more useful information, such as providing a general layout of the house. Of course such information is limited to what the servants knows and will not include anything about secret doors or the dungeon.

If a servant's attitude can be shifted to helpful (DC 30) the servant will be willing to look the other way while the PC performs inappropriate activities, but they will not take any direct action that could put them in danger.

3. THE COURTYARD

Between the outer wall and the manor house is a grassy courtyard. Clustered up against the house are a number of shrubs and small gardens of flowering plants. In the eastern corner are a barn and some storage sheds while just barely visible in the northeast corner is a well-tended garden.

From the courtyard there are three main ways to enter the manor hall, through the main entrance, through the servant's entrance, and through the cellar entrance. The servant's quarter's can also be reached via the courtyard. The cellar door is double wide and at an angle, but otherwise the main entrance is the only nonstandard door.

A character could also conceivably climb the building and try to enter through one of the windows or through the chimney. The wall of the house has a Climb DC of 25. Getting in through the window requires breaking the window or finagling it open (Disable Device check DC 30).

Going down the chimney is a difficult task and requires an Escape Artist Check (DC 30). About half way down the character will come to a fork in the chimney. The path closer to the house leads to area 21, while the path further from the house leads to area 11.

The sheds contain nothing of particular value; only scrap lumber, metals, and other building supplies. The barn is usually occupied by two riding horses and the garden is filled with seasonal vegetables and a single beehive.

GUARD DOG (5)

N Medium Animal

Init +2; **Senses** Low-light vision, scent; Perception +8

CR 1/2

200 XP

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 40 ft.

Melee bite +3 (1d6+3 plus trip)

TACTICS

Before Combat The guard dogs will bark and any noise made by the dogs will cause the Lieutenant on duty to investigate.

During Combat The guard dogs bite and attempt to trip enemies and only stop when commanded or severely beaten in combat.

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

STATISTICS

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+10 jumping), Survival +1 (+5 scent tracking)

SPECIAL ABILITIES

Trip (Ex): A guard dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the dog is not tripped in return.

SERVANTS (3)

Human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6)

Fort +0, **Ref** +0, **Will** +1

OFFENSE

Spd 30 ft.

Melee unarmed strike +0 (1d3 (nonlethal))

STATISTICS

Abilities Str 10, Dex 11, Con 10, Int 9, Wis 13, Cha 12

Base Atk +0; **CMB** +0; **CMD** 10

Feats Skill Focus (appropriate Profession or Craft)

Skills Craft or Profession (appropriate to job) +8

Language Common

Ad Hoc Experience: A PC who manages to enter the house, whatever the means, should be awarded experience as if overcoming a CR 3 creature.

4. THE MAIN HALL

This is the hallway that gives Whitehall Manor its name. The floor is laid with stones of white marble, and the walls are plastered white. White marble columns stand on either side of the hall spaced every ten feet, each holding an everburning torch. Instead of traditional portraits, marble busts of the former occupants line the hall. The ceiling stretches two stories, and a railed walkway on the upper story encircles this level. At the far end, two marble staircases lead up.

Creatures: There are two guards in the hall, one at each end of the hall.

Guards (2): hp 27; see area 2

Treasure: There are a total of twelve *everburning torches* (25 gp), all of which are easy to remove. If the PC were able to remove any of the marble busts, they would be worth 500 gp to the right buyer.

5. GUARD STATION

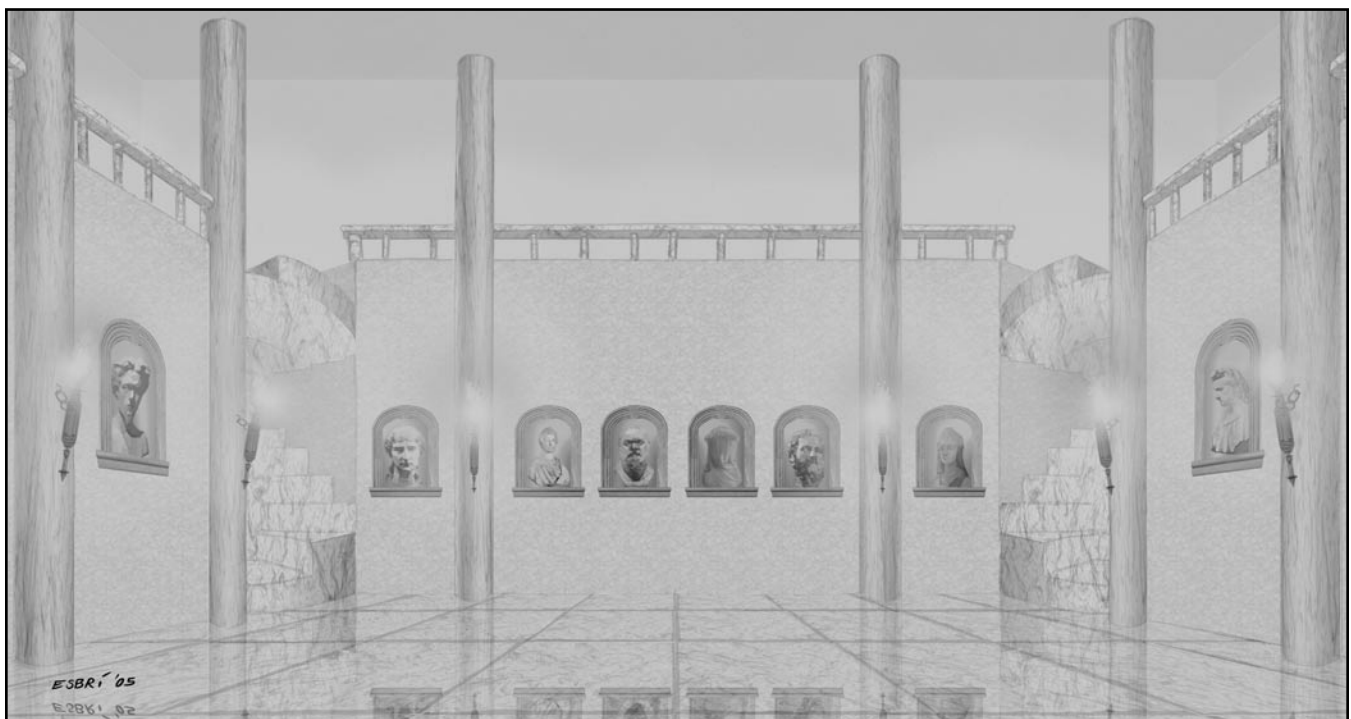
This is a plain octagonal room with a spiral stairwell in the center, leading both up and down. To one side is a small table surrounded by chairs.

This large mostly octagonal room serves as waiting area for guards who are on call. While on call they are allowed to relax but are available to respond to any sign of danger at a moment's notice. They also serve to prevent any unauthorized personnel from going into area 6.

The door to area 6 is kept locked at all times.

Guards (4): hp 27; see area 2

Treasure: This room contains a small weapons stockpile consisting of two masterwork longswords, five regular longswords, two light crossbow, three bucklers, and 120 crossbow bolts.



6. DUNGEON ENTERANCE

This windowless room is lit by a single everburning torch. The only other feature is a staircase leading down and the large metal trapdoor tethered against the wall.

The large trapdoor can be laid upon over the stairs to the dungeon in case of emergency, but it normally remains up. The door leading into room 5 is always locked. The stairs lead to room 33.

Iron Trap Door: 2 in. thick; hardness 10, hp 60; Break DC 28; Disable Device DC 30

7. STORAGE

This large closet contains the basic supplies for cleaning and maintaining the house, such as brooms, mops, and washrags, as several boxes and crates.

This is a simple storage closet used by the house's servant staff.

Creatures: Nobody inhabits this room on a long-term basis but the house staff often pops in and out during the day. It is certain to be busy just after the main gates close (10 at night) and just before they open (6 in the morning).

Servants: 6 hp; see area 3.

Treasure: In addition to the many mundane items in the room, this is where the much of the silver dinnerware is kept. In total the dinnerware collection is worth 600 gp. Though not all of the dinnerware is used for every meal, there is a chance equal to the percent of dinnerware missing that a theft will be discovered any time the Baron dines (ten in the morning, two in the afternoon, or seven at night).

8. SERVANT AREA

The small room is simple and nearly bare. There are two simple wooden tables in opposite corners, each surrounded by a number of equally basic chairs.

This room is used by the servants, primarily in order to coordinate and organize, and also sometimes to relax when in their scarce downtime.

Creatures: During most daylight hours, from seven in the morning until ten o'clock at night, the room is occupied by several servants, including Eldra, the head servant.

Eldra knows slightly more than a typical servant and is aware of the secret door in area 28 and the secret room in area 29. She has discovered both secret doors but has not gotten up the courage to go through the tunnel in area 31. She will share this information if her attitude can be shifted to friendly (DC 15).

ELDRA

Female commoner 6
CN Medium humanoid (human)
Init +0; **Senses** Perception +7

DEFENSE

AC 10, touch 10, flat-footed 10
hp 35 (6d6+12)
Fort +2, **Ref** +2, **Will** +4

CR 4

1,200 XP

OFFENSE

Spd 30 ft.

Melee broom handle (improvised weapon) -2 (1d6-1)

TACTICS

Eldra is a talker, not a fighter. If the PC becomes physically aggressive, she will make as much noise for help while fighting back with her impromptu weapon.

STATISTICS

Abilities Str 9, Dex 11, Con 10, Int 10, Wis 14, Cha 12

Base Atk +3; **CMB** +2; **CMD** 12

Feats Persuasive, Skill Focus (Knowledge [nobility]), Skill Focus (profession), Toughness

Skills Diplomacy +6, Intimidate +5, Knowledge (nobility) +7, Profession (servant) +10, Sense Motive +7

Language Common

9. KITCHEN

The room is filled with cooking paraphernalia, including a wood burning stove, an oven, and many utensils. In one corner there is a trap door in the floor.

The trapdoor does not lock. It is kept closed to prevent somebody from accidentally falling into the cellar during a culinary fervor.

Creatures: It is busy from morning to night. Jalk, the head chef begins preparing breakfast at seven o'clock every morning and usually stays busy until after dinner is finished, around eight at night. The cook is a snobbish man and a perfectionist in the kitchen. He has difficulty tolerating those who are not useful. He is usually assisted by two servants, one of who is Madle Relling. The two girls usually don't arrive until around nine o'clock, but they often stay as late as ten o'clock.

If Jalk's attitude can be shifted to friendly (DC 15), he will share information as a standard servant would, plus his suspicion that the cellar is haunted and that he often hears strange noises in that room

JALK

Male expert 5
LN Medium humanoid (human)
Init +0; **Senses** Perception +9

CR 3

800 XP

DEFENSE

AC 10, touch 10, flat-footed 10
hp 36 (5d8+10)
Fort +3, **Ref** +1, **Will** +6

OFFENSE

Spd 30 ft.

Melee butcher knife (improvised weapon) -1 (1d6)

STATISTICS

Abilities Str 10, Dex 11, Con 10, Int 12, Wis 14, Cha 9

Base Atk +3; **CMB** +3; **CMD** 13

Feats Endurance, Great Fortitude, Skill Focus (Profession), Toughness

Skills Heal +2, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Linguistics +8, Profession (cook) +12, Sense Motive +9

Language Common, Dwarven, Elven, Gnome, Halfling, Orc

Servants (1d4+1): hp 6; see area 3.

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

10. THE WAITING ROOM

This is a small room containing a small couch and a chair. Both are well cushioned and use elegant fabrics.

This is the room where aristocratic guests are typically asked to wait if they have been invited to the Manor, and the Parlor is not ready. It is also where people seeking blessings to ward off the plague are asked to wait. Those seeking blessings typically wait at least fifteen minutes in the room, more if Baron Velstaf is busy.

Creatures: The room is normally unoccupied, but if anybody is waiting there will be a guard from room 5 present.

11. THE PARLOR

This is a large luxurious room. There are thick velvet-cushioned chairs, bright gold leaf inlaid on the walls, and a fireplace to one side of the room.

This room is primarily used for entertaining guests. It is also the location where Baron Velstaf administers his blessings. The door to room 12 is always locked. Baron is the only one who has a key to the room.

Traveling through the fireplace chimney is possible, but difficult, requiring an Escape Artist check (DC 30). From the chimney, the PC can reach the roof, or area 21.

Creatures: If he is giving a blessing or entertaining guests, the Baron will be in this room, as will Azalor and a guard.

Guard: hp 27; see area 2

BARON VELSTAF

Male aristocrat 6
LE Medium humanoid (human)
Init +4; **Senses** Perception +8

DEFENSE

AC 16 (26 in panic mode), touch 10, flat-footed 16 (+4 armor, +2 enchantment)
hp 36 (6d8+6)
Fort +2 (+12 in panic mode), **Ref** +2 (+12 in panic mode), **Will** +4 (+14 in panic mode)

OFFENSE

Spd 30 ft.
Melee +2 rapier +7 (1d6+2/18-20)

TACTICS

During Combat If the opponent(s) seem overwhelming powerful, Baron Velstaf will activate panic mode and sound the mental alarm via his *ring of security* while defending himself with his rapier.

STATISTICS

Abilities Str 11, Dex 10, Con 10, Int 14, Wis 9, Cha 12

Base Atk +4; **CMB** +4; **CMD** 14

Feats Improved Initiative, Persuasive, Run, Weapon Focus (rapier)

Skills Appraise +10, Bluff +9, Diplomacy +10, Handle Animal +8, Intimidate +10, Knowledge (nobility) +10, Ride +6, Sense Motive +8

Language Common, Infernal

Gear +2 mithral chain shirt, +2 rapier, *ring of security**, master key, trap bypass key, 75 pp. *New magic; Velstaf has the ring keyed to Azalor and the three lieutenants.

CR 6

2,400 XP

Ad Hoc Experience Adjustment: Because Baron Velstaf's equipment is worth significantly more than the standard NPC of his level, his CR has been increased.

BARON VELSTAF'S RING OF SECURITY

Baron Velstaf had this ring specially crafted for him. He knew that his wealth and ability to make enemies might cause people to wish him harm. Since he was a relatively weak fighter, he had the ring crafted to keep him out of danger.

If the wielder desires, the ring may continually radiate a warding field as per the *alarm* field, with the ring acting as the center of the emanation. The wearer may turn this ability on or off as a standard action and may set whether the alarm should be mental or audible each time he activates it.

The ring also allows the wearer to activate an *alarm* like effect at will. As a free action, he can create an audible sound as the spell, or he can alert up to five creatures with mental alarms. The ring must be keyed to the five creatures ahead of time. They need to be willing and must be within 70 feet of the caster at the time of being chosen. Once the ring has been keyed, the chosen creatures will "hear" the mental alarm as long as they are within one mile of the ring.

Finally, once per week the ring can activate a panic mode as a standard action. In panic mode, the wearer gains a +5 deflection bonus to armor class, a +5 enhancement bonus to natural armor, a +5 resistance bonus to saving throws, a +5 luck bonus to saving throws, and resistance 30 to acid, cold, electricity, fire, and sonic damage. These bonuses last up to fifteen rounds.

Strong Abjuration, CL 15th; **Forge Ring**, *alarm*, *barkskin*, *resistance*, *resist energy*, *shield of faith*; **Price:** 16,000 gp.

AZALOR INFORMATION

A PC can gain the following information about Azalor on a successful Diplomacy or Knowledge (local) check.

DC 15: Azalor is the Captain of the guards for Baron Velstaf. He is a powerful warrior who wields a double-bladed sword.

DC 20: Azalor is versed in dark clerical realms, making him sometimes cruel and ruthless, which in turn has led him to be not very popular.

DC 25: Azalor prefers to capture intruders alive, so that he can interrogate and torture them afterwards.

DC 30: Azalor, said to worship a dark gods, is even rumored to have made a compact with one in exchange for power.

AZALOR

Male human fighter 8/cleric 4
LE Medium Humanoid (human)
Init +4; **Senses** Perception +6

CR 12

19,200 XP

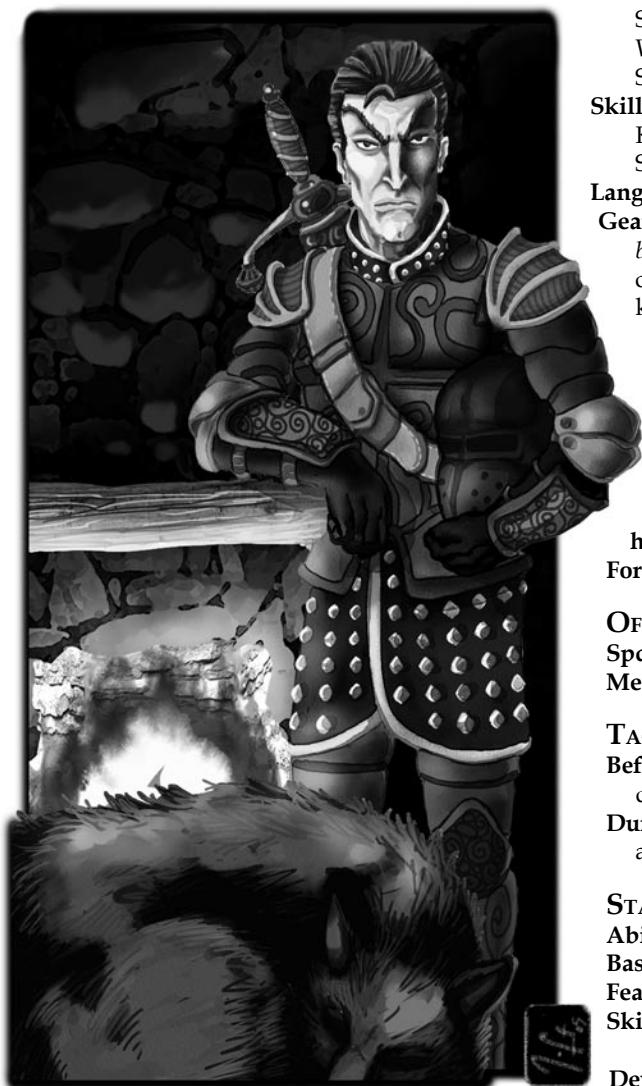
DEFENSE

AC 22 touch 14, flat-footed 18 (+6 armor, +2 enhancement, +4 Dex)
hp 86 (8d10+16 plus 4d8+4)
Fort +11, **Ref** +7, **Will** +11 (+13 against fear)
Defensive Abilities armor training (2), bravery

OFFENSE

Spd 30 ft.
Melee +1 flaming adamantite two-bladed sword +16/+11/+6 (1d8+7 plus 1d6 fire/19-20) plus cold iron two-bladed sword +15/+10/+5 melee (1d8+4/19-20) or
Ranged composite longbow +15/+10/+5 (1d8+2/x3)

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)



Sunder, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword)
Skills Climb +9, Handle Animal +6, Heal +9, Intimidate +6, Knowledge (religion) +7, Profession (soldier) +7, Ride +10, Spellcraft +7, Survival +8, Swim +9
Languages Common, Infernal
Gear +2 mithral breastplate, +1 flaming adamantite/cold iron two-bladed sword, gauntlets of oge power, wand of cure light wounds (33 charges), composite longbow (+2 Str bonus), 30 arrows, dungeon key, guard key, room key, 200 gp

DRAK

N Medium Animal

Init +2; **Senses** Low-light vision, scent; Perception +8

CR 1/2

200 XP

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 40 ft.

Melee bite +3 (1d6+3 plus trip)

TACTICS

Before Combat The guard dogs will bark and any noise made by the dogs will cause the Lieutenant on duty to investigate.

During Combat The guard dogs bite and attempt to trip enemies and only stop when commanded or severely beaten in combat.

STATISTICS

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+10 jumping), Survival +1 (+5 scent tracking)

Development: If the PC comes seeking a blessing read the following text box

The door is opened by a large figure clad in silvery armor. To his back is strapped a double-bladed sword. A black dog lies curled next to the fireplace. The armored man gestures across the room to a table, where a well-dressed man sits across from an open chair. The man at the table greets you, "I hear you are in need of a blessing."

Special Attacks channel negative energy, orisons

Spells Prepared (CL4)

2nd — *cure moderate wounds*, *silence*, *shield other*, *align weapon**

1st — *bleed*, *cure light wounds* (x2), *deathwatch*, *protection from good**

0 — *detect magic*, *resistance*, *stabilize* (x2)

Domain Powers (Evil/Protection)

Resistant touch, *touch of evil*

TACTICS

During Combat Azalor is a fierce fighter, made all the more deadly with his clerical abilities. He will protect the baron without hesitation, using *shield other*, *deathwatch*, and *cure* spells if necessary, but he prefers to do so after combat rather than during. Azalor may opt to subdue those he may wish to interrogate later.

STATISTICS

Abilities Str 16 (naturally 14), Dex 19, Con 12, Int 10, Wis 14, Cha 10

Base Atk +11; **CMB** +14; **CMD** 28

Feats Cleave, Dodge, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus (two-bladed sword), Improved

The man at the table is Baron Velstaf, the armored man is Azalor, Velstaf's captain of the guard, and the black dog is Azalor's faithful hound Drak. The Baron will insist upon receiving payment up front for the blessing (4,000 gp). His initial attitude is indifferent. He will tolerate some small talk but is unlikely to answer specific questions and will not want to waste much more than a minute before receiving payment.

If his attitude is shifted to friendly, the Baron can be kept talking for up to 2d4 minutes. He will speak freely about most matters of legitimate business, and minor personal details.

If his attitude is shifted to helpful, Velstaf will be willing to talk for up to 3d6 minutes. He may make allusions to his illegal activities, although he will not say anything direct or specific, and he will be willing to divulge that the *Star of Olindor* is the actual source of the protective magic.

Azalor has an initial attitude of unfriendly (he's an unfriendly sort of guy). He will not talk unless the PC is causing trouble, even if his attitude is shifted.

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

If the PC pays the money, she receives a blessing. The blessing involves a lot of chanting, incense burning, and special gestures, all of which are intended for show. After which she gains the protection granted by the *Star of Olindor* (see area 39).

If the character refuses to pay, Velstaf attitude immediately shifts down one down rating (default to unfriendly) and immediately asks the PC to leave, under Azalor's escort. If the character refuses, Azalor will try to literally throw the character out (treat as a bull rush). If the PC still resists, Azalor will attack the PC, using unarmed strikes to subdue her if the PC is not wielding any sort of weapon, but he will not hesitate to use his sword if the PC is armed.

If the PC is knocked unconscious, she will be stabilized and thrown into the dungeon. (See area 34).

12. THE STUDY

This is a well-decorated room, but not lavish. Bookcases line the inner walls, and a writing desk is set beneath a window.

This is Baron Velstaf's private study. It is a room for business, and it is where Baron Velstaf spends a good deal of his time.

The main contents of the room are Velstaf's books and records, most of which are quite boring. A search of the desk (DC 20 Perception check) will reveal that one of the drawers has a false bottom. Under the false bottom there are a number of short and cryptic records. They each contain a date and a gold piece amount, but the payee is identified only by initials, and the reason is always "services rendered." For example one might read, "Oct 8, 1213 - To S.P., 50 gp, for services rendered." (Adjust the date so that it is current in your campaign.)

If the PC examines the papers thoroughly, she may make a Wisdom Check (DC 10) to notice that there was a cluster of transactions approximately one week ago, and there have been a steady number of small transactions since. Before that transactions were fairly sporadic.

Both standard doors to this room are locked at all times; the Baron is the only one with the key. There is also a secret door.



Secret Bookcase Door: 2 in thick; hardness 5; hp 20; Break DC 25; Perception DC 25.

Creatures: Unless otherwise occupied, Velstaf can be assumed to be in this room from the hours of 10 o'clock in the morning to 1 o'clock in the afternoon, and from 3 in the afternoon to 7 in the evening. If Velstaf sees a PC in the room, he will immediately activate his *ring of security* and send the house onto alert.

Baron Velstaf: hp 36; see area 11.

Treasure: If the PC searches the bookshelf and succeeds a Knowledge (history) check (DC 15) she will be able to identify three rare first editions, worth 400 gp a piece.

13. THE SECRET PASSAGE

The room is dry and lifeless. There are no furnishings, only a ladder in the center of the western wall leading to below.

Baron Velstaf and Azalor are the only two who uses this room. Elskar knows of its existence, but she does not want Velstaf to know she knows, so she avoids it.

The secret door leading to room 12 is clearly visible from this side of the wall and has an obvious trigger switch. If Baron Velstaf is currently in room 12, the PC will be able to detect him with a successful hearing-based Perception Check (DC 20), if the PC does not attempt to listen, you may allow her to hear anyway, but assign a -5 penalty for being distracted.

The ladder leads down to room 30.

Secret Bookcase Door (to room 12): 2 in thick; hardness 5; hp 20; Break DC 25.

Secret Stone Door (to room 14): 4 in thick; hardness 8; hp 80; Break DC 28; Perception DC 30.

Secret Stone Door: 1 foot thick; hardness 8; hp 90; Break DC 35; Perception DC 30.

14. THE SECRET LADDER ROOM

The only real feature in this small room is the ladder that leads to the levels directly above and below.

Trap: The rung of the ladder that is at the same levels as the floor of this room is trapped so that a needle will fire from the wall when the rung is stepped on. Baron Velstaf and Azalor simply bypass the trap by stepping over the rung when they use the ladder, and the PC can bypass it the same way if she desires.

POISON NEEDLE TRAP

CR 4

Type mechanical; Perception DC 23; Disable Device DC 21

EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee* (1 plus giant wasp poison)

*Remember, a climbing PC is denied her Dexterity bonus to AC.

GIANT WASP POISON

Type poison, injury; Save Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; Cure 1 save

15. DINING ROOM

This is a large room with a massive oak table down the center, and chairs surrounding. Tapestries depicting glorious battles hang on the walls.

Creatures: Unless dining out, Baron eats all his meals in this room, usually eating breakfast from 10 to 11 in the morning, lunch from 2 to 3 in the afternoon, and dinner from 7 to 8 at night. Elskar often joins the Baron at her whim (50%), and the Baron occasionally invites guests to dinner.

Baron Velstaf: hp 36; see area 11.

Elskar: hp 61; see area 22

Treasure: There are four large tapestries in this room, each of which is worth 300 gp.

16. SERVANTS' QUARTERS, UPPER FLOOR

Originally used as a servants' quarters, this building is now used almost exclusively by the guards. The only non-guard servants who still live on site are Jalk the cook, and Eldra the head servant, both of who have their own rooms on the upper level. Also on the upper level, the three lieutenants each have their own room and six regular guards live two to a room. The relatively large room to the south is a common room, where guards often relax when not on duty.

Creatures: At any given time, at least one of the lieutenant and two guards will be sleeping in their rooms, while a second lieutenant and two more guards have a 50% chance of being awake and present (in their rooms or in the common room). Jalk and Eldra both sleep from about seven at eleven at night until seven in the morning.

Treasure: Each room on this level has a stash of 6d6 pieces of silver, which can be found on a successful Perception check (DC 15). Furthermore any NPC that is currently sleeping will remove his or her possessions and leave them in his or her room.

17. THE LANDING

The stairs lead to a wide landing, in the center of which is five-foot wide, eight-foot high stained glass window featuring a knight in shining armor standing on the head of a green dragon the knight presumable slew.

A successful Knowledge (history) or Knowledge (nobility) check (DC 25) will reveal that the knight portrayed in the window is Sir Deldoron, the original owner of Whitehall Manor.

Off of the landing there is a five-foot hallway, which circles the entire floor and overlooks area 4. A wooden banister prevents anybody from accidentally falling off the ledge.

There are a total of five non-secret doors leading out of area 17. The doors to areas 18 and 20 are standard. Only Azalor and Velstaf have a key to area 19, and only Elskar and Velstaf have a key to area 22, but those doors are otherwise normal. The doors to areas 19 and 22 are kept locked whenever they are unoccupied or when the occupier is sleeping. The door leading to area 21 is locked at all times. Baron Velstaf is the only one with a key.

Baron Velstaf, Azalor, and Elskar all know of the secret door, though Elskar hides the fact, and nobody uses the door anymore. Azalor convinced the Baron that it would be easier to simply trap the door than to seal it over.

Even at night this area is illuminated by the *everburning torches* from area 4.

18. GUEST BEDROOM

This is a comfortable room well decorated room. There is a well made bed in one corner, and fine table with two chairs.

This is where visitors who do not have a residency in the city sleep. There room is currently unoccupied and has very little of interest.

Treasure: On a successful Perception check (DC 25) the PC can discover a gold ring set with a red garnet, which was accidentally left behind by a previous guest. Inside the ring, written in Elvish, is the phrase, "I shall return." The ring has a market value of 225 gp, but if the PC can find the proper owner (gathering information via Diplomacy check DC 20) the owner will offer a 500 gp reward, because the ring had tremendous sentimental value.

19. AZALOR'S CHAMBER

The room is Spartan. The only furniture is plain wooden table, a single wooden chair, and a thinly padded cot in one corner. A lone windows and an everburning torch illuminate the room, and there is no art, but a large gray curtain hangs on the wall directly above the cot.

The room is in such high contrast with the rest of the manor, because it is the bedroom of Azalor, the captain of the guards. Azalor likes things to be plain and functional. Azalor only uses this room for sleeping and eating.

Azalor and Baron Velstaf are the only ones with keys to this room. Azalor keeps the doors to his room locked while he is sleeping or not in the room.

Creatures: Azalor keeps an unusual schedule, going to bed a four in the morning and sleeping until noon. He eats his first meal just after waking, his second at five in the evening, and his third at eleven in the night. His views on dining are similar to his views on room decoration, and he seldom spends more than twenty minutes on a meal.

Azalor: hp 86; see area 11.

Treasure: Character's looking behind the gray curtain (or succeeding a Perception check DC 5), find a number of impressive looking weapons. These are trophies that Azalor has taken from defeated opponents. They include: three masterwork daggers, a +1 dagger, a +1 greataxe, two masterwork longswords, a +1 longsword, a masterwork nunchaku, and a masterwork rapier. The +1 longsword belongs to Iglestor (see area 33), who will recognize it immediately). If the PC was taken prisoner as a result of fighting Azalor then her best weapon will also be on the wall.

When Azalor is asleep, he stores his two-bladed sword on a rack directly above the head of his bed and stores the rest of his gear beneath his bed.

20. GUARD TOWER

This is a utilitarian room containing a few chairs, two desks and several large stacks of paper. In the center is a large circular stairwell leading both up and down.

This room is the headquarters for the guard operations in of Whitehall Manor. The two doorways leading out are both standard doors. Only Baron Velstaf and Azalor have keys to area 19, and it is locked unless Azalor is inside and awake.

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A search of this room (Perception check DC 10) will allow the PC to find the general information about the guard details and a layout of the manor (excluding the secret passages).

Any unauthorized people entering the guard tower will be asked to leave immediately. Any resistance will be met with force, first using non-lethal means, but they will reply in kind if the PC uses lethal force. During the night this room is lit by two *everburning torches*.

Creatures: There is always at least one lieutenant and one regular guard in the office at all times. Azalor often stops by the office as well, normally just after meals but often dropping in randomly as well (20% chance between noon and midnight, or 1am and 4 am).

Azalor: hp 86; see area 11.

Guard: hp 27; see area 2.

LIEUTENANT

Male human fighter 4/expert 2
LN Medium Humanoid (human)

Init -1; **Senses** Perception +8 (+10 opposing Disguise and Sleight of Hand checks)

DEFENSE

AC 20 touch 9, flat-footed 20 (+8 armor, +2 shield, +1 enhancement, -1 Dex)

hp 57 (4d10+16 plus 2d8+6)

Fort +7, **Ref** +0, **Will** +6 (+8 against fear)

Defensive Abilities armor training, bravery

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork longsword +9 (1d8+4) or

Ranged light crossbow +4 (1d8/19-20)

STATISTICS

Abilities Str 14, Dex 8, Con 16, Int 13, Wis 14, Cha 10

Base Atk +5; **CMB** +7; **CMD** 16

Feats Alertness, Combat Expertise, Improved Disarm, Improved Trip, Suspicious*, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +4, Climb -1, Diplomacy +4, Handle Animal +4, Intimidate +4, Knowledge (engineering) +5, Linguistics +5 (+7 to spot forgeries), Profession +6, Sense Motive +8 (+10 opposing Bluff Checks), Survival +6, and Swim -1

Languages Common, Dwarven, Elven

Gear masterwork longsword, +1 *large steel shield*, half plate, light crossbow with 10 bolts, silvered dagger, cold iron dagger, signal whistle, 159 gold

21. THE MASTER BEDROOM

This large well-furnished room contains a king size canopied bed, a spacious wardrobe, a fireplace, and an elegant table surrounded by two chairs.

This is the Baron Velstaf's master bedroom. There are bars over all the windows, and the room's only door is heavier and has a better lock than most doors in the manor house. It is kept locked at all times, and only Baron Velstaf has the key.

Traveling through the fireplace chimney is possible, but difficult, requiring an Escape Artist check (DC 30). From the chimney, the PC can reach the roof, or area 11.

Velstaf's Bedroom Door: 2 in. thick; hardness 5, hp 20; Break DC 25, Disable Device DC 30.

Iron Window Bars: 1 in. thick; hardness 10; hp 20, Break DC 26.

Creatures: There is always at least one guard on duty outside the door to Baron Velstaf's bedroom, and there are two if Baron Velstaf is in his room.

Baron Velstaf typically sleeps from one in the morning to nine o'clock. Anytime Velstaf is asleep, he activates the alarm function of his *ring of security* so that anyone entering the room will set off a silent alarm (which wakes the baron). Velstaf is seldom in his room during the daytime.

Guards (1-2): hp 27; see area 2

Baron Velstaf: hp 36, see area 11

Traps: The lock to the door to area 21 is trapped to activate when anybody attempts to use the Open Lock Skill on the door. Inserting the key does not set it off. The door to area 24 is trapped to attack anybody who opens the door.

BEDROOM DOOR POISON NEEDLE TRAP

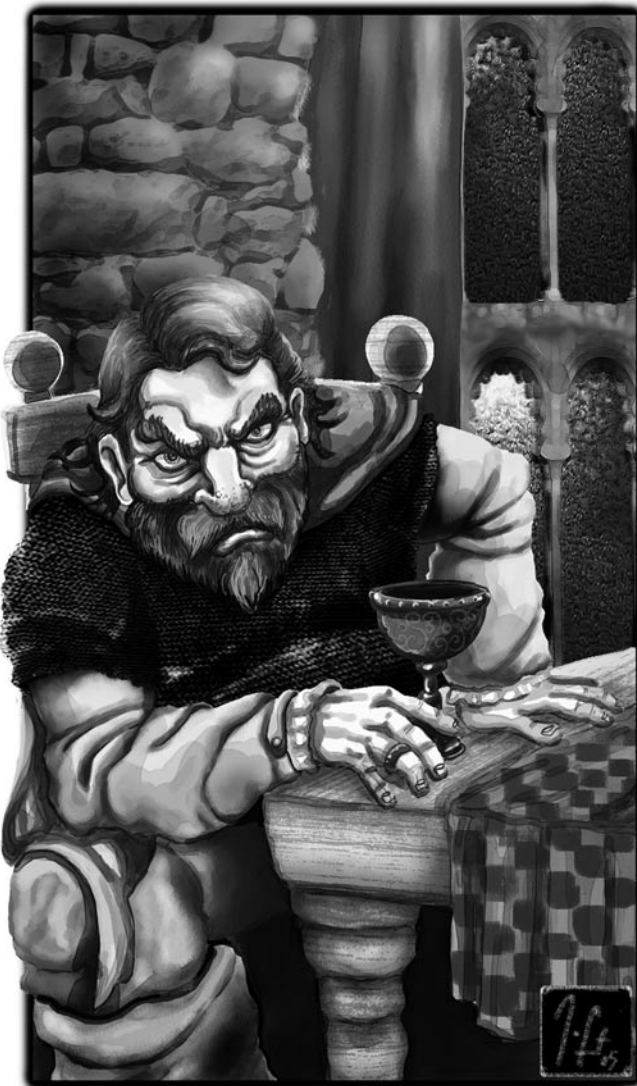
CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 27

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +12 melee (1 plus purple worm poison)



PURPLE WORM POISON

Type poison, injury; **Save** Fortitude DC 24

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; **Cure** 2 consecutive saves

Treasure: A successful Perception check (DC 15) finds a small chest stowed beneath the baron's bed containing 140 pieces of silver. If the PC empties the silver from the chest, she may make a Perception check (DC 15) to notice that the inside of the chest is not as deep as the size suggests. A Perception check DC 20 reveals a false bottom to the chest (even if it has not been emptied). Underneath the false bottom is a sacred text to the dark god Gorzeria, (or other suitable evil god). A successful Knowledge (religion) or Intelligence check (DC 10) will allow the PC to immediately identify Gorzeria's holy symbol on the cover of the book. The text is written in Infernal, but even if the PC cannot read that language, there are illustrations that make it quite clear that this is an evil text.

While he is asleep, Baron Velstaf stores his positions listed on his person in a bureau next to his bed, except for his *ring of security* which he never removes.

Wooden Chest: 1-1/2 in. thick, hardness 5; hp 15, Break DC 23, Disable Device DC 30.

GORZERIA

Gorzeria, the goddess of ruthless power, is Lawful evil. Her titles include the Enslaver, and the Tyrant. Gorzeria instructs her followers to gain as much power they can, regardless of harm to others. Her definition of power is left fairly general and can include military force, magic, wealth, or even political connections. Gorzeria's followers can be from almost any walk of life, but fighters, blackguards, and wizards are common. Her symbol is a snarling black dog, and her favored weapon is the longsword.

22. ELSKAR'S CHAMBER

The room is Spartan. The only furniture is plan wooden table, a single wooden chair, and a thinly padded cot in one corner. An everburning torch reveals articles of clothing, paper, and books messily placed about the room.

The door to the room is kept locked whenever Elskar is not present or when she is asleep. The trapdoor at the top of the ladder is protected with an *arcane lock* spell. There is no physical lock that a PC could not pick if she wanted to. It leads to room 25.

Trap door: 2 inches thick; harness 5; hp 20; Break DC 35.

Creatures: This room belongs the wizard Elskar. Of all the inhabitants of the manor house, she has the most erratic schedule, although she typically sleeps in her room from eleven at night until seven in the morning. At any other time there is a 10% chance Elskar will be in her room.

ELSKAR

Female half-elf wizard 9

CE Medium Humanoid (human)

Init +2; **Senses** Low-light vision, Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)
hp 61 (9d6+27)

Fort +5, **Ref** +5, **Will** +5

CR 9

6,400 XP

OFFENSE

Spd 30 ft.

Melee quarterstaff +4 (1d8)

Special Attacks cantrips, channel positive energy (7/day)

Spells Prepared (CL9)

5th—*lightning bolt* (empowered) (DC 17), *vampiric touch* (empowered)* (+4 melee touch attack)

4th—*black tentacles*, *dimension door*, *scorching ray* (empowered) (+6 ranged touch), *animate dead**

3rd—*arcane sight*, *dispel magic*, *summon monster III*, *vampiric touch** (x2) (+4 melee touch attack)

2nd—*acid arrow*, *flaming sphere* (DC 16), *spectral hand*, *invisibility*, *mage armor* (extended), *see invisibility*, *ghoul touch**

1st—*burning hands* (DC 15), *feather fall*, *magic missile* (x2), *shield*, *chill touch**

0—*detect magic*, *light*, *prestidigitation*, *read magic*

School Powers *Power over undead*, *grave touch*

TACTICS

Before Combat Elskar casts extended *mage armor* on herself at the beginning of each day. Her stats above reflect this.

During Combat Elskar prefers to stay out of melee combat, casting spells from a safe distance or casting *spectral hand* and delivering her touch attacks from afar.

STATISTICS

Abilities Str 10, Dex 14, Con 14, Int 19, Wis 8, Cha 13

Base Atk +4; **CMB** +4; **CMD** 16

Feats Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Extend Spell, Scribe Scroll^B, Skill Focus (spellcraft), Spell Penetration, Turn Undead^B

Skills Appraise +14, Craft (alchemy) +14, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (planes) +15, Linguistics +15, Spellcraft +18

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elemental, Elven, Gnome, Goblin, Infernal, Sylvan

SQ Arcane Bond (ring), scribe scroll, half-elf traits

Gear *Headband of vast intellect* +2, *ring of protection* +1, *hand of the mage*, *potion of cure serious wounds*, *scroll of dimensional anchor*, *scroll of protection from energy*, *wand of shocking grasp* (5th level) (26 charges), guard key, bedroom key, dungeon key, quarterstaff, 280 gp and a closet full of expensive clothing worth 300 gp

Spellbook spells prepared plus 0—*Acid Splash*, *Arcane Mark*, *Bleed*, *Dancing Lights*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Ray of Frost*, *Resistance*, *Touch of Fatigue*; 1—*alarm*, *protection from good*, *identify*, *ray of enfeeblement*, *expeditious retreat*; 2—*arcane lock*, *command undead*, *web*; 3—*magic circle against evil*, *magic circle against good*, *protection from energy*; 4—*dimensional anchor*, *fire trap*; 5—*dismissal*, *lesser planer binding*.

ELSKAR INFORMATION

A character can learn about Elskar with a successful Diplomacy or Knowledge (local) check.

DC 15: Elskar is a wizard currently under the employ of Baron Velstaf.

DC 20: There have occasionally been personal conflicts between Elskar and the Baron, but they have never let it effect their business arrangements.

DC 25: Elskar is said to practice dark magics, such as necromancy and demonology.

DC 30: Elskar recently purchased an *arcane scroll of planer binding*.

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23. SECRET ROOM

The only thing noteworthy about this room is the ladder than leads down to area 14. Both the secret door and the trap guarding it are obvious from this side and do not require a search check, but the trap will still be activated even if the door is opened from this side (unless disabled).

Secret Stone Door: 1 foot thick; hardness 8; hp 90; Break DC 35; Perception DC 30.

SECRET DOOR SCYTHE TRAP

CR 4

Type mechanical; **Perception** DC 22; **Disable Device** DC 18

EFFECTS

Trigger trigger; **Reset** automatic

Effect Atk +20 melee (2d4+8/x4, scythe)

24. THE TREASURE ROOM

At the top of the stairwell is a large oak door. This door is always locked and Baron Velstaf is the only one with a key.

Treasure Door: 2 in thick; hardness 5; hp 20; Break DC 25; Disable Device DC 30

Traps: The door is guarded with both a magical and a mechanical trap. The magical fire trap is keyed to allow only Velstaf and Elskar to enter. Velstaf is the only one who has a key to bypass the hail of needles trap.

FIRE TRAP

CR 4

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger touch; **Reset** —; **Bypass** keyed persons

Effect spell effect (*fire trap*, 9th-level wizard, 1d4+9 fire, DC 21 Reflex save half damage)

POISON HAIL OF NEEDLES TRAP

CR 8

Type mechanical; **Perception** DC 23; **Disable Device** DC 23

EFFECTS

Trigger touch; **Reset** manual; **Bypass** hidden lock (Perception DC 25, Disable Device DC 30)

Effect Atk +20 ranged (2d4 plus poison)

PURPLE WORM POISON

Type poison, injury; **Save** Fortitude DC 24

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; **Cure** 2 consecutive saves

There is no natural light source in this room, so it is normally in total darkness, even during the day. If the PC has darkvision or finds her own light source, she will see number of chests and boxes. If examined they prove to be full of treasure.

Treasure: All in all the room contains 87 platinum pieces, 436 gold pieces, angel's skin (90 gp), bluestone (10 gp), coral (110 gp), and a large wool tapestry depicting a fierce battle between angels and devils (500 gp), and a *silver raven figurine of wondrous power*.

25. ELSKAR'S LABORATORY

This large octagonal room has bookshelves on the southern and western walls. There are a total of three tables in the room, strewn with magical paraphernalia. If there is any sort of order, it is hard to recognize.



Creatures: This is where Elskar works on her magical creations and during the day there is a 50% chance that she will be in the room.

Elskar: hp 61, see area 22

Treasure: Among the bookshelves are also Elskar's diary and her spell book, both of which can be found with successful Perception Checks, (DC 15 for the spell book, DC 20 for the diary).

Elskar's diary is a plain unmarked volume, and appears to be written in gibberish, but is actually written using a simple letter substitution cipher. A character that spends ten minute studying it can make a Linguistic check (DC 25) to break the code. Success indicates that the character has decoded the cipher and can read from the book without making any additional checks, although it takes her twice as long to read as it normally would.

In her most recent entry, Elskar mentions that she is beginning to fear that the babau will soon break loose, and that she is thinking about "taking it up on its offer," although she does not elaborate what the offer is. Other recent entries discuss the summoning the demon, extracting its slime, and using it to culture the hell's lung plague. She first summoned the demon a little over one week ago and has been making regular cultures of the plague ever since.

Elskar's spell book contains all the spells listed in Elskar's description (see area 22). The book can be sold for 4,900 gp. There is also sufficient material in the room to provide for 3 spell component pouches (15 gp) and one alchemist's lab (500 gp).

26. THE CELLAR

The room is filled with many crates, and barrels. Much of the area is filled with dried food goods, while other areas are filled with useful items such as ropes or gardening tools, and bolts of cheap fabric.

A successful Perception check (DC 25) will allow the character to find the ventilation tunnel about seven feet off the ground on the southern wall. The grate in this room is a little harder to find than the other grates because of the clutter in the room.

If a character succeeds a sound-based Perception check (DC 10) she will notice the screaming sound. If she gets a 20 or higher on the check and she knows Abyssal, the character can successfully make out the words as curses and threats.

Ventilation Tunnel Rusted Iron Grating: 1/2 in. thick, hardness 8; hp 12; Break DC 23.

Treasure: There is no real treasure, but there are several items that could be useful, such as two sickles, one scythe, one hatchet (treat as handaxe), two 50-foot lengths of hemp rope, and a crowbar.

27. VENTILATION TUNNEL

*The narrow tunnel is less than three feet in each direction.
It is dry musty and filled with cobwebs.*

This small tunnel was meant to ventilate the dungeon, not for human travel. In order for a medium of small character to enter the tunnel she must squeeze. Remember that each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space the character takes a -4 penalty on attack rolls and a -4 penalty to AC.

Each of the three entrances to the tunnel is closed by the same style of rusted iron grate, and each opening is roughly seven feet of the ground.

Rusted Iron Grating (3): 1/2 in. thick, hardness 8; hp 12; Break DC 20.

Creatures: A small number of dire rats make their nest at the crossroads of the tunnel, and they will not appreciate being disturbed.

DIRE RAT (3) **CR 1/3**
N Small Animal 135 XP
Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE
AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** +1

OFFENSE
Spd 40 ft., climb 20 ft., swim 20 ft.
Melee bite +1 (1d4 plus disease)

STATISTICS
Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4
Base Atk +0; **CMB** -1; **CMD** 12(16 vs. trip)
Feats Skill Focus (Perception)
Skills Climb +11, Stealth +11, Swim +11

SPECIAL ABILITIES
Disease (Su): *Filth Fever*: Bite — injury, save Fort DC 11, onset 1d3 days; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The save DC is Constitution-based.

28. SERVANTS' QUARTERS LOWER FLOOR

The lower level of the servants' quarters are divided into 23 different five by five rooms, each designed to house a single guard. There is a ladder at the west end of the building to allow access to the upper floor of the building. There is a secret door at the east end of the building, which leads to a secret room. Both have the same statistics.

Secret Stone Doors (2): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Creatures: At any given time at least seven guards will be sleeping in their rooms. Another seven guards each have a fifty percent chance of being awake but in the building (usually in their rooms).

Guard: hp 27, see area 2.

Treasure: Each room has a stockpile of 3d6 silver pieces that can be found with a successful search (Perception Check DC 15). In addition any guard who is sleeping will leave the possessions indicated in his stat block on a stand near the bed.

29. SECRET ROOM

This is a small room whose only piece of furniture is a simple, but fairly comfortable cot.

Secret Stone Doors (2): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

30. SECRET TUNNEL

This tunnel connects the main house to the servants' quarters. There is a ladder leading up to area 13.

31. SECRET PASSAGE

This short is a short passage that seems to lead to nowhere, but there are actually two different secret passages. The door to the south is slightly harder to find. The ladder in the room leads up to area 14.

Secret Stone Doors (to area 34): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Secret Stone Doors (to area 35): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

32. SKELETON CLOSET

The secret passage opens revealing another very short passage, just large enough to comfortably hold the skeletal remains of what were once three humans

The original purpose of this room is long forgot. Having no other use for the room, Azalor put the skeletons in as an added precaution against intruders.

Creatures: The skeletons are the remains of three warriors who tried to break into Whitehall manor. Azalor thought it was poetic justice.

HUMAN WARRIOR SKELETON (3) **CR 1/3**
NE Medium Undead 135 XP
Init +6; **Senses** Darkvision 60 ft., Perception +0

DEFENSE
AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)
hp 4 (1d8)
Fort +0, **Ref** +2, **Will** +2
DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE
Spd 30 ft.
Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

TACTICS
During Combat The skeleton fights to the death.

STATISTICS
Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10
Base Atk +0; **CMB** +2; **CMD** 14
Feats Improved Initiative^B
Gear broken chain shirt, broken scimitar

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33. DUNGEON ENTRY WAY

The air is chillier in than it was above ground. At the bottom of the staircase is a small landing and a thick wooden door.

This room is lit by single everburning torch. The door in this room is kept locked at all times.

Creatures: There is always a guard present in this room.

Guard: hp 27, see area 2.

34. DUNGEON

This room is normally dark, but if the character possesses the means to see, you may read the following.

The room is large and chilly. The walls are lined with small prison cells made of iron bars. There is a simple straw mat in each of the cells. In the northernmost part of the western wall there is a simple wooden door. In the middle of the east wall, there is an imposing steel door.

This room is where Baron Velstaf holds his personal enemies and other undesirables. Of the seven cells in the room, only two are occupied. The cells are made from iron bars, with a door of similar construction. If one bar were destroyed it would open a gap large enough for a medium or small creatures to squeeze through with little trouble (Escape Artist DC 10).

If a character succeeds a sound-based Perception check (DC 5), she will notice what sounds like distant screaming. If she gets a 15 or higher on the check she can successfully make out the words, assuming she understands Abyssal. The screams are a long series of threats and curses.

The door in from room 33 is a locked at all times. The door into room 35 is quite a bit more formidable, and only Baron Velstaf, Azalor, and Elskar have a key to that door. It is kept locked at all times.

A successful Perception check (DC 20) will allow the character to find the ventilation tunnel near the ceiling of northern wall. Entering the tunnel is a little tricky due to the iron grating and height of the tunnel. Fortunately the grating is rusted and therefore not quite as strong as it was when it was new.

Cell Iron Bars: 1 in. thick; hardness 10; hp 20; Break DC 35; Escape Artist DC 30.

Cell Doors: 1 in thick; hardness 10; hp 30; Break DC 28; Disable Device DC 25.

Ventilation Tunnel Rusted Iron Grating: 1/2 in. thick, hardness 8, hp 12, Break DC 23.

Iron Door (to room 35): 2 in thick; hardness 10; hp 60; Break DC 28; Disable Device DC 28

Creatures: There are two prisoners currently being held in the jail. One is female dwarven weapon smith named Therka Hammer-Hand. Therka's crime was being too skilled at her trade and refusing to be co-opted by Baron Velstaf. The other is a male elven paladin named Iglestor.

THERKA

Female dwarf expert 6

LN Medium Humanoid (dwarf)

Init -1; **Senses** Darkvision 60ft., Perception +0 (+2 to notice unusual stonework)

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +1, **Will** +7 (+2 racial bonus on saving throws against poison, spells, and spell-like abilities)

OFFENSE

Spd 20 ft.

Melee nonlethal unarmed strike +5 (1d3)

TACTICS

Before Combat If Therka escapes she is willing to participate in some light combat but cares little for finding a magical bauble. Her only goal is to escape the house. Under no condition short of force of magic domination will Therka go into room 35

Meeting Azalor If she encounters Azalor, he will try to intimidate Therka into submission. In such a case, the PC makes a Diplomacy or Intimidate check in opposition to Azalor's Intimidate check. The winner of the checks succeeds in influencing Therka's actions.

STATISTICS

Abilities Str 12, Dex 8, Con 16, Int 14, Wis 15, Cha 10

Base Atk +4; **CMB** +5; **CMD** 14 (18 vs. bullrush and trip while standing on ground)

Feats Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [blacksmithing]), Skill Focus (Craft [weaponsmithing])

Skills Appraise +7, Craft (armorsmith) +13, Craft (blacksmithing) +13, Craft (weaponsmith) +13, Handle Animals +7, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (local) +10, Knowledge (religion) +10, Sense Motive +7

Languages Common, Dwarven, Giant, Gnome
SQ dwarven traits

Therka has been held for over two years, and the imprisonment has taken a toll on her sanity. She is not completely gone, but she is not mentally all-together either. She is easily scared and has a terrible fear of the door leading into area 35.

When the PC enters the room, Therka will quietly speak up begging to be rescued. Her initial attitude is indifferent, although it will automatically be shifted to friendly if the PC offers to help her out of the cell and automatically shifted to helpful if the PC succeeds in freeing her.

Therka does not have a lot of knowledge that could prove useful, but she does what she can. She will make references to something terrible being on "the other side of the door" but will not elaborate. She knows the schedule of the guards that bring her food. If asked she will tell the story of how she came to be here. She set up a small smithing shop in the city, which quickly became very popular do to the quality. Baron Velstaf approached her, offering to hire her for his own business, but she refused. That night, as she was returning home, she was abducted by several men in black masks. If the PC has the hidden documents from area 12 and compares them, she will find that Velstaf made a payment for "services rendered" the night that Therka was abducted.

CR 4

1,200 XP

IGLESTOR

Male elf paladin 7

LG Medium Humanoid (elf)

Init +0; **Senses** Low-light vision, Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 64 (7d10+21)

Fort +6, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee nonlethal unarmed strike +8/+3 (1d3) or

Melee +9/+4 longsword (1d8+1/19-20) or

Melee nonlethal unarmed strike +8 (1d3) or

Melee +9 longsword (1d8+1/19-20)

Special Attacks *detect evil*, *smite evil* 3/day, channel positive energy

Spells Prepared (CL3)

1st — *bless weapon*, *cure light wounds*

STATISTICS

Abilities Str 12, Dex 10, Con 12, Int 12, Wis 13, Cha 16

Base Atk +7; **CMB** +8; **CMD** 18

Feats Alertness, Improved Turning, Toughness, Weapon Focus (longsword)

Skills Diplomacy +11, Knowledge (nobility) +9, Knowledge (religion) +9, Sense Motive +14

Languages Common, Elven, Goblin

SQ elfen traits, aura of good, divine grace, lay on hands, aura of courage, divine health, divine bond, *remove disease*

Iglestor has fallen into deep despair. He spends his days sulking to himself and will not reach out to anybody. He will not even leave the cell if the door is opened, believing it to impossible to escape. Iglestor believes that he has lost his paladin powers and become an ex-paladin, but this is a mental block from which he can be broken.

Iglestor's initial attitude is unfriendly. If the PC has recovered Iglestor's sword from area 19 and presents it to Iglestor, she gets a +2 circumstance bonus to any Diplomacy checks. If the character mentions the fact that she is trying to save innocent lives from a plague she gain another +2 circumstance bonus.

If Iglestor's attitude can be shifted to indifferent, he will open up a little and share some information with the character, although only if prompted. He will tell her that Azalor is an evil person in the service of the dark god Gorzeria (or similar appropriate deity), and that he was imprisoned here after loosing to Azalor in armed combat. He has been tortured in room 35 and can provide rough details of it. He knows that the screaming comes from another room enterable through the torture chamber but has never been there. He also knows that the screaming first began just over one week ago, and although he cannot understand it, he as a good feeling that the language is abyssal.

If Iglestor's attitude can be shifted to friendly he will be willing to share more details. He will volunteer most of the information given above. If the PC is curious about Iglestor's imprisonment, Iglestor will also share some more details of his imprisonment. He will admit that after weeks of torture he finally betrayed his order and told Azalor who they were and what they knew about him. It was after that confession that Iglestor believes that he lost his powers. A PC who succeed

CR 6
2,400 XP

at a Knowledge (religion) check (DC 15) will realize that because he made the confession under extreme duress and did not willingly cooperate he should he should not have lost his powers. The PC can convince him to try using his powers by making a second Diplomacy Check (DC 25). If successful, Iglestor will try to cast a spell, and find it successful.

If the player character manages to shift Iglestor's attitude to helpful, he will ask to be freed so that he can aid the character. Iglestor will follow the character's lead, although he will not approve of killing innocents or other criminal acts. If he is brought into area 36, he will lobby the character to slay the demon but will concede if the PC insist on another course of action.

Treasure: There is no real treasure in the room, but if the PC is captured and searches the floor of her jail cell, she may find (Perception DC 20) a few small animal bones which could serve as makeshift lock picks (though the -2 circumstance penalty for not having proper equipment still applies).

Development: If the PC is knocked unconscious while in the house or if she surrenders and is taken prisoner, she will find herself locked in one of these cells. If she spends more than six hours in the cell, she will be questioned by Azalor, who will want to know why the PC was in the house and who sent her. Regardless of whether she cooperates, and despite promises he may make, Azalor has no intention of freeing the PC.

Guards deliver food twice per day, once at eleven in the afternoon and once at five at night. Guards have been instructed not interact with the prisoners and are considered unfriendly to them, but the character could attempt a rushed diplomacy check (-10 penalty). If the guard's attitude can be shifted to friendly (DC 25), the guard would be willing to take a message to somebody on the outside world. If the guard's attitude can be shifted to helpful (DC 40) he might "accidentally" drop a key within arms reach of the character's cell.

If Father Arden gets word of the character's imprisonment, he may try to smuggle a set of thieves' tools into the character's cell for her.

35. TORTURE CHAMBER

This room is also normally dark. If the character has a means of seeing, you may read the following.

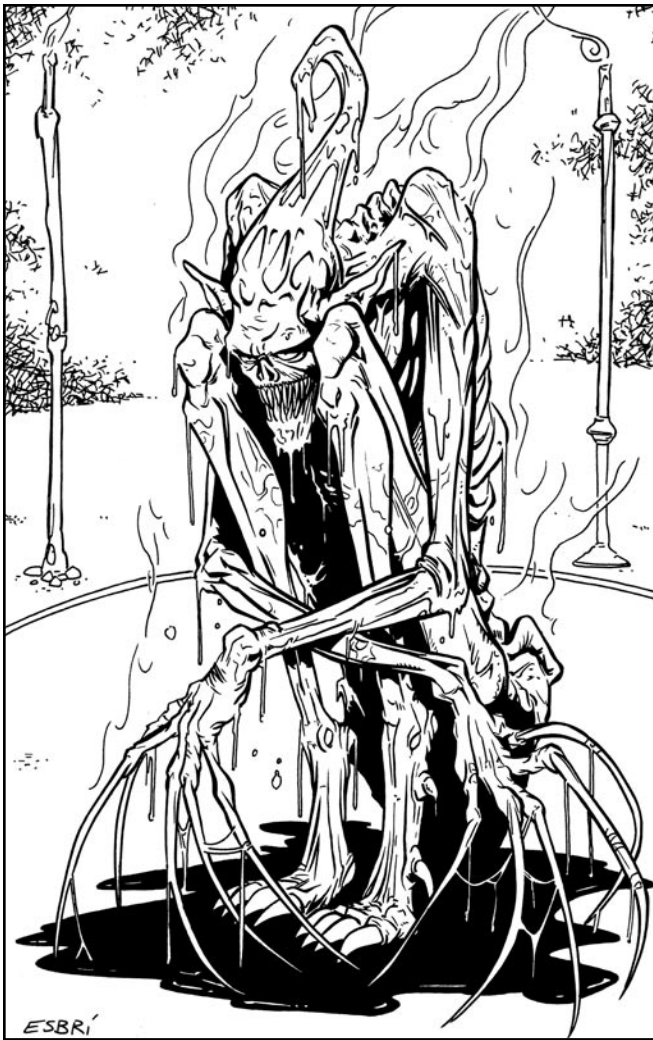
The room is filed with gruesome instruments, whose sole purpose seems to be inflicting pain on intelligent beings. There are two large iron doors, one to the west, and one to the north. On the northern door there is what appears to be a bloody handprint.

This is where Azalor takes his prisoners to be interrogated. The screams are louder in this room. It requires a sound-based Perception Check DC 8 to make out the words (general cursing in Abyssal) and can only be missed if the PC massively fails a DC-2 check.

The two doors are kept locked at all times. Velstaf, Azalor and Elskar are the only ones with keys.

Iron Doors (2): 2 in thick; hardness 10; hp 60; Break DC 28; Disable Device DC 28

Treasure: Among all the various implements of torture, there are a few useful items, including a whip, two daggers, and some metal spikes that could serve as makeshift thieves' tools (thought the -2 circumstance penalty for not having proper tools still applies).



36. SUMMONING ROOM

The room is lit only by seven candles on tall stands arranged in a large circle. In the center of the circle of candles is a circle on the floor drawn with silver dust. In the circle is a large, vaguely humanoid figure. Its face is misshapen with pointed ears, jagged teeth, and yellow eyes. Its bones show through its skin, which is covered by a red slime. Its hands end in long sharp claws.

The circle on the floor is a special calling diagram, used to reinforce a *magic circle against evil*, which has been cast to hold the babau in place. Disrupting the circle in the slightest will allow the babau to go free. A *dimensional anchor* spell has also been employed to prevent the demon from teleporting. A successful Spellcraft will allow the PC to identify the *magic circle against evil* (DC 23) and the *dimensional anchor* (DC 24).

The circle of candles provides shadowy illumination to the whole room. The door to the south is kept locked at all times. Only Velstaf, Elskar and Azalor have the key.

A successful Perception check (DC 20) will allow the character to find the ventilation tunnel near the ceiling of northern wall. Like the other entrances to the tunnel, the character will have to find a way past the metal grate to get into the tunnel.

Ventilation Tunnel Rusted Iron Grating: 1/2 in. thick, hardness 8, hp 12, Break DC 20.

Iron Door: 2 in thick; hardness 10; hp 60; Break DC 28; Disable Device DC 28.

Stone Secret Door: 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Creatures: The creature is Klextha, a babau demon. A successful Knowledge (religion) check (DC 17) will allow the PC to identify it as a babau.

As soon as Klextha notices the PC, he will cease his screams and begin talking to the PC in common. Klextha's only goal is to get free, and he will have an attitude of friendly as long as it looks like the PC may free the demon.

As long as Klextha's attitude remains friendly, he is able to provide a wealth of information. He will tell of how he was enslaved by Elskar and Velstaf, and how they have been harvesting his slime coating to make the hell's lung. If he knows the PC is hoping to stop hell's lung Klextha will play up the fact that if his is freed, it will be impossible for Baron Velstaf to continue making new cultures of *hell's lung*.

Klextha has an intense hatred for Baron Velstaf and Azalor. Not only does he despise them for imprisoning him, but also Klextha thinks that using a disease to profit is disgusting. Diseases are pure forms of destruction and should not be manipulated for something as trivial as money. In addition Klextha is a chaotic demon and has a natural dislike for anything lawful, including Velstaf, Azalor, and Gorzeria their patron deity.

While he also hates Elskar for imprisoning him, Klextha sees a kindred spirit and knows she has thoughts of betraying Velstaf. Until the PC arrived, Klextha thought of Elskar as his best chance of escape.

Klextha knows of the *Star of Olindor* and believes that is someplace behind the secret door on the northern wall, but he does not know exactly where it is.

Klextha is willing to make nearly any sort of deal to gain his freedom short of enslaving himself to a new master. For example, he may agree to answer the PCs questions or help her find the *Star of Olindor*. If the character specifically names not harming her, Klextha agrees to not kill the PC. He will then attack the PC, but will stop just short of the PC losing consciousness.

Once Klextha has gained his freedom he will teleport away using his spell-like ability, but he is not done with Whitehall manor.

KLEXTHA

Male demon

CR 6

2,400 XP

CE Medium Outsider (Chaotic, Demon, Evil, Extraplanar)

Init +5; **Senses** Darkvision 60ft., *see invisibility*; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or

good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Spd 30 ft.

Melee 2 claws +12 (1d6+5) and bite +7 (1d6+5)

Special Attacks sneak attack +2d6

Spell-like Abilities (CL 7)

Constant — *see invisibility*

At will — *darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of object only)

1/day — summon (level 3, 1 babau at 40%)

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

TACTICS

During Combat Klextha will use guerilla tactics, trying to maximize the use of his sneak attack ability. If he loses more than half his hit points, he will teleport away, not wanting to risk his newfound freedom.

STATISTICS

Abilities Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Sense Motive +11, Sleight of Hand +11, Stealth +22

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su): A slimy acidic slime coats Klextha's skin. Any creature that strikes the babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes Klextha with a melee weapon must make a DC 18 Reflex save of the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes the babau is automatically destroyed after it inflicts its damage.

37. TEMPLE ENTRANCE

The room is simple square room painted black except for the two wooden doors on either side of the room, one painted bright white and the other bright red. On the floor are two dogs, whose flesh is rotting. The light of undeath burns in their eyes.

This room was constructed by Azalor to serve as an entrance to his shrine to Gorzeria. A Knowledge (engineering) or Intelligence check (DC 10) will reveal that all the walls of this room except the southern are relatively recent additions (within the last decade). Only the white door (east) is safe to pass through from this side. A Knowledge (religion) check (DC 25) will reveal that traditionally followers of Gorzeria enter through the white door and leave through the red. If the PC has already discovered that either Azalor or Baron Velstaf venerates Gorzeria, she receives a +2 circumstance bonus to this check.

Creatures: The two dogs are old pets of Azalor who passed before their times, so he had them reanimated as zombies and placed in this room. The zombie dogs are the main reason Baron Velstaf prefers the secret back entrance to the shrine.

ZOMBIE DOG (2)

NE Medium Undead

Init +2; **Senses** Darkvision 60 ft.; Perception +0

CR 1/2

200 XP

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 Dex, +2 natural)

hp 16 (3d8+3)

Fort +1, **Ref** +3, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Spd 40 ft.

Melee bite +5 (1d6+4)

TACTICS

Before Combat The zombie dogs will attack anyone that isn't escorted by Azalor, however they will not pass beyond the doors.

STATISTICS

Abilities Str 17, Dex 13, Con —, Int —, Wis 10, Cha 10

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

SQ staggered

Traps: The handle of the red (west) door is coated with a poison, which affects any who open the door.

DOORKNOB TRAP

CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 19

EFFECTS

Trigger touch; **Reset** manual

Effect poison (sassone leaf residue)

SASSONE LEAF RESIDUE

Type poison, contact; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Initial Effect 2d12 hit point damage; **Secondary Effect** 1d2 Str damage; **Cure** 1 save

38. SHRINE TO GORZERIA

The room is vaguely u-shaped, and at the bottom curve of the u there is a raised dais. On the dais there is an altar covered with cruel looking letters and symbols. Behind the altar is the stature is a statue of a woman clad in spiked armor holding a longsword and flanked by two cruel looking dogs.

Any character investigating the altar will notice that it is covered with dried blood. The lettering on the altar is in infernal and speaks of how Gorzeria rejoices at receiving blood sacrifices. A successful Linguistics check (DC 20) will allow the character to get the general idea of the writing is she does not know infernal.

A successful Knowledge (religion) check (DC 15) will reveal that the woman depicted in the statue is the evil god Gorzeria (see area 21), and a Knowledge (planes) check (DC 14) will identify the large dogs as hellhounds.

There are two doors leading to room 37. The one to the east is painted white, while the one to the west is painted red. Only the red door is safe to open from this side. A Knowledge (religion) check (DC 25) will reveal that followers of Gorzeria enter temples through the white door and leave through the red. If the PC has identified the room as a shrine to Gorzeria, she may receive a +2 circumstance bonus to this check.

There are also 2 secret doors which are identical except that the one into area 37 is more difficult to locate.

Secret Stone Doors (to area 39): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 25

Secret Stone Doors (to area 37): 4 in thick; hardness 8; hp 60; Break DC 28; Perception DC 28

Traps: The door handle to the white (east) door is covered with a contact poison, which affects any who open the door.

THE STAR OF OLINDOR (LEVEL 6-8 ROGUE)

DOORKNOB TRAP

CR 7

Type mechanical; **Perception** DC 25; **Disable Device** DC 19

EFFECTS

Trigger touch; **Reset** manual

Effect poison (dragon bile)

DRAGON BILE

Type poison, contact; **Save** Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 1d3 Str damage

Creatures: Azalor comes to the shrine to worship every night from midnight until one o'clock. He may also pray there before events of great importance. Baron Velstaf is not as dutiful a worshiper but may be there during the hours of worship as well (50%)

Azalor: hp 86; see area 11.

Baron Velstaf: hp 36; see area 11.

39. SECRET VAULT

The room is small, only about five feet wide and ten feet long. At the far end is a stone box standing on pedestal.

Stone Chest: 2 in. thick; hardness 8; hp 30; Break DC 25; Disable Device DC 30.

Traps: The stone chest is trapped to attack anybody who opens the chest with three blades: one from the pedestal and one from each side.

TRIPLE BLADE TRAP

CR 8

Type mechanical; **Perception** DC 30; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** manual; **Bypass** hidden switch (Perception DC 30, Disable Device DC 30)

Effect Atk +8 melee (2d4+4/x4, 3 scythes)

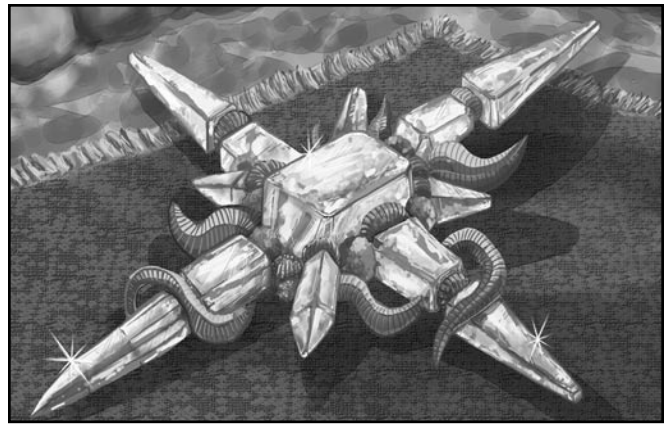
Treasure: Inside the chest is the *Star of Olindor*.

Ad Hoc XP Adjustment: Successfully find the *Star of Olindor* and smuggling it out of the house should grant the PC experience equal to defeating a CL 9 creature.

THE STAR OF OLINDOR

The *Star of Olindor* was crafted centuries ago by a powerful cleric in the now-ruined elven city of Olindor. According to legend, the *Star of Olindor* is part of a set of objects, each crafted by a different hero of Olindor, and that the city would last as long as all the treasure of Olindor remained together. Whether the treasures being stolen lead to the downfall of Olindor or they were looted in the aftermath is a subject of debate, but the facts remain that Olindor is now in ruin, and the treasures have nearly all been lost. (The same legend says that gathering all the treasures together will signal Olindor's return).

The *Star of Olindor* is a glittering crystal hung from a thin mithral chain. When worn as a necklace, the *Star of Olindor* grants its wearer immunity to all diseases (including magical diseases) and to all poisons, although poisons active when the wearer is first donned still run their course.



Furthermore, three times per day the wearer can grant a special blessing to one creature, making the target immune to all disease (including magical disease) for a period of one week, OR it may be made immune to poison for a period of one day. (The combined use of these powers cannot be more than three times per day).

The *Star of Olindor* can also cast *restoration* once per day, as the spell and can be commanded to provide illumination, as light targeting itself, at will.

Moderate conjuration; CL: 9th; Craft Wondrous Item, *light*, *neutralize poison*, *remove disease*, *restoration*; Price: 96,000 gp.

STAR OF OLINDOR INFORMATION

A character may know some of the above information, or she may be able to discover it by asking around. Knowledge (arcana), or Diplomacy check will reveal information.

DC 15: The *Star of Olindor* is a power and ancient magical item of great healing powers.

DC 20: The character knows the myth and history of the *Star of Olindor*, as described above.

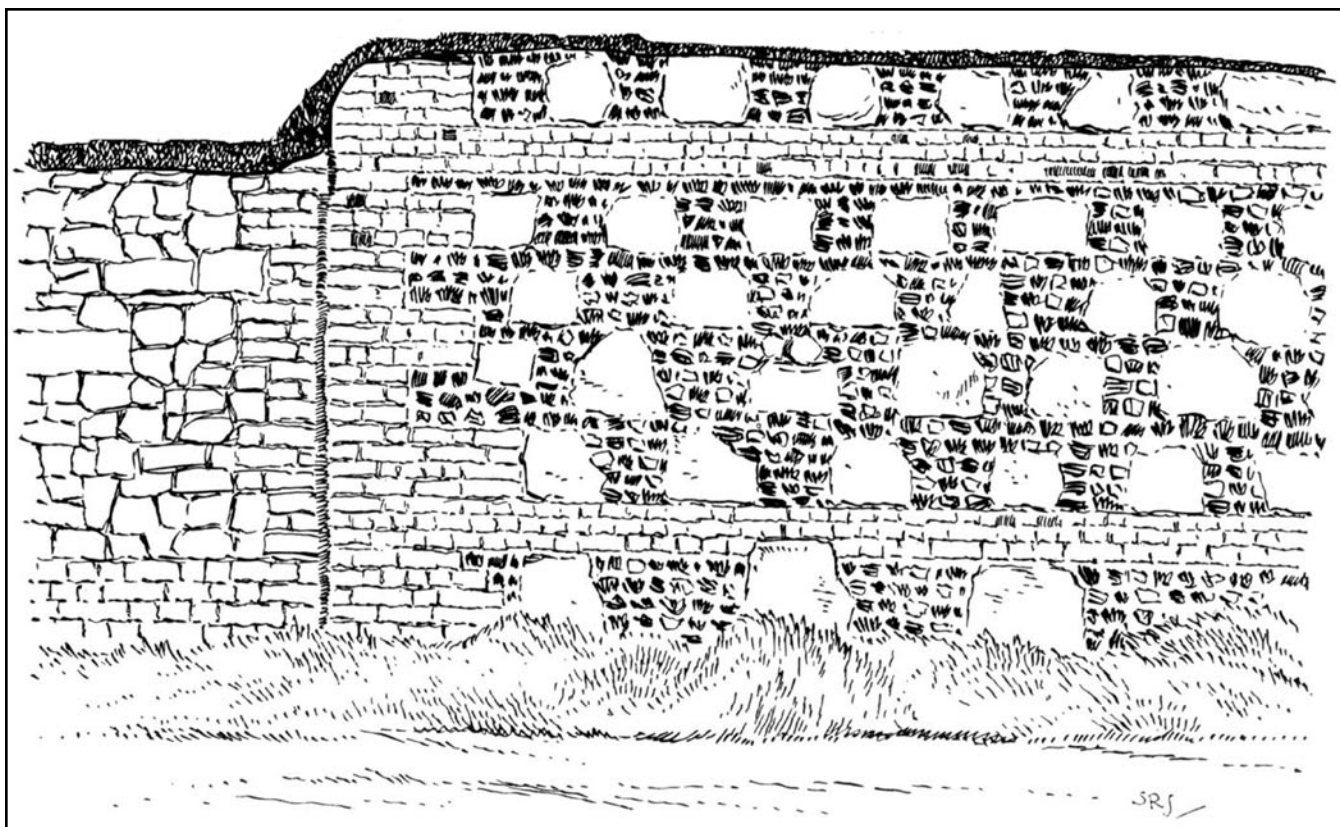
DC 25: The character to know the specific powers of the *Star*.

CONCLUDING THE ADVENTURE

If the player character manages to successfully retrieve the *Star of Olindor*, it will signal the beginning of the end for the plague. If the Father Arden and the Church of Nelleska had not already contacted her, they will contact the character now and made an offer similar to the one described above (in The Church of Nelleska). Any other good clergy would be happy to take the *Star* to begin the healing process. Father Arden will give the character whatever reward they agreed upon, plus see that the character receives any healing she may need. If the character agreed to retrieve the *Star* for no reward, Father Arden will not spontaneously give money (the church has its own bills to pay), but the character will have earned the good will of the church and a life-long ally.

Freeing or slaying the babau Klextha will also cause the plague to end more quickly, because his acid coating was necessary for the propagation of the plague. If Klextha is freed and allowed to live, Baron Velstaf will be found dead and mutilated several days later. If Klextha is attacked but manages to escape, he may seek revenge on the PC when she least expects it.

Note that the adventure assumes that the character does not keep the *Star of Olindor*. If she decides to keep it or try to sell it at fair market value, the amount of wealth gained by far exceeds the amount of treasure appropriate for her expected character level. If the PC does keep or sell the *Star of Olindor*,



you may need to relieve her of some excess wealth or reduce the size of her rewards in the future.

Possessions carried by Baron Velstaf, Azalor, and Elskar also exceed the expected wealth amount and should be monitored carefully.

If the player character learns the legend of the Olindor and its treasures, she might be tempted to seek out the remaining pieces. Such a quest would be long and difficult, but has the potential to result in great rewards.

SCALING THE ADVENTURE

The primary threat in *Steal the Olindor* is not creatures, but skill DCs, the most threatening of which are the DCs for traps. For mechanical traps you may simply raise or lower these DCs by one per level that the player character is higher or lower than 7th. If the adventure is being played by a character without the trapfinding ability (normally only rogues) you may wish to reduce all the Perception DC for traps to 20 or lower. If desired you may also raise or lower other DCs, such as for Disable Device.

For more or less advanced characters you may wish to raise or lower the hit points of the guards. They are intended to be just weak enough so that they can be taken out in one average sneak attack. Changing their hit points can be done either by changing their level, or modifying their Constitution score.

You may also wish to add or subtract one opponent from each of the two undead encounters in the basement.

PRE-GENERATED CHARACTER

AGATHA WHITLEY

Female human rogue 8

CG Medium Humanoid (human)

Init +7; Senses Perception +11

CR 8

DEFENSE

AC 22, touch 15, flat-footed 22 (+3 armor, +2 deflection, +3 enhancement, +1 natural, +3 Dex)

hp 60 (8d8+24)

Fort +4, Ref +9, Will +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +2, uncanny dodge

OFFENSE

Spd 30 ft.

Melee +1 keen rapier +11/+6 melee (1d6+2/16-20) or

Ranged shortbow +9/+4 (1d6/x3)

Melee +1 keen rapier +11 (1d6+2/16-20) or

Ranged shortbow +9 (1d6/x3)

Special Attacks bleeding attack, sneak attack +4d6

STATISTICS

Abilities Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 12

Base Atk +6; **CMB** +7; **CMD** 20

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (rapier)^B, Weapon Focus (rapier)^B

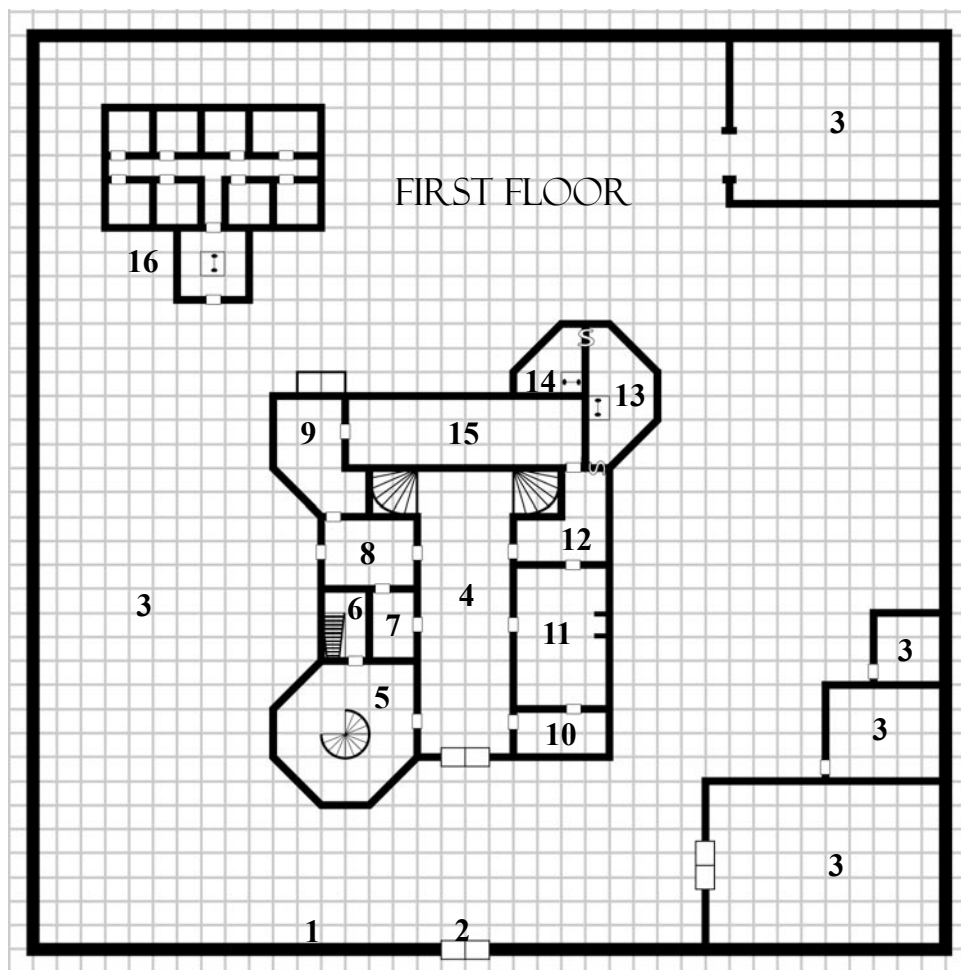
Skills Acrobatics +15, Appraise +10, Bluff +11, Climb +12, Diplomacy +10, Disable Device +14, Escape Artist +14, Knowledge (dungeoneering) +7, Knowledge (local) +7, Linguistics +7, Sense Motive +8, Stealth +17, Swim +10, Use Magic Device +11

Languages Common, Dwarven, Elven, Gnome, Goblin

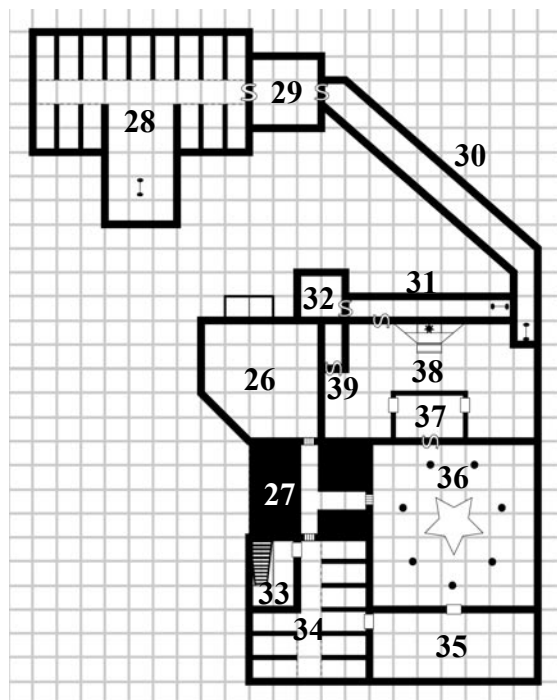
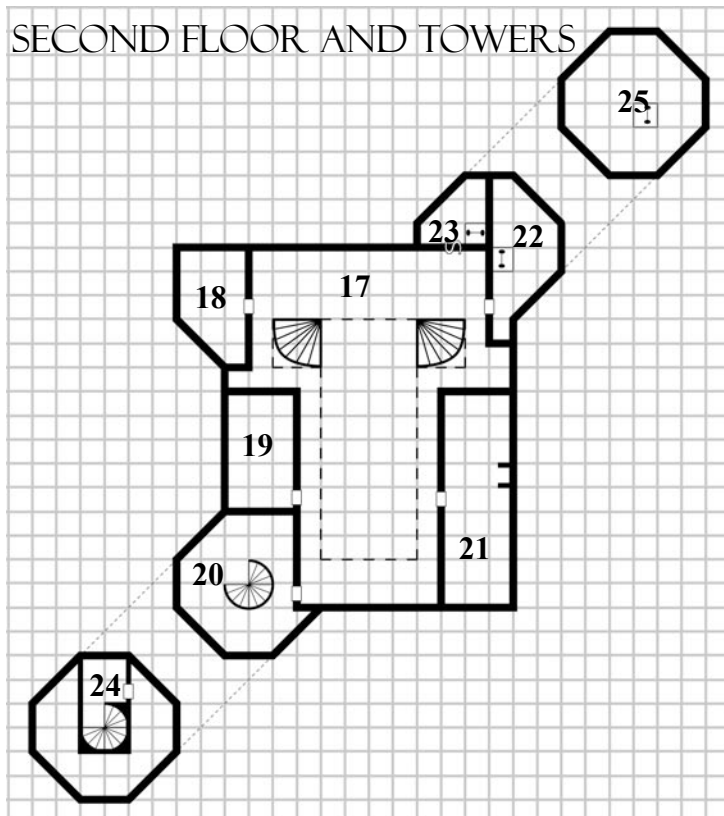
SQ fast stealth, finesse rogue, trapfinding, weapon training

Gear arrows (20), amulet of natural armor +1, backpack, boots of elvenkind, cat's grace potion, cloak of elvenkind, cure serious wounds potion, glamered studded leather armor +3, invisibility potion, +1 keen rapier, 2 rations, ring of protection +2, rope (silk), shortbow, 5 sunrods, thieves' tools (masterwork), 50 gp

MAP OF WHITEHALL MANOR



SECOND FLOOR AND TOWERS



ONE ON ONE ADVENTURES #3

THE FORBIDDEN HILLS

BY SUZI YEE

AN ADVENTURE FOR ONE BARBARIAN OR RANGER LEVELS 5-7



Starvation looms for the people of the Wolf tribe! The elk have all but disappeared and the risky move of the tribe near the Bear clan territory has proved fruitless. An emergency council of the elders has declared that a single hearty warrior must make the dangerous journey deeper into Bear territory to find a source of food. The council has chosen you for this mission of great importance. It is your task to find out where the elk have gone and bring back food for the winter or at least enact Wolf people retribution against the source of the oncoming famine!

Into The Forbidden Hills you must travel, heart full of hope and anger...

CREDITS

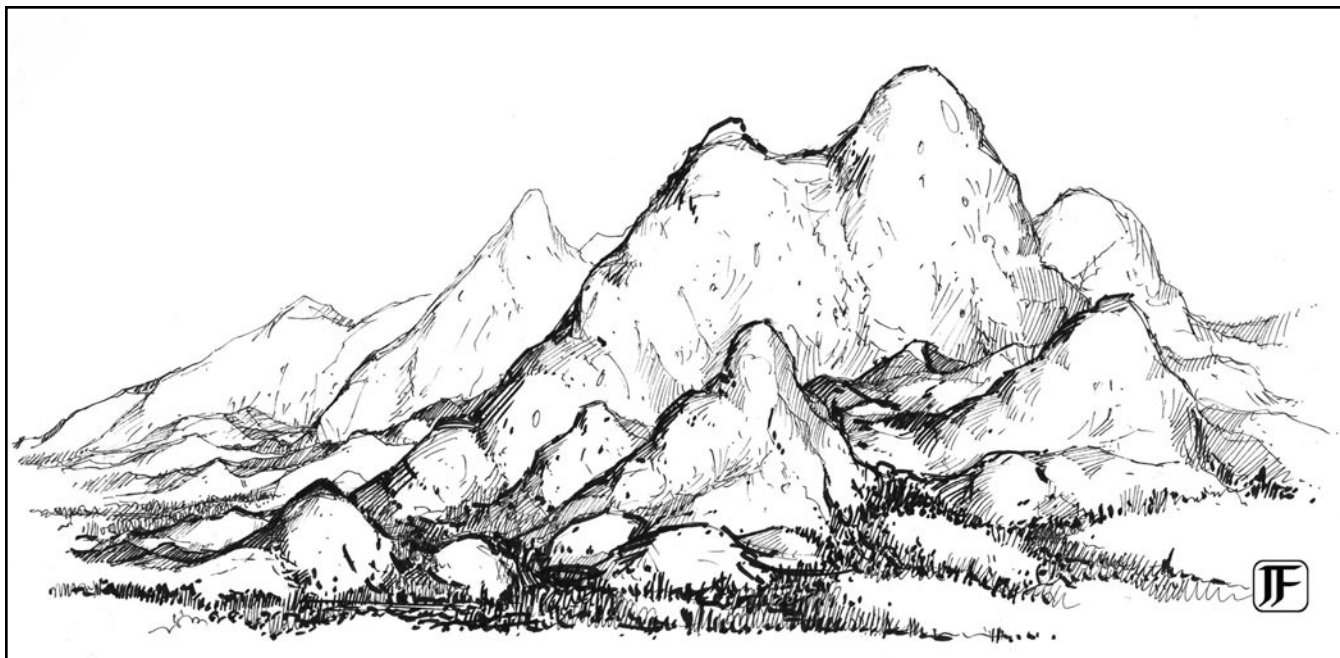
Author: Suzi Yee
Cover Artists: David Esbri, Joan Guardiet
Artists: The Forge Studios, V. Shane
Editing and layout: Joseph Browning
This adventure is based on an original storyline and maps created by Peter Franke.

One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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THE FORBIDDEN HILLS (LEVEL 5-7 BARBARIAN OR RANGER)



ADVENTURE SYNOPSIS

In *The Forbidden Hills*, the player character must investigate on behalf of his tribe the lack of elk in this year's hunt. In doing so, he will discover the ancient temple where the gnoll war band have taken residence and the quasit behind the gnoll warband's hunt for elk. While taking care of the gnoll warband and the quasit rids the area of an evil influence, it does not solve the problem of feeding his tribe without any elk to hunt. If the PC restores the desecrated altar in ancient worship hall (area 12), he will summon the spirit of the temple, who will give the PC a boon for his service of clearing the evil from the fallen temple and give the PC an amulet to reveal the Tomb of the Ancients, where the PC can battle the spirit of famine and finally restore the elk in the area.

ADVENTURE BACKGROUND

A gnoll warband arrived in the area six months ago when they stumbled upon an abandoned ancient temple. Leading their band is Grachal, a smart and tough gnoll who typically rules with an iron fist. The temple is a long-time prison of a quasit named Ixl-Narwog that has been trapped for centuries by an ancient ritual. Sensing opportunity, the quasit offers Grachal druidic training in exchange for sacrificial elk whose blood will return the quasit to full power, or so he hopes.

Grachal commanded the gnolls to hunt elk continuously, enticing the gnolls with access to the finest pieces of meat and all the elk they can eat, so long as they drain the blood from the body first. The gnolls bring elk blood to Nichel, who in turn brings it to Grachal. Grachal pours the blood into a pool in the inner sanctum of the temple, an area only Grachal has seen. Ixl-Narwog feeds and baths in the bloody pool, absorbing the life force of the slaughtered elk.

The gnolls have been hunting elk with great zeal, nearly wiping out the population in the area and although the quasit gains power from the animal's stolen life force, his long imprisonment still leaves him weaker than normal. Grachal has begun his training in druidic magic, and the hunt continues. But the more elk they slaughter, the farther they have to travel to find more elk to kill.

After a few run-ins with the Bear tribe, the last costing them one of their own, the gnolls have refused to hunt anymore elk, holing up in the temple until winter has passed. Nichel, second in command and ill-equipped for controlling the unruly band, has not told Grachal yet, hoping he can stir or frighten the remaining gnolls into hunting before winter sets in.

BEGINNING THE ADVENTURE

The player character is the member of the Wolf people, a small tribe of 40 men and women and their young. Like many of the people in the area, the Wolf tribe are nomadic hunter and gatherers. Trained in the ways of the warrior and the hunter, the player character is apt for life in the outdoors, with skill points in Stealth and Survival. This year's annual autumn hunt has not fared well; there is an alarming lack of elk for the Wolf people to hunt and preserve for the coming winter as they have done in years past. Forced by necessity, the Wolf people have moved to different hunting ground, approaching dangerously close to the Bear tribe's territory. Much to their dismay, they find no elk there either. The Wolf elders are in counsel, and this is where the adventure begins.

SURVIVAL CHECKS

This adventure is designed for a hunter and fighter familiar with outdoor living. The sample PCs in the back of the book are equipped with a few rations, but also have the skills for living off the land. DC 10 Survival Check allows the PC to get along in the wild, up to 1/2 speed while hunting and foraging (no food or water supplies needed).

SETTING THE STAGE

The mood is tense amongst the Wolf people. They have moved late in the season to different winter quarters, only to find there is no elk there as well. They are on the outer fringe of the Bear tribe, and while they have not had hostilities with the Bear tribe, they have not spoken in many years.

After many hours of deliberation, the village elders, a counsel of 5 people including the player character's father, who is also the chief of the Wolf people, has come to a decision. They call the PC into the chief's tent to hear their decision.

The acrid smoke of the fire and pipes burn your nostrils as you enter the dim light of the counsel's tent. The five sit around the fire, and conspicuously there is a spot open among the ring. Your father motions you to join the circle around the fire.

"The council has chosen you for a mission of great importance. It is your task to find out where the elk have gone and bring back food for the winter. There is another place where there may be elk, but it is too far and too dangerous to relocate the entire tribe. In the northern stretches lie the forbidden hills. There may be some elk that roam there still. In your hunt, you may encounter the Bear tribe. We have not spoken with the Bear tribe in many years, but if you should encounter them, you bear our tribe's emblem of peace."

The pipe reaches you, and you inhale its sweet, moist smoke, pledging your service to your tribe.

Items: The PC gains the Wolf people tribal peace emblem.

1. WANDERING BLACK BEAR

The wilderness opens in front of you with the crisp air of autumn on your breast. You head toward the forbidden hills on the farthest edge of the Bear tribe's territory when you hear a rustling in the trees ahead.

This is a not-so random floating encounter that you can insert at any point of wandering the wilderness to emphasize why the people of this area are called the Bear tribe. The black bear begins indifferent to the PC so long as he doesn't get too close (within 25 feet). Once a PC gets within 25 feet of the black bear, it will become unfriendly and attacks to defend its space. The black bear will also attack at the first sign of overt aggression on the PC's part.

A PC with wild empathy can improve the black bear's attitude with a successful check (D20 + class level + Cha modifier). Turning an unfriendly black bear to indifferent is DC 15, to friendly DC 25, and to helpful DC 40. Turning an indifferent black bear to friendly is DC 15 and to helpful is DC 30. Turning a friendly black bear to helpful is a DC 20. Offering the black bear honey, berries, or other yummy treats adds +2 to the PC's roll.

PCs who can communicate with animals can gather information from the black bear. Indifferent black bears will tell the PC that there are few to no elk in the area. A friendly black bear will tell the PC that hyena-headed men come through these parts, and that they have been aggressively hunting elk in the past few months. A helpful black bear will warn the PC about the old rock temple, and if asked, will lead the PC to the area.

BLACK BEAR

N Medium Animal

Init +1; **Senses** Low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Spd 40 ft.

Melee 2 claws +6 (1d4+4), bite +1 (1d6+4)

CR 2

600 XP

STATISTICS

Abilities Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Endurance, Run

Skills Climb +8, Swim +12

2. RUINED CAMP

In a clearing off the path lays the remains of a makeshift camp. The fire has long been dead, and the tents are trashed beyond repair. The four human corpses bear deep gashes, but you can make out the Bear tribe emblem on their clothing and flesh. Among the human corpses lies a gnoll corpse.

This is the remains of a Bear tribe scouting expedition, raided by the gnoll band living in the temple. They have striped the bodies of all their food, armor, weapons, and valuables, including their fallen gnoll companion. If the PC comes within 5 feet of the gnoll corpse, it will reveal its true nature as a zombie and attack. There are clear gnoll footprints, some which lead back to the temple environs (area 4) with a Survival Check of DC 15. If the PC fails their Survival check, they go to area 3 before finding obvious tracks leading to area 4.

GNOLL ZOMBIE

NE Medium Undead

Init +0; **Senses** Darkvision 60ft.; Perception +0

CR 1

400 XP

DEFENSE

AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural)

hp 22 (4d8+4)

Fort +1, **Ref** +0, **Will** +4

DR 5/slashing; **Immune** undead traits

OFFENSE

Spd 30 ft.

Melee slam +6 (1d6+4)

TACTICS

During Combat The gnoll zombie will fight to the death.

STATISTICS

Abilities Str 17, Dex 8, Con —, Int —, Wis 10, Cha 10

Base Atk +3; **CMB** +6; **CMD** 15

Feats Toughness

SQ staggered

3. CAVE OF MIGRATORY STIRGES

The cave is dark and cool. The small fire pit and refuse tell of recent visitors. The cave extends further into another room beyond your vision.

This cave is a temporary campsite for the gnolls when they are hunting or conducting raids. The cave is gnoll-free at the moment, and a migratory flock of stirges are staying in the room deeper in the cave. In the initial room, there is a hidden stash within the refuse, no doubt left by a gnoll some time ago. If the PC goes deeper into the cave, allow a sound-based Perception check DC 10 (sight-based if the player has adequate light) to detect the stirges hanging from the ceiling. If the PC has an animal companion with the scent ability, it will be aware of the stirges within 30 feet. The stirges attack when the PC or animal companion enters 10 feet into the room.

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STIRGES (4)

N Tiny Magical Beast

Init +4; **Senses** Darkvision 60ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Spd 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

TACTICS

During Combat The stirges attacks the nearest creature, using its attach and blood drain attack.

STATISTICS

Abilities Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

SPECIAL ABILITIES

Attach (Ex): When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be stuck with a weapon or grappled itself – if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex): A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex): Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (Pathfinder RPG Core Rulebook 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Secret stash: 1 bloodstone (45 gp), 2 moonstones (60 gp each).

4. OUTSIDE THE OLD TEMPLE ENTRANCE

Following the tracks through the wooded landscape, you see a clearing up ahead. At the heart of the clearing rises a rocky dome covered in dead vines and brush. Toppled statues line the walkway to a wide set of stairs. The steps narrow as they ascend to double doors guarded by two gnolls.

The rocky dome fills most of the clearing, and the temple is carved out of the massive batholith. The front steps are guarded in three shifts consisting of two gnoll guards, each shift taking 8 hours. They are suppose to change guard at day break, after lunch, and after dinner. If the next shift fails to show within 30 minutes of the appointed time, guards will often go inside and cause a hoot and holler until their relief guards get to the front.

There is a large pit to the side of the steps, roughly 10 feet wide, 10 feet long and 10 feet deep. A PC within 5 ft of the pit can see and smell that the pit is full of elk bones and remains.

On a DC 10 sight-based Perception check, the PC sees ruts in the mud leading up to the stairs and to the pit on the side of the stairs, as if something was being dragged. If the PC circles the clearing, he finds no other obvious entrances to the temple, although a Perception check DC 15 reveals a cave entrance hidden behind a large boulder along the western side of the dome (area 5). Moving the boulder requires a Str Check DC 10, while small-sized creatures can squeeze through a space near the ground where the boulder does not cover.



GNOLL GUARD (2)

CE Medium humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft., Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

TACTICS

Before Combat If the PC attacks the guards from the clearing, they will run inside and muster the other gnolls from area 13 and 14. If an animal companion attacks, they will most likely stay and fight, thinking the animal easy to scare off. If the PC sneaks up on the guards, they will stand their ground and fight. If the PC comes from inside the temple, the guards will try to flee into the clearing.

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Languages Gnoll

Gear arrows (20), battleaxe, heavy steel shield, leather armor, short bow, platinum statuette (100 gp), *restorative ointment* (marked with healing runes), 35 gp

DIRE RAT

N Small Animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

CR 1

400 XP

RESTORATIVE OINTMENT

Aura faint conjuration; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** ½ lb.

DESCRIPTION

A jar of this unguent is 3 inches tall in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; **Cost** 2,000 gp

OFFENSE

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

TACTICS

Before Combat A dire rat is feasting on the bounty and will attack a PC or animal companion that stands at the edge of the pit for more than 2 rounds, taking a round to climb out of the pit.

STATISTICS

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; **CMB** -1; **CMD** 12(16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Stealth +11, Swim +11

SPECIAL ABILITIES

Disease (Su): *Filth Fever*: Bite — injury, *save* Fort DC 11, *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The *save* DC is Constitution-based.

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5: WESTERN CAVE

You make your way into the cave. The air inside the cave is rank and stale. As your eyes adjust to the darkness, you hear snorting in front of you.

This cave is a secondary entrance into the temple whose exit to the outside has been mostly covered by a large boulder. The walls of the cave have hooks and pigeon holes and along the far wall is a door that leads into the larder, however there is a territorial boar in the middle of the room. The boar immediately attacks the first creature that comes through either the door or the boulder-covered entrance. If the PC takes the time to look through the many small nooks and crannies in the cave wall, he will find a few objects stashed away with a successful search (Perception Check DC 10). The door leads to area 9.

BOAR

N Medium Animal

Init +0; Senses Low-light vision, scent; Perception +6

CR 2

600 XP

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, Ref +3, Will +1

Defensive Abilities ferocity

OFFENSE

Spd 40 ft.

Melee gore +4 (1d8+4)

STATISTICS

Abilities Str 17, Dex 10, Con 17, Int 2, Wis 13, Cha 4

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Secret stash: Purse containing 50 gp and sustaining spoon.

SUSTAINING SPOON

Aura faint conjuration; CL 5th

Slot none; Price 5,400 gp; Weight –

DESCRIPTION

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container—a bowl, a cup, or a dish, for example—the vessel fills with a thick pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

CONSTRUCTION

Requirements Craft Wondrous Item, create food and water; Cost 2,700 gp

6. FRONT ENTRYWAY

The internal passages are carved out of the stone, from the smooth floors to the vaulted ceiling. Intermittent torches in holders illuminate the passageway. Relief figures indent the walls, depicting scenes of ancient life—men hunting elk, the subsequent feasting, and the ceremony of thanksgiving and sacrifice. The curved alcove at the intersection features three kneeling statues wearing elk skulls over their faces.

The front entry way and the rooms to either side are unclean rooms, where people are cleaned and prepared themselves for worship in the inner sanctuary. There are three exits from the entryway: the southern door leads to the outside environs (area 4), the western door leads to the domain of the priests and temple servants (area 7), and the eastern door leads to lay preparation rooms (area 8).

If the PC looks closer at the elk skulls, he notices that they are tied to the statues with thread made from elk sinew. If the PC removes the elk skulls from the statues, he finds the faces of the statues smashed and defaced.

7. GHOST PRIEST ROOM

The room is musty and there is an unlit brazier in the south east corner of the room. Throughout the 30x30 room are basins and drains, but the thick layer of dust attests to how long it has been since this room saw water. The walls are covered in more carvings and reliefs, this time depicting a ritual involving bodies of elk and a great pyre. The priest is wearing the priestly robes and fetishes and throwing his hands in the air in supplication. The door to the northern passage is open, although piles of rubble fill the passage.

This room was the first cleansing room for those who serve the temple. Tied to this room is the ghost of Marthved, the last defender of the temple before it fell. Upon the PC entering the room, Marthved casts *detect evil*. If the PC registers as evil, Marthved attacks, although he cannot leave the preparation chamber. If the PC does not register as evil, Marthved will show himself next to the stone relief.

Marthved cannot speak but wishes to help non-evil people purge the temple of the evil within. The ghost will try to motion the PC toward the northeast corner of the room, pointing out a piece of the relief. If PCs push forcefully on the piece of relief, the adjacent piece of wall opens to reveal a hidden compartment. Otherwise, a DC 25 Perception check will also reveal the compartment.

If the PC ignores Marthved, the ghost becomes agitated and tried to get the PC's attention while motioning to the wall. If the PC attacks the ghost, Marthved will turn hostile, regardless of the PC's alignment.

The gnolls ignore this room after a few unfriendly encounters with Marthved and will not enter, no matter the circumstances. The northern hallway out of this room is blocked by rubble. If the PC makes a sound-based Perception check DC 10, he hears work on the other side of the rubble. If the PC makes a DC 15 and speaks Gnoll, he can hear someone complaining and cursing about Nichel, whoever that maybe.

MARTHVED

Human ghost

NG Medium Undead (aumented humanoid, incorporeal)

Init +5; **Senses** Darkvision 60ft.; Perception +18

CR 7

3,200 XP

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 73 (7d8+42)

Fort +7, **Ref** +6, **Will** +8

Defensive Abilities channel resistance+4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Spd Fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort, DC 18 half)

Special Attacks malevolence (DC 18)

TACTICS

During Combat See area description.

STATISTICS

Abilities Str —, Dex —, Con —, Int 10, Wis 12, Cha 20

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (religion) +10, Sense Motive +10, Stealth +9

Language Common (cannot speak)

SQ At-will: *detect evil*

SPECIAL ABILITIES

Corrupting Touch (Su): By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 7d6 points of damage. This damage is not negative energy — it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Malevolence (Su): Once per round, 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), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace.

Secret Stash: Labeled in common, *potion of cure light wounds* (2).

8. ROOM OF BONES

As you open the door, you notice the floor is covered in elk bones, save a curved path cutting through the center of the room. Along the northeastern walls are small alcoves and hooks, while parts of basins, tubs, and nozzles lie mixed with the bones. The walls are covered in stone relief with scenes of common people in daily worship. In the southwest corner is an empty brazier, and the room lies in darkness except for the light you bring.

This 30 foot x 30 foot room contains the bones and dried remains of many elk. There are two wooden doors leading into the room: a door on the northern wall that leads to the gnoll's makeshift barracks (area 13) and a door on the western wall that leads to the front entryway (area 6).

When the temple was an active place of worship, this room was dedicated to cleansing lay worshippers. Washing feet and hands of outside dirt was done here, as well as restroom facilities. The toilets, now smashed and broken among the bones, were along the southeast corner and southern wall. The floor of the southeast corner is worn thin by use and time. If the PC ventures to the southeast corner of the room (possibly to check the alcoves for possessions), he must make a Reflex save DC 15 or fall into the ancient, dried-out cesspit. The cesspit is 15 ft. deep (2d6 falling damage), and climbing out of the cesspit is a DC 15 Climb check.

If the PC checks the alcove for possessions, he will find them empty and dusty. If the PC makes a Perception check DC 10, he will notice tracks running along the cleared path going in both directions.

For PCs heading north to area 13, allow a sound-based Perception Check DC 10 to hear the gnolls arguing in area 13.

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9. LARDER

Empty shelves and old barrels line the ancient larder, while upturned tables, smashed counters, and rummaged cupboards tell of ancient violence long since past.

This 30 foot x 30 foot room was once the kitchen. There are two entrances to the kitchen: the thick wooden door on the southern wall (leading to area 11) and the hidden door on the northern wall leading to a cave that leads to the outside (area 5). PCs that make a DC 15 Perception check find the hidden door on the northern wall. Among the barrels is a nest of dire rats, which attack if the PCs or an animal companion disturb the barrels.

If the PC has not met Grendel and makes a DC 10 sound-based Perception check, he will hear noise coming from the other side of the southern door. If he understands Gnoll, he will hear foul cursing and continual complaints about someone called Nichel.

If the PC has not met Grendel and engages in combat, roll a sound-based Perception check for Grendel (-3 circumstantial modifier) DC 10. If Grendel does not hear the PC, he will continue his work and complaining. If Grendel hears the PC, he takes another round listening to make sure he really heard something (he's rather bad of hearing) and then he'll finally open the door at the beginning of the third round. For information on **Grendel**, see area 11.

DIRE RAT (4)

N Small Animal

Init +3; **Senses** low-light vision, scent; **Perception** +4

CR 1/3

135 XP

DEFENSE

AC 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Spd 40 ft., **climb** 20 ft., **swim** 20 ft.

Melee bite +1 (1d4 plus disease)

TACTICS

Before Combat A dire rat is feasting on the bounty and will attack a PC or animal companion that stands at the edge of the pit for more than 2 rounds, taking a round to climb out of the pit.

STATISTICS

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; **CMB** -1; **CMD** 12(16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Stealth +11, Swim +11

SPECIAL ABILITIES

Disease (Su): *Filth Fever*: Bite — injury, *save* Fort DC 11, *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive days. The *save* DC is Constitution-based.

10. ANCIENT BARRACKS

This room holds the remains of overturned beds and smashed chests. A thick coat of dust covers the scene, revealing gnoll footprints of recent investigation.

This room was the sleeping chamber for the acolytes of the temple. This room has been thoroughly picked over, both by previous invaders and the gnolls. Any items of value that were in this room are now scattered among the gnolls and their private stashes.

11. DINING AREA

If Grendel is still working on clearing the passage, read the below passage to the PC.

Dust and particulate matter fly into the air as pieces of rubble and debris fly from the southern hallway. Five feet into the hallway, a dirty gnoll is working on the debris, cursing and muttering as he works.

Otherwise read the following passages to the PC.

Dust and dirt cover the floor while the tools and rubble lying around the room attest to recent labor. The southern door is open, and the first five feet of the hallway is clear of rubble.

This 30 foot x 30 foot room was the dining hall for the acolytes, but all the tables and chairs have either been moved or destroyed. In this room Grendel is clearing debris from the blocked hallway. Grendel is a misfit gnoll, too smart for his own good, too unwise to keep quiet about it, and highly offensive (even for a gnoll) when he is vocal. Grendel often smarts off to Nichel, the lieutenant of the gnoll warband who insisted that he alone have access to Grachal, leader of the warband. The gnolls are tired of hunting and eating elk and bored of the temple, but only Grendel has spoken up. Nichel's reply is typically boxing Grendel's ears and assigning him to a mindless task. Grendel has been boxed so many times that he is deaf in one ear (-5 to sound-based Perception checks). This time, Grendel is being punished for fighting with Cletus and Longinus (area 13).

When Grendel meets the PC, he will beg for his life, still bearing the marks of his fight with the gnoll brothers. Unlike many of the other gnolls, Grendel understands and speaks Common, so if the PC spares Grendel's life, he is willing to share what little information he knows.

GRENDel's INFORMATION

- The gnoll warband arrived in the area six months ago when they stumbled upon the ancient temple.
- Leading their band is Grachal, a smart and tough gnoll who typically rules with an iron hand.
- After they entered the temple, Grachal commanded the gnolls to hunt elk continuously, enticing the gnolls with access to the finest pieces of meat and all the elk they can eat, so long as they drain the blood from the body first.



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- They have had a few fights with the Bear tribe, the last costing one of their own.
- The gnolls have refused to hunt anymore elk, holing up in the temple until winter has passed.
- The gnolls have not seen Grachal in weeks. He is spending his time in the inner sanctum with a creature he calls the blood seeker.
- Grendel has not seen the blood seeker, but he can tell the PC about the lever in the wall (disguised as apart of the stone relief in area 12) that opens a secret door to Nichel's quarters (area 15).
- There are 7 other gnolls besides Nichel, Grachal, and Grendel. Grachal is in the inner sanctum most of the time, a place where no one else is allowed (area 16). Nichel is often in his quarters (area 15). The other gnolls rotate guard duty in the front and stay in area 13 and 14 most of the time.

Once Grendel has told the PC all he knows, he will leave by the same path the PC entered the temple, either through area 5 or out the front door.

GRENDEL

CE Male Medium Humanoid (gnoll)

Init +0; **Senses** Darkvision 60ft.; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** -1

OFFENSE

Spd 30 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 12, Wis 8, Cha 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Stealth +5, Survival +4

Language Common, Gnoll

Gear arrows (20), battleaxe, heavy steel shield, leather armor, short bow, pearl earrings (100 gp), 35 gp

CR 1

400 XP

There is another door directly opposite the one the PC enters and a small grate in the middle of the floor in the path to the opposite door. If the PC has an animal companion with the scent ability or if the PC makes a DC 20 Survival check, the PC becomes aware that the water flowing under the grate contains blood.

If the PC investigates the altar and succeeds on a DC 8 Perception check, the PC notices an indentation or crook in the stone, as if something fits into the altar. A thick layer of dust lays on the altar, and the absence of a thick layer of dust in the hole tells the PC that whatever fits in the crook has been recently removed.

If the PC investigates the statue, he finds nothing of note, except that the elk skull is attached by thread made from elk sinew. However, if the PC investigates the relief on the northern wall and succeeds on a DC 10 Perception check, the PC finds a lever disguised as a piece of stone relief. Pulling the lever opens a hidden door behind the statue of the praying man and leads to area 15.

Depending on how the PC entered the area and which gnolls he has interacted with, roll the following sound-based Perception checks when he approaches the door opposite to the door he entered: DC 10 to hear Grendel working in area 11 or DC 10 to hear Cletus and Longinus arguing/gambling in area 13.

RESTORING THE SPIRIT OF THE TEMPLE

The altar in the worship hall was desecrated when a piece of the altar was removed on accident by a curious gnoll warband leader by the name of Grachal. While the piece has little monetary value (a carved figurine in the shape of an elk), removing the piece from the altar gave Ixl-Narwog a small taste of freedom, allowing him to leave his 10ft x10ft prison (area 17) and enter area 16, where the demon and Grachal struck a deal. The demon keeps the stone figurine in his former prison as a trophy, along with the goods he's extorted from the gnolls through Grachal.

Restoring the piece to the altar will have multiple effects, even after all this time. A wave of energy will ripple throughout the temple, alerting any gnolls still around that something has happened in the worship hall. Unless they have been killed or left the temple, here is how the gnolls will respond. Cletus and Longinus will run away through the front entrance. The two gnolls guarding the front door will run away after they see Cletus and Longinus run away. Grendel, fearful of entering area 12, will cower and hide in area 10 due to his previous injuries. The three sleeping guards will wake up and investigate the disruption; however none of them want to open the door into the worship hall (clearly the center of the disruption) and will be right outside the eastern door in the hallway between areas 12 and 13.

Second, the restoration of the altar will put to rest the ghost of Marthved in area 7. Lastly, it will summon the spirit of the temple. Taking the form of an elk-headed humanoid, the spirit of the temple will thank the PC for ridding the temple of the quasit and the evil creatures that had recently taken residence. The spirit will heal the PC to full hit points and remove any poisons or diseases the PC might have endured. The spirit will identify any magic items the PC has acquired, and the spirit will give the PC two magical items: an amulet and a *wafer of sustenance*. The amulet shows him the path to the Tomb of the Ancients, opening the tomb of the avatar of famine.

12: THE WORSHIP HALL

The room is large, extending 40 feet to the north and 20 feet to the south. Lit by a few torches resting in holders on either sides of the room, you can see overturned pews and battle scars on the walls and floor. Despite the desecration, a stone altar remains at the northern end of the room, raised on a dais. The walls bear carvings and reliefs of people in life and worship, and along the northern wall is a statue of a man kneeling and praying. The elk skull tied to his head is no doubt a recent addition.

This 70 feet x 30 feet room was the worship hall, where lay people came to worship and give offerings, acolytes conducted regular prayers, and priests conducted rituals. Empty braziers run along the western and eastern wall, and a few lit torches are in the holders. If the PC enters the room in daylight, natural light will flood the room through a hole in the ceiling.

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The spirit of the temple suggests that defeating the avatar of famine will replenish the land of the elk. The spirit also cautions the PC to eat the wafer only in times of hunger.

For more details about the tombs of the ancients and the avatar of famine, see area 18.

WAFER OF SUSTENANCE

Aura faint conjuration; CL 3rd

Slot none; **Price** 450 gp; **Weight** —

DESCRIPTION

This thin, unassuming wafer heals all non-lethal damage and fatigue caused by starvation. For imbibers who are not starving, it acts as a full day's meal. It tastes like a simple table water cracker, and it's wafer-thin.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*;
Cost 225 gp

13. CLETUS AND LONGINUS

You open the door and see two gnolls in the middle of the room. Cards and silver coins are scattered on the floor as the two gnolls wrestle.

This room is 30 feet x 30 feet with three doors: the northern door leading to area 14, the southern door leading to area 8, and the western door leading to area 12. This room and the room to the north are the makeshift barracks of the gnoll warband. If the PC did not hear them upon entering the room, an animal companion with the scent ability would have smelled the gnolls through the door.

Currently, there are two gnolls playing cards in the recreation room, wrestling to decide the fate of the last hand. Cletus and Longinus are brothers whose mother was actually literate and named them after literary figures from an old tome of adventure. Unfortunately, their mother's intellect was not inherited. These two fight incessantly, bicker non-stop, and continually accuse one another of cheating while playing games of chance. The gnolls sleeping in area 14 have learned to sleep through the noise and will not join any combat unless the northern door is opened and they are roused.

CLETUS AND LONGINUS INFORMATION

PCs that speak Gnoll can try talking to the gnoll brothers, but they will get little information without a bribe. They are especially fond of shiny trinkets.

- The gnoll warband arrived in the area six months ago when they stumbled upon the ancient temple.
- Leading their band is Grachal, a smart and tough gnoll who typically rules with an iron hand.
- After they entered the temple, Grachal commanded the gnolls to hunt elk continuously, enticing the gnolls with access to the finest pieces of meat and all the elk they can eat, so long as they drain the blood from the body first.
- They have had a few fights with the Bear tribe, the last costing one of their own.
- The gnolls have refused to hunt anymore elk, holing up in the temple until winter has passed.

- The gnolls have not seen Grachal in weeks. He is spending his time in the inner sanctum with a creature he calls the blood seeker.
- Nichel, the second in command comes by every once in a while, but he has been absent since the gnolls have refused to hunt elk.
- There are 6 other gnolls besides Cletus, Longinus, Nichel, and Grachal. They don't know how to get to the inner sanctum or Nichel's quarters, but the other gnolls rotate guard duty in the front.

Knowing trouble when they see it, Cletus and Longinus will leave the temple if they can make off with a PC's bribe, leaving the way the PC entered. Otherwise they will fight to the death. On a DC 10 sound-based Perception check, a PC at the northern door can hear the snoring of the gnolls in area 14.

Cletus and Longinus: 11 hp, as gnoll guard except gear (listed below) see area 14.

Gear arrows (20), battleaxe, heavy steel shield, leather armor, short bow, 10gp-gems (10), *potion of cat's grace* (labeled with a picture of a cat), 400 sp

14. GNOLL BARRACKS

The loud snoring and rank smell intensify as you open the door. Six beds line the wall, and thick slabs of dried elk meat hang in the far corner. The three beds along the eastern wall are occupied by sleeping gnolls.

GNOLL GUARD (3)

CE Medium humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft., Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

TACTICS

Before Combat The gnolls sleeping in area 14 have learned to sleep through Cletus and Longinus and will not join any combat unless the door is opened and they are deliberately roused.

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Languages Gnoll

Gear Acid flask (2), antitoxin (1 dose), arrows (20), battleaxe, heavy steel shield, leather armor, shortbow, silver jewelry (15 gp), 30 gp

Treasure: The gear and treasure taken from their fallen comrade is wrapped in some cloth and stashed behind a slab of dried elk meat; arrows (20), battleaxe, heavy steel shield, leather armor, onyx (60 gp), shortbow, 40pp

15. NICHEL'S QUARTERS

Give Nichel a sound-based Perception check DC 10 (or an opposed Stealth check) when the PC enters the area. If Nichel is surprised, read the description below.

You descend into the darkness, following the stairs behind the hidden door. As you reach the bottom, the doorway opens into a 30 by 30 foot room. Against the western wall leans a gnoll sitting on a bed, sharpening his battle axe.

If Nichel is aware of the PC, read the following description.

You descend into the darkness, following the stairs behind the hidden door. As you reach the bottom, the doorway opens into a 30 by 30 foot room. A gnoll is ready inside, greeting your entrance with a battle axe and steel shield.

This 30 feet by 30 feet room was the antechamber for priests before entering the inner sanctum, the most sacred of rooms in the temple. There are thick studded wooden double doors on the northern wall that lead into area 16. The second-in-command Nichel claimed this room as his quarters and secures his position in the warband by staying closest to their leader. Nichel has seen Ixl-Narwog once in full regalia when he and Grachal first entered the temple's lower regions. Grachal and the blood seeker spoke in Common, a language foreign to Nichel. Ever since that first meeting, Nichel's instructions from Grachal are twofold and simple: bring more elk blood and make sure no one enters the doors into the inner sanctum, including Nichel. Nichel will fight to the death, mostly because he has no where to run except into the inner sanctum, and lately Grachal has become disturbingly focused on his studies with the blood seeker.

Once combat is over, the PC can appreciate more stone relief, in particular one fine piece displaying a carved stone figurine in the shape of an elk on what appears to be the altar in room 12. Along the wall are hooks, some of which Nichel has employed for hanging his gear and cuts of dried elk meat. The walls have more relief work, this time depicting priests disrobing and bathing in a large basin. Besides the doors, there is a bed, some furs, and a stash of Nichel's belongings along the western wall of the room.

Grachal will hear any combat in area 15 with a successful DC 10 sound-based Perception check. Even if Grachal hears the combat, he will not leave the inner sanctum. Instead, he will ready himself for combat.

LIEUTENANT NICHEL

CE Male gnoll warrior 1

Medium Humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 17 (2d8+2 plus 1d10+1)

Fort +6, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee masterwork battleaxe +6 (1d8+2/x3)

Ranged shortbow +2 (1d6/x3)

CR 2

600 XP



TACTICS

During Combat See area description.

STATISTICS

Abilities Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (battleaxe)

Skills Handle Animal +3, Survival +5

Language Gnoll

Gear leather armor, masterwork battleaxe, short bow, 20 arrows, 3 flasks of acid, 54 gp, 25 gp

16. INNER SANCTUM

The room is covered in elk skulls, some hanging from the wall, some strung on statues, and the most prominent fashioned into a helm worn by a gnoll in the center of the room. Behind him stands a stone basin filled with thick viscous scarlet fluid. The stench of elk blood fills the room.

The inner sanctum is 50 feet x 50 feet, and empty braziers and statues line the walls. The ceiling is 10 feet tall, unlike the grand vaulted ceilings in the public areas. Elk skulls are liberally placed around the room, and a stone basin and altar sit in the middle of the room. The basin is carved out of the floor, roughly 10 ft in diameter, and sitting in front of the basin is an altar littered with elk bones.

If Grachal heard the combat in area 15, he will cast summon nature's ally I and summon a wolf. If Grachal fails to hear the combat, he will be praying at the altar in front of the basin of bloody water. Grachal has become obsessed with elk and welding the forces of nature. He has attached elk bones to various parts of his armor and fashioned a helm from an elk skull. If the PC tries to talk to Grachal and reason with him or find out the motivation behind killing the elk, Grachal will rant about welding the power of the blood seeker and attack.

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GRACHAL

CE Male gnoll Ranger 1/Druid 1

Medium Humanoid (gnoll)

Init +0; **Senses** Darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 26 (3d8+3 plus 1d10+1)

Fort +8, **Ref** +3, **Will** +2

OFFENSE

Spd 30 ft.

Melee Masterwork battleaxe +7 (1d8+3/x3)

Ranged shortbow +2 (1d6/x3)

Special Attacks favored enemy (humans), orisons

Spells Prepared (CL1)

1st — *cure light wound*, *entangle* (DC 12)

0 — *flare* (DC11), *resistance*, *stabilize*

TACTICS

During Combat See area description.

STATISTICS

Abilities Str 16, Dex 10, Con 13, Int 12, Wis 12, Cha 8

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Weapon Focus (battleaxe)

Skills Climb +6, Heal +5, Handle Animal +4, Knowledge (dungeoneering) +5, Knowledge (nature) +8, Spellcraft +5, Stealth +4, Survival +8, Swim +6

Language Common, Gnoll

SQ nature bond, nature sense, track, wild empathy

Gear arrows (20), masterwork battleaxe, short bow, smokestick (3), +1 *studded leather armor*, 200 gp

SPECIAL ABILITIES

Nature Bond (Ex): Grachal has a dire rat as an animal companion. The rat is a loyal companion that accompanies Grachal on adventures as appropriate for its kind. His abilities and characteristics are below.

DIRE RAT

Animal Companion

N Small Magical Beast

Init +3; **Senses** Low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +3

OFFENSE

Spd 40 ft.; climb 20 ft., swim 20 ft.

Melee bite +4 (1d4 plus disease)

Special Attacks disease

STATISTICS

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Stealth +11, Swim +11

SQ link, share spell, trick (fetch)

CR 3

800 XP

SPECIAL ABILITIES

Disease (Su): *Filth Fever*: Bite — injury, *save* Fort DC 11, *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive days. The *save* DC is Constitution-based.

Once combat begins there is a percentage chance that Ixl-Narwog will appear from the basin of bloody water. On rounds 2-3 there is a 30% chance. Rounds 3-4 there is a 40% chance. Round 5 there is a 50% chance. Round 6 there is a 60% chance. Round 7 there is a 70% chance. Round 8 there is a 80% chance. Round 9 there is a 90% chance, and if he has not arrived yet, Ixl-Narwog will arrive in area 16 from the basin of blood on round 10. When Ixl-Narwog enters the combat, read the following description.

The loud splash comes from the basin as a creature breaks the surface and flies in the air, exhaling loudly from his submersion. Only a foot and a half tall, the tiny creature has vaguely humanoid features with bat-like wings. He wears a helm made from elk bones that rattle as he cuts through the air, dripping residual elk blood from its leathery wings.

Ixl-Narwog is a quasit, a little demon with a big attitude. For ages, the quasit has been trapped in his prison (area 17), but when a curious Grachal pulled off a piece of the altar in area 12, Ixl-Narwog received a small taste of freedom. He can leave area 17 and enter area 16, but that is the limit of his mobility. Ixl-Narwog has been gaining strength through the stolen life force of the numerous elk, but due to Ixl-Narwog's old age and imprisonment, he doesn't have all of his normal demonic-quasit powers. He is unable to poison, change shape, or use his spell-like abilities, but he does have damage reduction, fast healing, and some immunities. Ixl-Narwog has little interest in talking to the PC, considering his alliance with gnolls has supplied him with ample elk blood up to now.

On a DC 10 Perception check, a PC standing at the edge of the basin notices a slight curve at the bottom, perhaps a passageway through the bloody water. The link between area 16 and area 17 is a fluid-filled 40-foot-long tunnel through the basin. It is wide enough for a medium creature to swim through.

IXI-NARWOG

CE Male ancient quasit Druid 1

Tiny Outsider (Chaotic, Extraplanar, Evil)

Init +6; **Senses** Darkvision 60 ft.; Perception +7

CR 3

800 XP

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 21 (3d10 plus 1d8); fast healing 2

Fort +3, **Ref** +5, **Will** +6

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** fire 10

OFFENSE

Spd 20 ft., fly 50 ft. (average)

Melee 2 claws +7 (1d3-1), bite +7 (1d4-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks orisons

Spells Prepared (CL1)

1st — *cure light wound*, *magic fang*

0 — *guidance*, *flare* (DC11), *resistance*

TACTICS

During Combat See area description.

STATISTICS

Abilities Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Escape Artist +9, Fly +9, Diplomacy +6, Disguise +6, Handle Animal +4, Intimidate +6, Knowledge (nature) +6, Spellcraft +4, Stealth +9, Survival +7

Language Abyssal, Common; telepathy (touch)

SQ nature bond, nature sense, track, wild empathy

SPECIAL ABILITIES

Nature Bond (Ex): Ixi-Narwog has a dire rat as an animal companion. The rat is the latest of many through the years, a loyal companion that accompanies Ixi-Narwog while he was imprisoned.

Dire Rat (Animal Companion): 5 hp, as Grachal's animal companion.

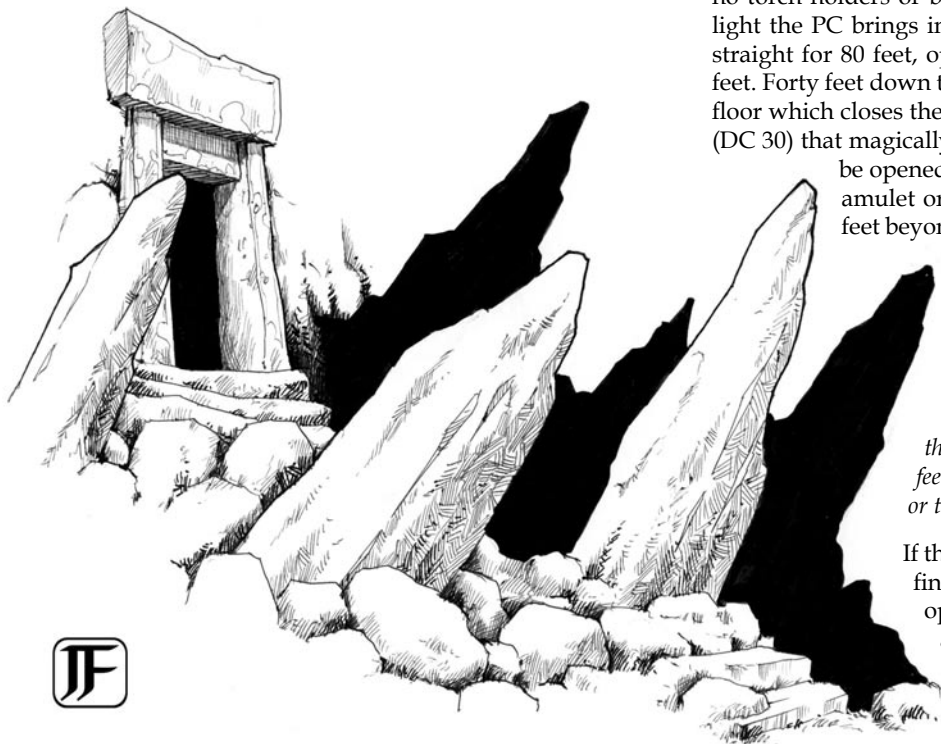
17. IXL-NARWOG'S PRISON ROOM

As you break the surface of the water and breathe deeply, the sharp smell of the small enclosed room is pungent and offensive to your nostrils.

This 10 foot by 10 foot room was the prison of Ixl-Narwog for centuries until the curious gnoll warleader Grachal pulled off a piece of the altar in area 12, granting Ixl-Narwog access to area 16 through the watery tunnel linking the two rooms.

There is not much in the room, except a small horde, mostly possessions extorted from the gnolls that have been living in the temple the past six months.

Treasure: fine pearl (100 gp), +3 mace, potion of cure moderate wounds, stone figurine of the elk with a notch on the bottom, 100 gp, 200 sp.



18. TOMB OF THE ANCIENTS: THE TOMB OF THE AVATAR OF FAMINE

The tombs of the ancients house some of the most malevolent, wrathful creatures in legendary times past. The people who carved the temple out of domed rock sealed all the tombs and hid their doors with magic to prevent people from falling prey to these wrathful spirits. In some cases, they trapped malicious creatures in these tombs, much like the quasit in the small chamber hidden deep in the temple. Other times creatures were bound to the tombs, already trapped by their devotion to evil pursuits, like the avatar of famine.

There are many tombs, but the amulet leads the PC to the tomb of the avatar of famine. Wearing the amulet reveals a hidden stone door on the northern side of the domed rock. The magic in the amulet is spent after the PC opens the tomb's door.

The avatar of famine is bound to the tomb to guard the *spear of fertility*. Long ago, the cult of the god of famine came into possession of *spear of fertility*, and the tomb was created to contain the powerful item. Being a follower of the god of famine comes at a high toll, especially for those who strive to be its avatar. In order to become an avatar of famine, a tomb must be built and a large number of devotees sacrificed in the tomb. Their lives are not taken by violence however. The devotees are closed into the tomb and die one by one of starvation. The last devotee to die of starvation becomes the avatar of famine, bound to guard the *spear of fertility* (next page) and prevent others from obtaining it.

Read the following text when the player enters the tomb.

A chilling breeze blows past you as you open the door to the tomb. The room is 10 feet by 10 feet, and 10 ft tall, carved from the very stone of the domed rock. There are deep ruts on the back of the thick stone door, no doubt a vain attempt at freedom for the avatar of famine. Beyond the chamber is a long corridor, whose end you fail to see.

The antechamber is empty; the avatar of famine has long given up scratching at the magically-enhanced door. There are no torch holders or braziers, just the darkness and whatever light the PC brings in with him. The 5 ft wide hallway runs straight for 80 feet, opening up into a chamber 20 feet by 20 feet. Forty feet down the hallway, there is a trigger plate in the floor which closes the door to the tomb. This is a magical trap (DC 30) that magically seals the entrance, making it unable to

be opened by any means excepting another keyed amulet or the death of the avatar of famine. Five feet beyond the pressure plate, the floor is covered in bones down the rest of the hallway. Read the following text after the player has triggered the plate.

As you make your way down the dark hallway, you see old bones scattered on the floor. You can almost make out the opening the next chamber when you feel the stone under your foot sink an inch or two and you hear an audible click.

If the PC goes back to check the door, he will find it magically sealed. The door will not open until the avatar of famine is dead, at which time the door will open with gentle pressure.

At the end of the 80 ft long hallway is the second chamber, home of the

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avatar of famine, who has been tremendously bored for the past few hundred years. Once the PC starts walking on the bones (starting 45 feet down the hallway from the tomb entrance), the avatar of famine hears the sound of his new company.

The avatar of famine stays out sight, hanging around the corner waiting for his prey to come closer to the second chamber. When the PC is 10 feet from the entrance, the avatar of famine activates his bonetangle and charges. Read the following passage when the PC enters into combat.

A sudden sound of giggling is quickly followed with howls of entertainment. The bones on the floor writhe underneath you, grabbing at your legs and feet. A creature appears at the chamber entrance, a gaunt figure whose flesh is tight on its frame. It clicks its claws in delight as it charges at you. You would call it a zombie if it wasn't moving so frighteningly fast.

Read the following passage when the PC enters the second chamber and has time to investigate.

The room is bare, save the bones of countless bodies and the water dripping from the ceiling into a little pool in the corner of the room. In the center of the room is a platform on which rests a spear. Along the shaft are grooves and ruts carved into the lacquered wood, and its point still looks sharp.

AVATAR OF FAMINE

CE Medium Undead

Init +10; **Senses** Darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 20, flat-footed 10 (+10 Dex)

hp 60 (8d8 +24); fast healing 2

Fort +4, **Ref** +12, **Will** +6

Defensive Abilities turn the blade; **DR** 5/cold iron or good;

Immune poison, undead traits; **Resist** fire 10

OFFENSE

Spd 50 ft.

Melee claw +16 (1d4-1 plus hunger)

Special Attacks bonetangle, hunger

STATISTICS

Abilities Str 8, Dex 30, Con —, Int 6, Wis 10, Cha 14

Base Atk +6; **CMB** +5; **CMD** 25

Feats Combat Reflexes, Great Fortitude, Toughness, Weapon Finesse

SPECIAL ABILITIES

Bonetangle (Su): Bonetangle functions like the spell *entangle*, except it doesn't rely on vegetation but corpses. In an area with complete or partial corpses, the avatar of famine can activate its bonetangle ability, causing the hands, feet, and other body parts of the dead to writhe and grab at creatures in and entering the area of effect. The victim can break free and move half his normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save (DC 16) is not entangled but can still move at only half speed through the area.

The avatar of famine can use this ability three times a day, and it is immune to the effects of its own bonetangle. When the avatar of famine dies, the bonetangle ceases.

Hunger (Su): Every time the avatar of famine hits an opponent, it brings the victim to a more severe state of starvation. The first time the avatar of famine hits a victim, they feel hungry, as if they had not eaten that day or yesterday. The second time, the hunger becomes more acute. The third time, the victim takes 1d6 points of non-lethal damage and becomes fatigued (cannot run or charge, -2 damage to Str and Dex). All subsequent attacks the avatar of famine makes on the same victim after the third attack do 1d4-1 lethal and 1d6 non-lethal. The non-lethal damage is caused by starvation and cannot be removed through magical healing (such as *potions of cure light wounds*).

Turn the Blade (Ex): The avatar of famine has the extraordinary ability to deflect slashing weapons, granting it a +10 armor bonus against any bladed weapons. Any attack that would have hit without this bonus fails to contact as the avatar of famine takes his hand and turns the blade away from his body.

The avatar of famine is a gaunt zombie-like creature whose flesh is tight on its bones. Those foolish enough to mistake the avatar of famine for a mere zombie are soon corrected by its astonishing speed and sharpened claws. Although the damage from its claws is slight, the avatar of famine induces increasingly greater levels of hunger until victims are suffering from starvation and weak from lack of nourishment.

SPEAR OF FERTILITY

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 3 lbs.

DESCRIPTION

This minor artifact is created by the goddess of fertility, typically crafted out of lacquered hardwood with a carved handle. The spear radiates a permanent plant growth (enrichment). These spears have disappeared over time, but were once a serious point of contention between the god of famine and the goddess of fertility. When used in combat, it functions as a +3 *spear*.

WRAPPING UP THE ADVENTURE

There are a few places where the PC may call it quits. The first is in the temple, especially if he kills some gnolls and never makes it into the quasit's prison to retrieve the stone figurine of the elk. Even if he restores the altar in area 12 and speaks to the spirit of the temple, he may decide that trying to kill the avatar of famine is a little too tough for him, and maybe rightly so, because the avatar of famine is one tough fight!

However, if the PC defeats the avatar of the famine, he will come into possession of the *spear of fertility* and finds a welcome site when he leaves the tomb: elk! Throughout the land (in a 50 mile radius) all the slain elk have been resurrected and placed back into their normal environment: a gift from a pleased god.

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PRE-GENERATED CHARACTER

DAVIN THE WOLF

NG Male human barbarian 6
Medium Humanoid (human)
Init +1; **Senses** Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +1 enhancement, +1 natural, +2 Dex)
hp 62 (6d12 +18)
Fort +7, **Ref** +4, **Will** +3
Defensive Abilities *guarded stance*, improved uncanny dodge, trap sense +2, uncanny dodge

OFFENSE

Spd 40 ft.
Melee +1 *greataxe* +12/+7 (1d12+6/x3) or
Ranged longbow +7/+2 (1d8/x3)
Special Attacks fast movement, rage

STATISTICS

Abilities Str 18, Dex 14, Con 15, Int 11, Wis 13, Cha 13
Base Atk +6; **CMB** +10; **CMD** 22
Feats Cleave, Dodge, Power Attack, Weapon Focus (*greataxe*)
Skills Acrobatics +13, Climb +11, Handle Animal +7, Intimidate +7, Knowledge (nature) +9, Stealth +7, Survival +9, and Swim +9
Language Common, Gnoll

SQ *rage powers low-light vision, moment of clarity*

Gear *amulet of natural armor* +1, arrows (20), +1 arrows (10), *sleep arrow*, backpack, bedroll, *boots of elvenkind*, *cloak of elvenkind*, *cure light wounds potions* (4), *cure moderate wounds potions* (2), *cure serious wounds potion*, dagger, *darkvision potion*, *elemental gem* (light brown), flint, +1, *horn of fog*, *greataxe*, longbow, rations (4), rope (hemp), +1 *studded leather armor*, 4 torches

KALENTH THE RANGER

NG Male human ranger 6
Medium Humanoid (human)
Init +5; **Senses** Perception +

DEFENSE

AC 18, touch 12, flat-footed 17 (+3 armor, +2 enhancement, +1 Dex, +1 natural, +1 deflection)
hp 55 (6d10 +18)
Fort +7, **Ref** +6, **Will** +5

OFFENSE

Spd 30 ft.
Melee +1 longsword +10/+5 (1d8+5/19-20) and masterwork shortsword +10/+5 (1d6+2/19-20) or
Melee +1 longsword +12/+7 (1d8+5/19-20) or
Melee masterwork shortsword +12/+7 (1d6+2/19-20) or
Ranged longbow +7/+2 (1d8/x3)
Special Attacks favored enemy (goblinoid), favored enemy (gnoll)

CR 6

Spells Prepared (CL3)

1st – *longstrider*, *speak with animals*

STATISTICS

Abilities Str 18, Dex 12, Con 15, Int 12, Wis 13, Cha 13
Base Atk +6; **CMB** +10; **CMD** 21
Feats Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (shortsword)
Skills Climb +10, Handle Animal +10, Heal +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +10, Stealth +10, Survival +10, Swim +10

Language Common, Gnoll

SQ hunter's bond, favored terrain (forest), track, wild empathy

Gear *amulet of natural armor* +1, arrows (20), +1 arrows (10), *sleep arrow*, backpack, bedroll, dagger, *elemental gem* (light brown), flint, *horn of fog*, *keen edge oil* (2), longbow, +1 *longsword*, masterwork shortsword, *potion of cure light wounds* (4), *potion of cure moderate wounds* (2), *potion of darkvision*, rations (4), *ring of protection* +1, rope (hemp), *studded leather armor* +2, 4 torches

SPECIAL ABILITIES

Hunter's Bond (Ex): Kalenth has a wolf as an animal companion. Hrothgar the Wolf is a loyal companion that accompanies Kalenth on adventures as appropriate for its kind. His abilities and characteristics are below.

HROTHGAR THE WOLF

CR –

Animal Companion
N Medium Magical Beast
Init +2; **Senses** Low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 39 (6d8+12)
Fort +7, **Ref** +8, **Will** +3
Defensive Abilities devotion, evasion

OFFENSE

Spd 50 ft.
Melee bite +7 (1d6+3 plus trip)

STATISTICS

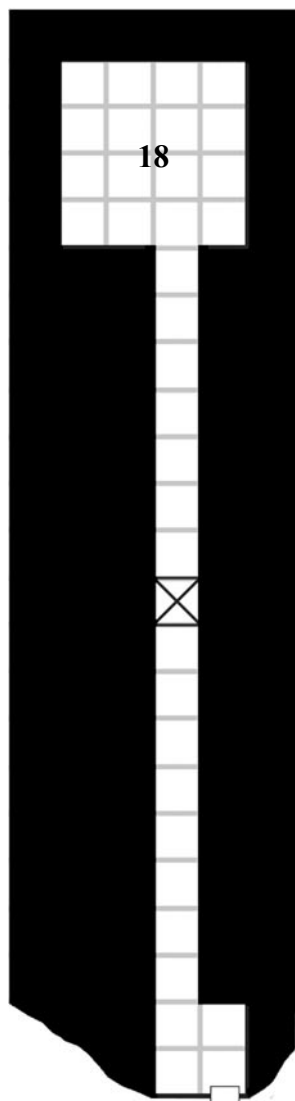
Abilities Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Base Atk +4; **CMB** +6; **CMD** 19
Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)
Skills Stealth +8, Survival +6 (+10 scent tracking)
SQ link, share spell, track, tricks (attack, defend, down, guard)

SPECIAL ABILITIES

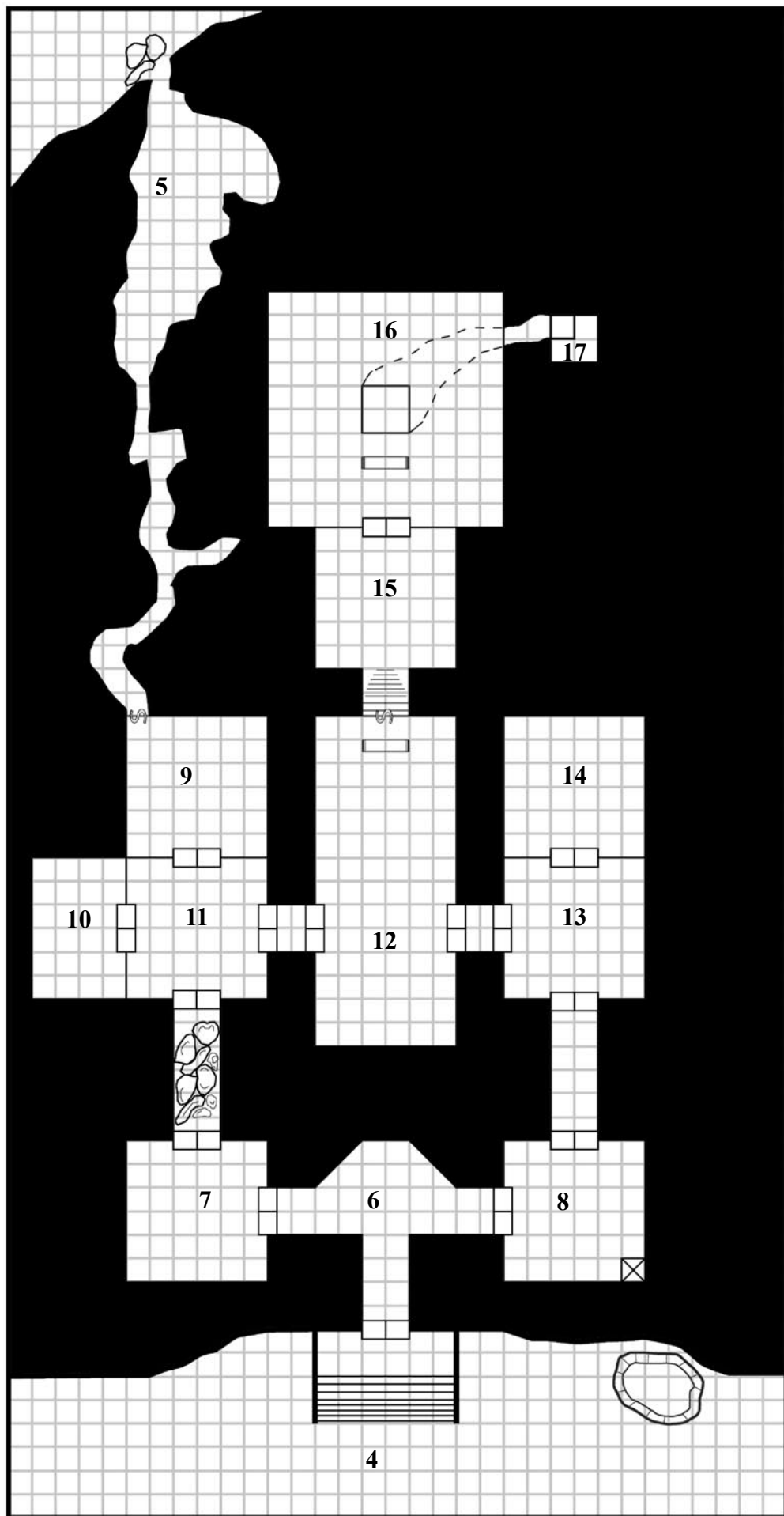
Trip (Ex): When Hrothgar hits with a bite attack, he can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, Hrothgar is not tripped in return.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CR 6



The Tomb of the Avatar of Famine



The Ruined Temple

ONE ON ONE ADVENTURES #4

THE SIXTH CAVALIER

BY PATRICK WEEKES

AN ADVENTURE FOR ONE BARD LEVELS 9-11



Hubrimort is a small, respectable town whose only claim to fame is a local governmental position bestowed by five of the king's chosen officials, known as the Cavaliers. The position is given to the head of one of four noble families once each decade. While competition for the mysterious position is always fierce, this year there are rumors of underhanded deals with criminals, rigged tournaments, and a nasty case of blackmail. Which of the ancient families deserves ten years of power and privilege? Only the Sixth Cavalier can help the five officials make the right choice!

The Sixth Cavalier is a single-session adventure designed for a 10th level bard, although a rogue or other skill-focused utility character can also enjoy the scenario.

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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THE SIXTH CAVALIER (LEVEL 9-11 BARD)

INTRODUCTION

Unlike previous 1 on 1 Adventures, *The Sixth Cavalier* uses a fairly free-form style of plotting. Almost all the encounters in *The Sixth Cavalier* can occur in any order depending on where and when your player wishes to go. This is a little bit different than most adventures which are more location based and where players are placed in a location-based environment. Because of this, you as a GM will need to be thoroughly familiar with all the material contained herein. We recommend reading the adventure from beginning to end at least twice: once to get a general idea of who's who and what's happening and once to get down to the details of each encounter.

Once your first reading is done, you'll probably recognize that your player is, more-than-likely, going to do something not directly addressed in the adventure. Although we've tried to cover as many bases of action as possible, if there's one thing that's unpredictable it is the imagination of a gamer, and with an adventure as free-form as *The Sixth Cavalier* you'll need to be on your toes and ready to improvise if your player takes you off in an unexpected direction. But with the information we've provided concerning the main plots and characters of the story, such improvisation shouldn't prove too difficult.

After reading through *The Sixth Cavalier*, you'll also realize that it isn't a map based adventure and it could easily be run without glancing at a map and simply relying upon your descriptive power. However, we realize most GMs find maps useful if only for consistency so we have included a few small layouts of the important encounter areas. Feel free to replace them with something more integrated with your world or take them as is and describe around their skeletons for a great one-shot gaming session. For areas unimportant to the plot, such as servants quarters and much of Lord Gatha's estate house, feel free to create the area as you see fit. Just make sure to avoid side-tracking the Sixth Cavalier with false leads away from the heart of the adventure.

The Sixth Cavalier is written with a 10th-Level Bard in mind, and you'll find a pre-generated bard at the end of the adventure, but it is also suitable for a similarly leveled rogue who's focused more on the social skills than on the dungeon-diving skills. Because of this, you'll also find a pre-generated rogue at the end of the adventure as well.

Regardless of how to wish to use *The Sixth Cavalier*, we're sure you'll find it a great and memorable adventure!

ADVENTURE SYNOPSIS:

The Sixth Cavalier finds himself in the midst of a complicated plot to select the Keyholder from one of several respected family lines. In the running are Lord Horin, Lord Gatha, Lord Vyar and Lord Duralis. Lord Gatha has recently fallen under the sway of a naga named Astalia who pretends to be his unicorn mount and who liberally uses enchantments to further his claim. Lord Horin has just burned (or caused to be burned) down the estates of Lords Vyar and Duralis, taking them out of real contention for the position in order to focus her efforts against the current favorite, Lord Gatha. Lord Horin has also caused several petty crimes through an aboleth tavern keeper/crimelord named Batarni to plant some blame at the feet of Lord Gatha. Furthermore, Lord Horin has kidnapped the wife of one of the five advisors and has been keeping her secretly in the expansive gardens of Lord Gatha, waiting for her eventual discovery.

As you can tell, it's quite a mess full of intrigue and double-crosses and the Sixth Cavalier must make his way through the net of deceptions to help determine the next Keyholder.

ENTERING HUBRIMORT

When decisions must be made in the king's name but pressing matters demand his attention elsewhere, the Five Cavaliers are empowered to make decisions in his name. What is less well-known is that when the king suspects that his five righteous and just Cavaliers are headed for a difficult, nuanced situation, he dispatches an agent representative to ensure that matters are handled in such a way as to best serve the kingdom. You are this operative, known in quiet circles as the Sixth Cavalier.

Today you find yourself approaching the town of Hubrimort. As is common knowledge in the area, Hubrimort, while not large or politically powerful, is home to a peculiar political situation. While the town mayor holds all official power, the Keyholder, a noble appointed each decade by the king (or his Cavaliers), serves as ceremonial guardian of an ancient magical talisman, and enjoys a decade of preferential trading rights and freedom from taxation as compensation for this position.

The current Keyholder died of old age last month, and the Five Cavaliers were dispatched to oversee the appointment of the new Keyholder. Recently, the king has received frustrated reports from the Cavaliers, complaining of trickery and threats during the Appointment. He dispatched you to determine what is happening and ensure that his Cavaliers make the best possible choice.

Hubrimort's gates stand open before you this morning. You are currently dressed as befits a traveling minstrel, since your position as the Sixth Cavalier must remain secret.

If the player does not want to play an operative of the king, or if the DM wishes to use his own campaign world and the political scenario is not compatible with such a world, several alterations to this introduction are possible. These include, but are by no means limited to the following:

Political Autonomy: Hubrimort has no special standing with the rest of the country. The Keyholder is chosen by a group of five respected elders of the community (still known as the Five Cavaliers), and the position is coveted for its prestige and for exemption from local taxes for the duration of the appointment. Depending on the nature of the campaign world (and given the true nature of the Keyholder's position: see Behind the Kitchen), the Keyholder may even be a secret position, known only within the town.

Free Agent: The Sixth Cavalier may be an agent hired by one of the nobles or by one of the Cavaliers, a hero who cannot resist solving the mystery, or a manipulative schemer who wants to modify the outcome of the appointment.

Story Arc: The adventure can be incorporated into an existing campaign's story arc by simple modification of the Keyholder position. Because the exact duties of the position are never intended to matter onstage, the GM may freely modify the position so that the Keyholder protects a campaign-specific artifact (or a piece of such an artifact) or holds a special prophecy that the Keyholder may deliver to only one person (giving the Sixth Cavalier an interest in making sure that whoever is appointed believes him to be that person).



ARRIVAL IN HUBRIMORT:

The Sixth Cavalier (or Sixth, for short) enters Hubrimort without incident. The town's gates are open, and since the town is far from external dangers, the guards are friendly and bored. The town itself is lively and loud, and many of the townsfolk seem concerned or anxious.

If the player wishes to roleplay discussions with individual townsfolk, the GM may use the information in the tables below as a basis for common discussions. Because The Sixth Cavalier is intended to be completed in a single session, however, the GM may feel it advantageous to make use of social skills.

Depending on the interests of the player and the GM, this information can be delivered indirectly, with the GM announcing what the Sixth discovers, or the GM may consult the tables, see what the Sixth should learn based on his roll, and roleplay one encounter (of several that the Sixth would have in order to gather his information) that delivers the appropriate level of detail. The information is presented cumulatively, and a player that makes a successful DC also knows the information from lower DCs.

CIRCUMSTANTIAL BONUSES: DIPLOMACY

+2 circumstantial bonus gathering information relating to the guards, the townsfolk, the Challenge of Arms, or Cavalier Cestrin's situation if he has 5 or more ranks in Knowledge (local).

+2 circumstantial bonus gathering information regarding any of the nobles if he has 5 or more ranks in Knowledge (nobility).

DIPLOMACY: THE APPOINTMENT

DC 10: The selection process has been thrown into chaos.

Two of the houses vying for the position of Keyholder have been dealt a serious blow – the manors of House Vyar and House Duralis have both burned to the ground during the night, and members of both houses have been killed. This effectively eliminates these houses from the Appointment, since candidates for Keyholder must demonstrate martial prowess and the ability to maintain the safety of their houses and families. This turn of events has delayed the Challenge of Arms, a test of arms between opposing houses. While the Challenge of Arms does not itself decide the Appointment, it weighs heavily in the minds of the Five Cavaliers.

DC 15: As above, plus information about the two remaining houses from any passerby on the street. House Horin is currently ruled by Lord Sorina Horin, a young woman who had been training at a magical academy until the death of her father forced her to return home and assume leadership of the family. House Gatha is currently ruled by Lord Houstus Gatha, a respected military tactician who wears his old combat medals proudly. Both houses deny any knowledge of the attacks upon Vyar and Duralis.

DC 20: As above, plus deeper information, likely obtained from conversations in Batarni's tavern. Lord Gatha is currently the favorite among the common folk, both because of his experience as a military commander and because of his mount, a unicorn named Astalia who constantly praises Gatha's courage and love for the people. Lord Horin has more influence with the town's traders and businessmen, but has been seen making inquiries among visiting mercenaries about hiring a champion for the Challenge of Arms, as her house does not have a warrior who can reliably defeat Lord Gatha's champion.

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DC 25: As above, plus more salacious gossip, likely obtained from merchants or traders in the back rooms, once the Sixth ingratiates himself into their company. Young Lord Horin is said to have contacts with Hubrimort's criminal background, and it is rumored that men acting in her name have vandalized the houses of men supporting Lord Gatha and disrupted public appearances. It is also whispered that some of Lord Gatha's guards have been found dead, killed by poison, although the matter has been hushed up. Also of interest is the fact that while four the Cavaliers are undecided, Cavalier Cestrin, normally a quiet, open-minded arbiter, has been vocal and adamant in his support for Lord Gatha.

DC 30: As above, plus secret information that could only be obtained through a trusted network of contacts or the use of trickery to get information from a secret source. Cavalier Cestrin's wife Jenya evidently disappeared from her home one week ago, around the time Cavalier Cestrin began backing House Gatha. Cestrin has also been receiving notes in the night. Those in the know also suggest that Lord Gatha's unicorn, Astalia, may be using some form of enchantment magic on the townsfolk, who are too unified and too fervent in their praise for her and Lord Gatha

After the Sixth has interacted with citizens of Hubrimort, the GM should secretly roll a Sense Motive check DC 25 to discover that many citizens (but by no means all) are operating under the effect of an enchantment. Alternately, if the PC uses enchantment spells

or uses magic devices that use charm spells on what the GM considers a regular basis, a Spellcraft check DC 25 would reveal the same information. Also, a *detect magic* spell will also reveal that many citizens are operating under the effect of an enchantment.

The Sixth can, if the player considers the option, try to determine why certain citizens are operating under the effect of an enchantment. Casually talking with multiple charmed citizens and then determining similarities in their attitudes and actions (a Diplomacy check DC 15 modified by Intelligence rather than Charisma) will reveal that the charmed citizens all attended a speech given by Lord Gatha and his unicorn, and that all the charmed citizens are vocal in their support for Lord Gatha.

ENCOUNTER ORDER

Initially, with no immediate threat, the Sixth has the freedom to choose his next course of action. As such, the following locations (Batarni's Tavern, Lord Horin's Estate, Lord Gatha's Estate, The Burned Estates, The Five Cavaliers) can be visited in any order, but the Challenge of Arms and the final Appointment encounter are fixed.

BATARNI'S TAVERN

The half-elf Batarni owns the largest tavern in town, and his status as the man behind most criminal activity in Hubrimort is an open secret among the people (Knowledge (local) or Diplomacy check, DC 15). Even the upstanding members of Hubrimort who know or suspect that Batarni is the ruler of the thieves' guild refuse to move against him, however. He has too many ties to powerful merchants, and the crimes committed under his orders are generally nonviolent, making him better than whoever would move in to replace him should he be arrested or killed.

Upon entering the tavern, you are struck by the noise of the crowd, the rich smells of savory food and drink, and the mixture of common townsfolk, merchants, and minor nobles. Games of skill and chance are played off towards one wall, and a pair of athletic men are stripped to the waist and wrestling in the middle of the room. A small stage marks the spot where musical entertainers might perform, but it is currently unoccupied.

TAVERN PATRON OR EMPLOYEE

N Human commoner 1

Init +0; **Senses** Perception +5

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 6 (1d6)

Fort +0, **Ref** +0, **Will** +1

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4/19-20)

STATISTICS

Abilities Str 10, Dex 11, Con 10, Int 10, Wis 13, Cha 12

Base Atk +0; **CMB** +0; **CMD** 10

Feats Skill Focus (appropriate Profession or Craft)

Skills Craft or Profession (appropriate to job) +8,

Knowledge (local) +4

Language Common

CR 1/2

300 XP



THE SIXTH CAVALIER (LEVEL 9-11 BARD)

BOUNCER (2)

CN Male half-orc rogue 2
Medium Humanoid (half-orc)
Init +4; **Senses** Darkvision 60ft.; Perception +6

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)
hp 18 (2d8+6)
Fort +2, **Ref** +3, **Will** +1
Defensive Abilities evasion

OFFENSE

Spd 30 ft.
Melee sap +3 (1d6+2) or
Melee greataxe +4 (1d12+2/x3)
Special Attacks sneak attack +1d6

TACTICS

During Combat The bouncer uses his sap to deal nonlethal damage when keeping the peace, but he keeps his greataxe on him incase a tavern brawl turns into something deadlier.

STATISTICS

Abilities Str 15, Dex 11, Con 14, Int 8, Wis 12, Cha 10
Base Atk +1; **CMB** +3; **CMD** 13
Feats Improved Initiative, Weapon Focus (greataxe)
Skills Appraise +4, Bluff +5, Disable Device +5, Intimidate +7, Knowledge (local) +4, Sense Motive +6
Language Common, Orc
SQ half-orc traits, trapfinding, weapon training
Gear greataxe, leather armor, sap, 5 gp

DOWNSTAIRS GUARD (2)

LN Male human rogue 2/fighter 2
Medium Humanoid (human)
Init +1; **Senses** Perception +9

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 33 (2d8+6 plus 2d10+4)
Fort +5, **Ref** +4, **Will** +2 (+3 against fear)
Defensive Abilities bravery, evasion

OFFENSE

Spd 20 ft. (30 ft. base)
Melee bastard sword +6 (1d10+2/19-20)
Special Attacks bleeding attack, sneak attack +1d6

TACTICS

Before Combat The guards at the doorway leading downstairs have an attitude of unfriendly, and they try to intimidate anyone who might try to get past them before entering combat.

STATISTICS

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 14, Cha 8
Base Atk +3; **CMB** +5
Feats Alertness, Cleave, Exotic Weapon Proficiency, Power Attack, Weapon Focus (bastard sword)
Skills Appraise +6, Bluff +4, Climb +7, Disable Device +6, Intimidate +6, Knowledge (local) +6, Linguistics +6, Profession (guard) +7, Sense Motive +7, Survival +7
Language Common, Dwarven, Elven, Undercommon
SQ trapfinding
Gear bastard sword, scale mail, 10 gp

CR 2
600 XP

FLOOR-RUNNER

LN Male elf expert 4
Medium Humanoid (elf)
Init +1; **Senses** Low-light vision; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 deflection)
hp 25 (4d8+4)
Fort +1, **Ref** +2, **Will** +5

OFFENSE

Spd 30 ft.
Melee masterwork rapier +4 (1d6-1/18-20)

STATISTICS

Abilities Str 8, Dex 12, Con 10, Int 15, Wis 12, Cha 14
Base Atk +3; **CMB** +2; **CMD** 13
Feats Persuasive, Weapon Finesse
Skills Appraise +9, Bluff +9, Diplomacy +11, Intimidate +11, Knowledge (local) +9, Sense Motive +8, Use Magic Device +9
Language Common, Draconic, Elven, Orc
SQ elven traits
Gear leather armor, +1 *ring of protection*, masterwork rapier, *wand of sleep* (15 charges), 150 gp

Batarni's tavern makes an excellent locale for gathering information (give the Sixth a +2 circumstance bonus to Diplomacy checks while trying within the tavern). While the Sixth could conceivably spend a great deal of time trying his luck at dice or wrestling, the GM should restrict such behavior to a brief descriptive overview ("With your practical combat experience, you easily trounce the two local wrestlers, and win a congratulatory drink from a few folks who made money off you in the betting...") unless you want the game to run longer than one session.

The second floor includes several bedrooms for guests seeking a little private entertainment. While the Sixth may provoke a few angry and embarrassed responses, he will find little of consequence upstairs.

Most tavern employees have a default attitude of Indifferent; they will be friendly, polite, and efficient, but will not go out of their way to help the Sixth. The bouncers have a default attitude of unfriendly, as most traveling minstrels end up causing trouble for the tavern. The guards at the doorway leading downstairs have an attitude of unfriendly, and they try to intimidate anyone who might try to get past them before entering combat. The floor-runner has an initial attitude of Unfriendly as well – he senses that the Sixth has a goal in mind, and he is concerned for his boss's safety.

If the Sixth wishes to speak with Batarni, a Diplomacy check that brings any of the above to Friendly will get them to note that Batarni considers himself a connoisseur of the arts, and will often bring talented artists downstairs after a compelling performance.

If the guards or bouncers are brought to Friendly (or successfully Intimidated), they will also helpfully note that anyone trying to sneak into the basement should be wary of Batarni's magical traps. He prizes his security and privacy, and has the downstairs rooms warded against intrusion by *teleport* or similar spells – and those who try to simply sneak down must deal with defenses that make the guards cringe.

CR 4
1,200 XP

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If brought to Helpful, the guards at the doorway will tell the Sixth that Batarni has a horrific inhuman bodyguard hiding behind an illusory wall in his office, and that you can walk right through one of the walls at the end of the hallway as long as you say a password first.

If the floor-runner is brought to Indifferent, he will willingly let the Sixth play a few songs for the crowd. If brought to Friendly, he will even get Batarni to pay attention (a +2 circumstance bonus on the Sixth's check to impress Batarni with his performance). If brought to Helpful, the floor-runner will warn the Sixth to be careful, as Batarni has several summoned monsters downstairs. He will even helpfully note that these monsters can be held at bay with a simple *protection from chaos* spell. A Sleight of Hand check (DC 20) can relieve the floor-runner of the key in his vest, which opens the chests in the downstairs storage room. A *detect thoughts* spell or successful Bluff (with a -10 penalty) can get the password to the magical traps downstairs from the floor-runner. The password is "Caelspreth".

If the Sixth is able to impress Batarni with a truly remarkable performance (Perform check, DC 25), he will be invited downstairs. The floor-runner will guide him downstairs and bring him safely to Batarni's office, where Batarni will be waiting to offer the Sixth a drink and compliment him on his marvelous talent. (For more information on conversations with Batarni, see encounter area 4: Batarni's Quarters.)

OTHER OPTIONS IN BATARNI'S TAVERN

If the Sixth fails to impress Batarni with his performance, or if the Sixth does not wish to try this route, there are many other options for getting downstairs including:

- **Bluffing** the guards or the floor-runner (although they will gain a +10 bonus to their Sense Motive check, since they have been told not to let anyone come down without a reason)
- **Intimidating** the guards or the floor-runner (although they will gain a +4 bonus, since the floor-runner and the guards have been geased against voluntarily betraying their master)
- **Following** the floor-runner downstairs stealthily, either while invisible or after casting a mind-affecting spell to prevent the guards from noticing
- **Fighting** past the guards (although this will alert the floor-runner, who will promptly call for the town watch and, if possible, grab emergency weaponry for the guards and bouncers from downstairs)

DOWNSTAIRS IN THE TAVERN

The hallway downstairs is narrow and shadowy, with lamps spaced too far apart to provide complete illumination, although the areas that are illuminated show expensive paintings and statuettes set into protective glass cases in the wall. You see doors ahead along the right side of the hallway, which continues for approximately forty feet.

A *detect magic* spell will reveal two sources of abjuration magic at the bottom of the stairs, one faint and one moderate. Also, one moderate source of evocation magic will be detected. A *dispel magic* may remove the faint abjuration spell (the alarm), but cannot remove either the *forbiddance* or *hallow* spells unless the Sixth is at least a 12th level caster.



I: EMERGENCY SUPPLIES

This room contains a number of locked chests. They are secured with obviously magical locks, and if the Sixth looks at the locks, a DC 18 Knowledge (arcana) check will reveal that the locks will open when the correct musical sequence is played -- the key is purely ornamental, but has a permanent *ghost sound* that will play the notes when inserted into the lock. A DC 20 Perception check allows the Sixth to glean sufficient clues from the locks to determine the proper song to play, and a Perform check of 25 or higher with any musical instrument will open one of the locks (a separate Perform check is necessary for each lock, but a single Perception check will suffice for all four). If the Perform check fails by 1 to 4, the Sixth can try again, but on a failure by 5 or more, or after three consecutive failures, the lock recognizes that someone is trying to tamper with it, and will become jammed. A *knock* spell will open the locks without difficulty.

First chest: Four +1 *Merciful Saps*.

Second chest: Partially charged (20 + 1d20 charges apiece) *wands of charm person, sleep and magic missile*.

Third chest: Two scrolls apiece of *stinking cloud, suggestion, and fireball*, each at Caster Level 10.

Fourth chest: Four *potions of cure serious wounds* (CL5), two *potions of remove disease* (CL5), two *neutralize poison* (CL5), and two *scrolls of restoration* (CL7). These potions and scrolls are all clearly labeled.

On shelves above the chests are a eight expensive crystal glasses (250 gp each) and a small wine rack containing six fine elven wines (25 gp each), two ancient dwarven spirits (100 gp each), and even an expensive halfling ale (10 gp).

2: MEETING AND DECOY ROOM

This room drips with wealth. An enormous mahogany desk sits with a veritable throne for a seat, and shelves are lined with fine carvings from all over the world. In the middle of the room, a large table is inlaid with lapis and onyx to show a swirling series of ancient runes. Several large paintings line the walls. Some of them are moving through small glamers, and one enormous painting along the back wall shows a heroic portrait of a half-elf who can only be Batarni himself, dressed in the garments of a noble and holding a flaming sword and a shield with a coat of arms that contains Batarni's name. The painting is clearly idealized and mocked up in a style befitting a king or emperor.

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On a small fold-out cot in the corner of the room, a man who looks like Batarni lies sleeping with his back to you.

"Batarni" is actually a *permanent image*, as is the illumination in this room. The Will Save to recognize the illusion for what it is (once it is interacted with) is DC 19. Because Batarni has his entire office under the effects of a *scrying* spell, and because of the *alarm* spell that alerted him to an unscheduled visitor, Batarni will most likely be aware of the Sixth's presence. He is well-practiced at operating through his illusory self. He will "wake up" if the Sixth calls to him or approaches normally, but will otherwise let his illusion sleep and watch to see what the Sixth does.

The desk contains several scrolls with what sound like enticing veiled allusions to plots and schemes underway involving local nobles and figures of power, including the Five Cavaliers. However, a successful Sense Motive or Linguistics check DC 20 will reveal that these notes are nonsense.

If "Batarni" is awakened, he will hold a conversation normally, although any remarks about finding his true lair or his true form will of course be omitted (see encounter area 5: Batarni's Quarters for Batarni's conversational style).

If "Batarni" is attacked, he will plunge the room into darkness (since the light is part of the illusion), and the choker bodyguard who was hiding in a hidden compartment covered by an illusion of the wall will drop down upon the Sixth to attack in the darkness.

ADVANCED CHOKER BODYGUARD

CN Medium Aberration

Init +5; **Senses** Darkvision 60ft.; Perception +7

CR 4

1,200 XP

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 45 (7d8+14)

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Spd 30 ft., climb 15 ft.

Melee 2 tentacles +10 (1d6+5 plus grab)

Special Attacks constrict (1d4+5), strangle

STATISTICS

Abilities Str 20, Dex 12, Con 15, Int 9, Wis 13, Cha 7

Base Atk +5; **CMB** +10 (+14 to Grapple); **CMD** 21

Feats Improved Initiative, Improved Natural Attack, Lightning Reflexes, Stealthy

Skills Climb +13, Escape Artist +3, Stealth +10

Languages Undercommon

SQ quickness

SPECIAL ABILITIES

Strangle (Ex): Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su): A choker is supernaturally quick. It can take an extra move action during its turn each round.

3: END OF HALLWAY: ILLUSORY WALL

The hallway appears to dead-end, but the left-hand wall is actually illusory. If the Sixth interacts with the wall (making Perception checks to look for hidden panels, for example), he can make a Will save (DC 19) to realize that the wall is a glamor.

If anyone walks through the wall without first saying the password, "Caelspreth", the chaos beast lurking in the alcove behind the illusory wall will immediately lunge forward and attack. The DM should secretly roll a sound-based Perception check for the Sixth before the Sixth walks through the wall. A check of 20 or higher is sufficient to detect something rustling or slithering behind the wall and to the left.

CHAOS BEAST

CN Medium Outsider (Chaotic, Extraplanar)

Init +5; **Senses** Darkvision 60ft.; Perception +11

CR 7

3,200 XP

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (8d10+8)

Fort +7, **Ref** +7, **Will** +6

Immune critical hits, transformation; **SR** 15

OFFENSE

Spd 20 ft.

Melee 2 claws +10 (1d4+2 plus corporeal instability)

Special Attacks corporeal instability

STATISTICS

Abilities Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Base Atk +8; **CMB** +10; **CMD** 21

Feats Dodge, Improved Initiative, Improved Natural Attack, Mobility

Skills Acrobatics +12, Bluff +11, Climb +13, Escape Artist +12, Stealth +12, Survival +11, Swim +13

SPECIAL ABILITIES

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried — armor, backpacks, even shirts — hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

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Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

4: CONFERENCE AREA

The room is permanently lit by glowing crystals set into the ceiling. Unlike the false office, this room has only functional furniture. The table is well made but not ornate, and it is marked in several places by bloodstains and what look like weapon marks.

This room is empty of creatures, and contains nothing of value.

5: BATARNI'S QUARTERS

This room is furnished plainly, with a simple bed, a desk, and a chest of drawers that is open to show a few changes of clothing. A bookshelf holds popular works of philosophy, and the few paintings in this room are simple pastoral scenes.

A Sense Motive check DC 20 reveals that something is profoundly wrong with this room: Something in the arrangement of the furniture and paintings is false. The feeling you get from this room, from the mind that put everything into place, is that this is just another charade, another false front.

Rifling the desk (which requires a Perception check, given the number of papers and their lack of organization) will reveal the following:

DC 15: Invoices showing that Lord Horin has given Batarni numerous gifts over the past several weeks.

DC 20: Reports from Batarni's men detailing an attempt to infiltrate Lord Gatha's compound and determine the true nature of Astalia, the creature posing as a unicorn. The creature is most likely chaotic and evil, based on spells cast by Batarni's men. It also uses poison, and the charm ability it has been using to alter the perceptions of the town appears to be related to a gaze attack of some kind.

DC 25: A single half-sheet folded in the middle of an unrelated document, relating the costs of the wards placed in the basement, as well as the costs of modifying Batarni's inherent magical ability to the new desired power. This includes the activation word for the wards (Caelspreth) as well as the activation word for "Batarni's alternate form" (Juliandre).

A Perception check of the room itself reveals a hidden trapdoor (DC 15), which, when opened, reveals the following (with the second sentence assuming that the Sixth follows the passage):

Beneath this trapdoor lies a sloping passage that turns rapidly and leads below the basement itself, with the wooden floor of the basement serving as a ceiling. At the bottom of the passage, you find yourself at the edge of a underground pool lit by cracks in the floorboards above. Support beams hold Batarni's tavern up at regular intervals, and the pool is otherwise marked only by irregular patches of slimy rock. The sloping stone passage ends several yards out into the water, so that you stand on a tiny peninsula with water on either side.

With a flicker of light, a half-elven man appears before you, standing on the water itself. He is plain in appearance, though he bears some resemblance to the idealized painting of Batarni himself. "You've found me, then," he says, nodding in respect. "What can I do for you?"

A sound-based Perception check (DC 20) will reveal that man-sized creatures are moving through the water, approaching cautiously but staying at least thirty feet away at all times.

A Sense Motive check (DC 25) will reveal that Batarni is not in his true form. Tiny gestures and mannerisms indicate that he is definitely not a humanoid creature in his natural form, and while this does not appear to be an illusion, it seems that Batarni has put on a humanoid appearance for this meeting.

Conversations with Batarni: The Sixth has several options in talking with Batarni. Whether he chooses to be brash or polite, trusting or sly, Batarni will at all times remain polite. Generally speaking, Batarni will act in a helpful and respectful manner -- his sources have already confirmed that the Sixth has some connection to the Five Cavaliers and to the king, and he does not want trouble. He is also legitimately impressed that the Sixth so quickly penetrated his defenses. That said, he has no intention of hurting himself for the Sixth's benefit -- his attitude is Friendly, but not Helpful. Answers to sample questions are provided below. These answers need not be used in their entirety, but can be used in bits and pieces as the flow of conversation dictates.

About the Appointment: "It is indeed a difficult time for the town. The playing field has certainly been narrowed, now. I understand that the Five Cavaliers have a potential advisor who may be helping them decide between Horin and Gatha. If you feel comfortable sharing inside information with a humble tavern owner... well, it would certainly be helpful to know..."

Opinions on Lord Gatha: "Have you seen his pet unicorn? Word on the street has it that she's quite charming... literally. I don't know what she is, but I can tell you with certainty that she is not a unicorn. I believe that she is some evil creature that has the power to cloud men's minds with some innate magical ability. Possibly a succubus or erinyes, but it has not been affected by the *banishment* spells my men cast upon it, which would seem to imply that it is not an outsider..."

"As for the lord himself, I know little. He seems nothing but a puppet for Astalia, whatever she is. She arrived some years ago, and before that, Lord Gatha was a genial old man who enjoyed fine liqueurs and the occasional night of gambling. Intelligent, well-spoken, and not interested in the political offers of a certain tavern owner... possibly because he had his own game plan involving Astalia."

Opinions on Lord Horin: "Quite a piece of work, Lord Horin. Capable as a wizard, and devious as you could possibly imagine... but then, I admire that in a leader. I'm presently in her pay, rousing public sentiment and ordering petty crimes performed such that they embarrass Lord Gatha."

"Oh, you expected that I would deny that? Hardly seems worth the effort. And between us loners, I truly believe that you should choose Lord Horin. For all her faults -- and they are quite impressive faults to have -- Lord Horin has not, to my knowledge, used me or her magical abilities except to counter Lord Gatha's unicorn. She seems

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corrupt, self-serving, and moderately power-hungry, but I have never sensed that she would use her position for any evil except petty whims. I cannot say that she would be a true and just ruler, but I can say that she is not trying to use a monstrous creature to magically rig the appointment in her favor... well, except for me, of course."

Opinions on the Challenge of Arms: "Armsmaster Trelik, Lord Gatha's man, will easily win, unless someone tilts things in favor of Lord Horin. A good fighter, Trelik, from what I've seen. Tends to drink one cup too many if someone else is buying, however, and I've heard rumors of some indiscretion in his past that you could use against him... if you wished to..."

His own nature: "Does it really matter, my dear minstrel? Is not our conversation, your sense of my words, enough for you to judge whether I am a threat to you? If I told you that I was a creature of hideous magic, an abomination of nature, granted atonement and a chance to overcome my natural evil by a druid who spared my life, would that help you decide whether or not to trust me? You know what I am: I am the owner of a very nice tavern, and I lead most of this town's pickpockets and cutpurses. (Batarni will never reveal his true form, although if detected, he will admit that it is him.)"

The creatures in the water: "While I am not a cruel or vindictive creature, and I no longer carry the grotesque urges of my people, I am by no means a paladin. The creatures in the water are people who found their way to my true lair and attempted to do me harm. They have learned the error of their ways, and now approach life from a somewhat more limited perspective. And so long as this conversation remains a polite exchange of information, they need never concern you."

The Five Cavaliers: "Good men, righteous and true and proud and all that tiresome business. They have interviewed Gatha and Horin and seem... I know you associate with them, so please understand, dear minstrel, that I intend no offense... utterly out of their depth. The only one who has managed to form an opinion is Cavalier Cestrin, and he seems somewhat too vociferous for one schooled in reason... almost as if he were being coerced, one might say? He is not being magically compelled -- from what I understand, the Cavaliers have magical protections against such compulsions. And I have had no part in any coercion. Beyond that, I am afraid that my knowledge fails me."

Batarni may have other useful information as the GM determines necessary. On a less story-related note, he will praise the Sixth's musical performance, if applicable, and would greatly enjoy making music with the Sixth, should time be available. Batarni's music -- singing without instrumental accompaniment -- sounds a great deal like very melodic whalesongs, haunting and pure but disconcerting in their inhuman tones.

Combat: Batarni is a deadly opponent for the Sixth, should the Sixth decide that combat is a promising idea in these circumstances. Batarni should definitely warn the Sixth before striking back -- should the Sixth die, the king will investigate, and Batarni is aware that this would bring consequences for him -- but will, if necessary, return to his true form and use his physical abilities to great effect. He will avoid enchantments and enslavement attempts, since he knows that the Sixth is

well-trained to avoid mental domination. The skum serving him should primarily be used to grapple and pull the Sixth into the water, where Batarni can attack.

Conclusion: If the Sixth leaves peacefully after a conversation with Batarni, Batarni will extend an open invitation to the Sixth -- he is free to visit Batarni at his convenience. Should Batarni be moved to Helpful, he will even offer to use his tavern as the Sixth's base of operations, and will make his wands, scrolls, and potions available for use. If the Sixth has promised to investigate the monster pretending to be a unicorn, Batarni will offer the Sixth two valuable magical items: a dagger taken from a man who tried to kill Batarni, which Batarni claims will help defeat Astalia, and a blindfold that Batarni has had made specifically to deal with the creature.

"The dagger will strike true against creatures with no natural place in this world," Batarni says. "The man who brought it to me thought that I was one of those creatures... and perhaps he was right. But not today. As for the blindfold, put it on and speak the name of the druid who helped me, Caelspreth, and you will see without seeing -- a valuable skill when fighting a creature with an evil gaze. It lasts a short time, however, and after the third use, it will lie spent until you let it soak in the rays of a full moon. Take these tools and strike well, and they are yours to keep. I have no need of daggers, and if Astalia is dealt with, the blindfold is merely a trinket."

+1 DAGGER ABERRATION-BANE

Aura moderate conjuration; **CL** 8th

Slot none; **Price** 8,500 gp; **Weight** 1 lb.

DESCRIPTION

A long-bladed dagger whose silver and gold hilt is inlaid with obsidian and lapis lazuli to form the shape of foul, inhuman creatures with bizarre anatomies, spikes and tentacles. The eyes of these creatures are moonstones or tiny rubies.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*, **Cost** 4,250 gp

BLINDFOLD OF BLINDSIGHT

Aura faint transmutation; **CL** 5th

Slot eyes; **Price** 1,400 gp; **Weight** --

DESCRIPTION

This light blindfold is made of cloaker leather, though it is so light and supple that it feels like cloth. Upon uttering the command word, it grants the wearer blindsight to a range of 20 feet for a period of one hour. The blindfold must be worn to be activated, and if removed, the wearer loses the blindsight ability. The user may remove and then replace the blindfold to gain normal sight for a moment, but this time still counts against the minute of use. After three uses, the blindfold must be recharged by letting it rest for a night under the light of a full moon.

CONSTRUCTION

Requirements Craft Wondrous Item; *darkvision*; **Cost** 700 gp

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

BATARNI

CN Aboleth bard 6

Huge Aberration (Aquatic)

Init +5; **Senses** Darkvision 60ft.; Perception + 17

Aura mucus cloud (5 feet)

CR 10

9,600 XP

DEFENSE

AC 26, touch 9, flat-footed 25 (+4 armor, +1 Dex, +2 enchantment, +11 natural, -2 size)

hp 147 (8d8+48 plus 6d8+36)

Fort +10, **Ref** +8, **Will** +15

Defensive Abilities well-versed

OFFENSE

Spd 10 ft.; swim 60 ft.

Melee 4 tentacles +15 (1d6+5 plus slime)

Space 15 ft.; **Reach** 15 ft.

Special Attacks spell-like abilities, spells, cantrips, bardic performance, countersong, distraction, *fascinate*, inspire competence, inspire courage +2, *suggestion*

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcanica* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

Spells Known (CL 6th)

2nd (4/day)—*cure moderate wounds*, *tongues*

1st (5/day)—*alarm*, *comprehend languages*, *grease*, *sleep*

0—*detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*

STATISTICS

Abilities Str 20, Dex 12, Con 22, Int 18, Wis 19, Cha 22

Base Atk +10; **CMB** +17; **CMD** 28 (can't be tripped)

Feats Alertness, Dodge, Eschew Materials, Leadership, Persuasive

Skills Appraise +13, Bluff +15, Disguise +15, Diplomacy +17, Intimidate +14, Knowledge (history) +15, Knowledge (local) +13, Linguistics +13, Perform (voice) +15, Sense Motive +17, Sleight of Hand +11, Spellcraft +16, Swim +15, Use Magic Device +15

Language Aboleth, Aklo, Aquan, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Undercommon

SQ alternate form, bardic knowledge, lore master 1/day

Gear *ring of the half-elven*, +2 *wild chain shirt*, 5 100 gp gems, 10,800 gp.

SPECIAL ABILITIES

Mucus Cloud (Ex): While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breath water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex): A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage

every 10 minutes. *Remove disease* and similar effects can restore afflicted creatures to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

RING OF THE HALF-ELVEN

Aura faint transmutation; **CL** 3rd

Slot ring; **Price** 6,000 gp; **Weight** —

DESCRIPTION

This unusual ring was gifted to Batarni by his redeemer and has ever since been used by the crafty aboleth. A *ring of the half-elven* will expand to fit any tentacle, finger, ear, neck or other odd body part of a non-humanoid creature and allows the wearer to assume the shape of a half-elf. This shape however, is far from natural and while in half-elf shape the creature gives subtle unusual hints that the half-elf form is not its true shape. A Sense Motive check (DC 25) will reveal that the creature is not in its true form, but will not reveal what that true form is. Treat all other considerations as the *alter self* spell, excepting no disguise bonuses are allowed. Rings of the half-elven are usually made out of a mix of human and elven bone.

CONSTRUCTION

Requirements Forge Ring; *alter self*; **Cost** 3,000 gp

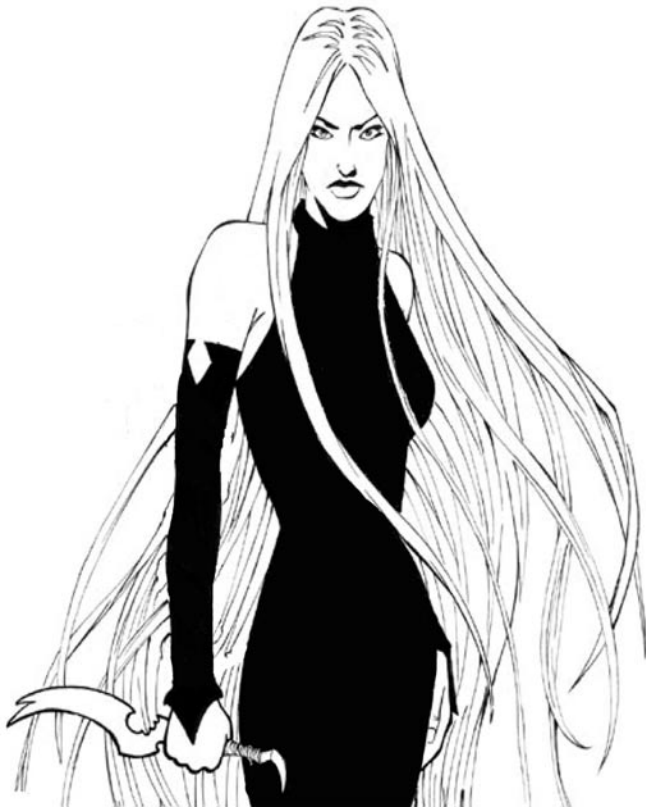
LORD HORIN'S ESTATE

If the Sixth attempts covert entry into Lord Horin's estate, he is bound to be disappointed. No attempt at gathering information or talking with the servants will reveal a way into the estate. It is protected by warding spells at all entrances, and has abjuration magics that prevent teleportation and similar spells. The servants live on the estate, and traffic in and out of the manor is infrequent, making it impossible to blend in with the servants. What is more, a determined Sixth may be able to get enough information (DC 20 Diplomacy check) to learn that the walls and battlements are riddled with traps, and many of the gargoyles perched upon the corners of her family's gothic manor are in fact actual gargoyles, sworn to eternal service to the family. The GM should make it clear that getting into Lord Horin's estate via stealth is unlikely to succeed, and is in fact likely to be extremely dangerous.

If the Sixth tries nevertheless, the GM is encouraged to capture the Sixth without killing him -- a series of traps requiring Fortitude-based saves, for example -- and then have Lord Horin approach the Sixth in prison. Surprisingly, her attitude will be Friendly. She understands the political situation, and is impressed that the Sixth made the attempt and got as far as he did. She will suggest that rather than working for Lord Gatha (she will only believe that the Sixth works for Lord Gatha or is an independent player trying to make a mark for himself), the Sixth should work for her instead. Specifically, she is in desperate need of a champion for the Challenge of Arms, which is to be held on the following morning. With her background in magic, she has successfully bound several magical creatures to serve the household, but she has not secured a fighter who is suitable for public appearances.

If the Sixth approaches Lord Horin openly, asking after the position of champion-at-arms, she makes the same offer. In this instance, however, rather than appealing to the Sixth's greed or desire for power, Lord Horin stresses that Lord Gatha is involved in nefarious activities that give him an

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unfair advantage in the appointment process. She mentions his unicorn as being something other than what it seems, and possibly affecting the minds of people who see it, but is unsure of exactly how, since Astalia has managed to avoid any situations where Lord Horin is present. Horin also mentions that Cavalier Cestrin's wife seems to have gone missing around the time that Cestrin developed a sudden liking for Lord Gatha in the appointment process.

PLAYING LORD HORIN

As a Lawful Evil character, Lord Horin is not a devil-worshipping monster with world domination as her ultimate goal. She is ruthless, merciless, and utterly determined to succeed at all costs, but her ultimate goal is, she believes, for the good of the people. She initially wanted the Keyholder position because of the benefits it would bring her family, but after finding out more about Lord Gatha, she is convinced that the consequences of him becoming Keyholder would be disastrous.

With this in mind, the GM is advised to play Lord Horin as clever, quick-witted, crafty, and mercurial in trivial matters, but utterly driven in matters that directly affect her chances of becoming Keyholder. She is willing to do whatever is necessary to become Keyholder, certain that any actions she takes will be less harmful than the result of Gatha's rise to power.

DEALING WITH LORD HORIN

If the Sixth agrees to work for Lord Horin, she immediately puts him to work. She suggests that his skills might first be put to work at Batarni's Tavern in the evening, to gather information that might help in the Challenge of Arms the next day. She freely admits to having Batarni's men stage minor disruptions to interrupt Lord Gatha's public appearances, but she laughs off any suggestions of having ordered larger crimes, like the burning of the other two estates or the kidnapping of Cestrin's wife, Jenya.

If confronted with proof about any of the above, she will insist that the ends justify the means in this instance, and that defeating Lord Gatha is all that matters. If the Sixth implies that Lord Gatha may not be responsible for his actions, and may in fact be a good candidate if Astalia is eliminated, Horin will insist that there is no magical aura of enchantment about him, so he must be acting of his own free will. And even if he was somehow coerced, she will argue, the fact that he was weak-willed enough to fall for such a stratagem should invalidate him as Keyholder.

LORD SORINA HORIN

NE female human rogue 3/wizard 5

Init +2; **Senses** Perception +6

CR 8

4,800 XP

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 53 (3d8+3 plus 5d6+10)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee +1 *wounding short sword*+7 (1d6+1/19-20)

Special Attacks cantrips, sneak attack +2d6, spells

Spells Prepared (CL5)

3rd— *fireball* (DC 16), *hold person* (DC 16), *clairaudience/clairvoyance**

2nd— *detect thoughts* (DC 15), *invisibility*, *spider climb*, *see invisibility**

1st— *disguise self*, *magic missile*, *silent image*, *sleep* (DC 14), *identify**

0— *detect magic* (2), *light*, *read magic*

School Powers (opposition schools: conjuration, necromancy)

Forewarned, *diviner's fortune*

STATISTICS

Abilities Str 10, Dex 14, Con 13, Int 17, Wis 10, Cha 16

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Expertise, Dodge, Mobility, Scribe Scroll^B,

Silent Spell, Spring Attack, Still Spell, Weapon Finesse^B

Skills Appraise +11, Bluff +9, Climb +6, Diplomacy +10,

Disable Device +8, Disguise +9, Escape Artist +8,

Intimidate +9, Knowledge (arcana) +11, Knowledge (local)

+11, Knowledge (nobility) +11, Linguistics +10, Sense

Motive +9, Sleight of Hand +8, Spellcraft +11, Stealth +8

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Orc, Sylvan

SQ Arcane Bond (Horin crest ring), rogue talent (finesse rogue), scribe scroll, trapfinding

Gear +4 *bracers of armor*, Horin crest ring (bonded object), +1 *ring of protection*, +1 *wounding short sword*, 3 scrolls of *fireball*, *invisibility*, and *disguise self*, thieves' tools (masterwork), *wand of magic missile* (CL9, 40 charges), and 500 gp in gold and gems

LORD GATHA'S ESTATE

Lord Gatha's estate is a palatial manor that is far too large to be fully explored in a single session. The majority of the estate has no bearing on the adventure, and can thus be handwaved with a brief explanation. Instead, the different areas of importance are treated as separate encounters.

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The guards at the gates of Lord Gatha's estate are vigilant, given the attacks upon other houses, and will challenge anyone attempting to gain entrance. The two guards are well-armed and accompanied by a pair of war hounds that have been trained to growl at anyone who approaches while invisible (and attack if they can pinpoint an exact location). A bell hanging next to the gate is sounded at the first sign of trouble, calling for reinforcements and sounding a general alarm. (All this information can be obtained through a Diplomacy check, DC 20.) The Sixth can gain entrance in one of several ways:

Stealth: If the Sixth can deal with the dogs, either by putting them to sleep with a *sleep* spell, frightening or confusing them with illusions, or subduing them with *calm emotions*, an invisible PC can simply walk past the guards with a successful Stealth check. At his discretion, the GM may also have a legitimate visitor arrive and allow the invisible PC to follow, slipping inside while the guards try to determine why their dogs are growling at the deputy mayor. If invisibility is not an option, a compelling distraction (such as a fire across the street or an illusion of people fighting) will distract the guards sufficiently to allow a Stealth check, letting the Sixth sneak through the shadows near the gate and quickly make his way inside.

Social Skill: The guards have enough training to deal with minor nobles and avoid being fooled by simple rogue's tricks, but the Sixth can easily trick his way inside with skill or spells. A Bluff check can convince the guards that the Sixth has an appointment with Lord Gatha, and Lord Gatha would be very angered at having the Sixth turned away, for example. While the guards are initially indifferent, they will simply allow the Sixth entrance if a Diplomacy check turns them Helpful -- or if both of them fall victim to a charm or suggestion. Note that if only one guard is successfully charmed, the other may become suspicious and sound the alarm. An Intimidate check will convince the guards to let the Sixth inside, but they will sound the alarm once the Sixth is gone unless they have a compelling reason not to do so.

Strength: While not advisable, assaulting the guards can indeed get the Sixth inside, although even success will result in the unconscious (or dead) guards being found within 2d6

minutes. The guards have little in the way of magical defenses, and a simple *silence* spell can negate the alarm bell. Note that if the guards are attacked by an obviously superior force (a character glowing with auras of power and casting spells, for example), their orders are to flee and raise the alarm.

GATE GUARD (2)

CR 4
1,200 XP

Male human rogue 2/fighter 2
LN Medium Humanoid (human)
Init +1; **Senses** Perception +9

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 29 (2d6+4 plus 2d8+6)
Fort +5, **Ref** +4, **Will** +2 (+3 against fear)
Defensive Abilities bravery, evasion

OFFENSE

Spd 20 ft. (30 ft. base)
Melee longsword +5 (1d8+3/19-20)
Special Attacks bleeding attack, sneak attack +1d6

STATISTICS

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 14, Cha 8
Base Atk +3; **CMB** +5; **CMD** 16
Feats Alertness, Cleave, Combat Expertise, Dodge, Power Attack
Skills Appraise +6, Bluff +4, Climb +7, Diplomacy +4, Disable Device +6, Intimidate +4, Knowledge (local) +6, Linguistics +6, Profession (guard) +7, Ride +6, Sense Motive +9, Stealth +6, Survival +4, Swim +7
Languages Common, Dwarven, Elven, Orc
SQ trapfinding
Gear Longsword, Breastplate, 10 gp

GUARD DOG (2)

CR 1/2
200 XP

N Medium Animal
Init +2; **Senses** Low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 13 (2d8+4)
Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 40 ft.
Melee bite +3 (1d6+3 plus trip)

STATISTICS

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +6 (+10 jumping), Survival +1 (+5 scent tracking)

SPECIAL ABILITIES

Trip (Ex): A guard dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the dog is not tripped in return.



LORD GATHA'S ESTATE INFORMATION

DC 15: A general overview of the estate, including the location of Lord Gatha's study, his personal chambers, the training grounds, and the small park -- which is described as being off-limits, as it is where Astalia rests when she is not with Lord Gatha.

DC 20: More detailed information:

(**Study**) Lord Gatha's study is locked by magic, and only Lord Gatha himself has the key.

(**Trelik**) The Sixth can learn the location of Armsmaster Trelik's quarters, as well as his personal habits -- he trains early in the day, then feasts and drinks for much of the evening before retiring to bed late at night.

(**Astalia**) Some of the servants like to sneak over to the garden to watch Astalia. They describe her as beautiful, but they do not exhibit symptoms of being charmed.

(**Dead guards**) A few servants are willing to discuss the deaths of the guards, most of which occurred in the yard behind the kitchen -- the guards were found dead and partially eaten, with foul-looking bite marks on their legs and torsos.

DC 25: Confidential information from servants impressed by the Sixth's manner:

(**Study**) Lord Gatha's key is not even a real key. It is a magical item that activates the lock in the door, which is also a magical device that locks entirely by magic. (It is thus possible for a Use Magical Device check to get the Sixth inside.)

(**Trelik**) Armsmaster Trelik, while a powerful warrior, is a heavy drinker. He has a stock of gnomish liqueurs set aside for him in the kitchen, and he takes a small bottle back to his quarters every night to drink.

(**Astalia**) Servants will hesitantly admit that while Astalia is beautiful and wonderful, she occasionally looks like an illusion when they see her roaming in the garden -- and some servants claim to have seen her in the garden when she was supposedly with Lord Gatha in public at the same time.

(**Dead guards**) Lord Gatha has become most insistent about the cooks not using spoiled meat--he has ordered many stored meats that the cooks think are still good to be disposed of by tossing it out onto the compost heap behind the kitchen. Some servants who tried to steal the thrown-away meat to take home with them claimed that it had disappeared in the night. This is near the area where many of the dead guards have been found.

DC 30: Information likely gleaned from a number of unsuspecting sources, since few in the household would voluntarily betray their lord:

(**Study**) The chief steward, who works from a small office next to Lord Gatha's study, has let slip that in addition to the key, speaking a specific password will also open Lord Gatha's study door. He has not let slip the exact password, although he did refer to a "foolish old dwarf with a flail".

(**Trelik**) Armsmaster Trelik's drinking is attributed to a sad love affair with a young elven woman -- the servants are sketchy regarding the details, but it is obviously a source of great shame, and Trelik (and his former love) would be devastated if the information came to light.

(**Astalia**) One of the servants claims to have ventured into the garden one night after being scared by strange sounds coming from the compost heap. The servant ran into the garden, hoping Astalia would protect him, and when he could not find her, he began

desperately looking for places to hide. He found a woman chained to a rock beneath an oak tree -- the area was warm and dry even though it was cold and rainy, and though she tried to speak, she seemed unable to make any kind of noise. Rather than risk his job, the servant has said nothing.

(**Dead guards**) One of the servants claims to have seen a creature near the compost heap. He described it as looking like a great snake, and it was approaching one of the guards, who was staring at it with a vacant smile on his face, as though he were looking at a beautiful woman. The servant snuck off, and the guard was later found dead. Rather than risk his job, the servant has said nothing.

EXPLORATION

If the Sixth's entrance triggered an alarm, he is in for a difficult exploration. The GM should heroically describe the chase by describing hiding and sneaking through corridors in abstract terms, encouraging the Sixth to choose the general means by which he intends to avoid pursuit. Possible strategies include magic (using decoy illusions while invisible, for example), using Stealth checks to move through the estate covertly, donning a discarded servant's uniform with a Disguise check to blend in, or making a Bluff check to convince guards that he is Lord Gatha's invited guest, and the alarm must involve someone else. In any case, the DC of any skill check the Sixth attempts to use is 22, and should be made every hour. If the Sixth uses spells or other non-skill abilities, the GM should use Will saves in place of the skill check, with failure by the guards indicating a success for the Sixth.

As long as the Sixth is successful in his chosen check, he may investigate the grounds as he wishes. After three successes, the Sixth is in the clear, and the alarm will die down. A failure indicates that the guards (typically a group of four) will attempt to take him prisoner and must be fought off or escaped from. Generally, getting around a corner with at least thirty feet between him and the nearest guard can be considered an "escape", although the Sixth will still need to make checks to avoid detection in the next hour (with a -2 circumstance penalty because of his past failure). During the hour of a failure, no progress or exploration can be made, as the Sixth is concentrating on not being captured.

In the event that the Sixth is captured, he is brought to Lord Gatha's study in chains, stripped of all weapons, armor, and jewelry. For more information, see *Conversation with Gatha*.

If the Sixth managed to get inside without raising the alarm, servants and guards will assume that he has leave to roam the estate (unless he attempts to hide immediately upon seeing them or lunges in to attack, of course). A Diplomacy check can easily give the Sixth a reasonable layout of the estate (with a +4 bonus for being inside the estate while asking directions and casually retrieving information).

Note: If the Sixth restricts his questions to one of the major areas (Lord Gatha's study, or Armsmaster Trelik, for example), the GM may give a +5 circumstance bonus to the Diplomacy check for the purposes of that area, while assessing a -5 penalty to the check for purposes of the other areas -- the Sixth is focusing on one area and learning more about that than about anything else.

If the player seems more inclined to solve the problem through roleplaying than through skill use, the GM may have this information come up in individual conversations, secretly having the Sixth taking 10 on a Diplomacy or Bluff check to determine what information a servant will volunteer. This should provide you a guideline in how much information to pass to the player in your roleplaying session.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

LORD GATHA'S STUDY

Lord Gatha's study is protected by a sturdy door fastened with a lock whose keyhole glows and sparkles with obvious magical energy. The lock can be picked with a Disable Device check (DC 28), but most bards are unlikely to have sufficient ranks (if any) to bypass the lock this way.

If the Sixth has heard about the chief steward letting slip a clue to the password, then a Knowledge (history) check DC 20 reveals the answer to be "Drugar the Swift", an ancient dwarven warrior of legend who used a flail to trip a giant chieftain and then bash out his brains.

Regardless of whether the Sixth has heard about the true nature of the keyhole, a close examination (Perception check, DC 20) will reveal that the "keyhole" doesn't have any of the internal mechanisms that an actual keyhole would have. It's simply a hole magically enspelled to open the door if the magical key is inserted. A Use Magic Device check (DC 25) will activate the lock and open the door.

If the player seems stumped, has failed the Knowledge check, does not have the necessary ranks in Use Magic Device to succeed in opening the lock, or has otherwise become frustrated, the GM may have the chief steward himself come to the study and open it by quietly speaking the password -- and then making a disgusted note regarding the foolish dwarf, as above. If the Sixth is hiding in the shadows nearby, a sound-based Perception check (DC 15) will allow him to hear the password being spoken.

Once inside Lord Gatha's study read the following.

Spartan and immaculate, Lord Gatha's study is a model of efficiency and taste. A few expensive-looking paintings hang on the walls, but the room is otherwise devoid of decoration. A desk and cabinet occupy most of the room, and the window looks out upon a beautiful sunlit field, despite the fact that it was raining when you came in. You can't tell whether it is an illusion, or whether the window is magically looking out upon someplace far away.

Lord Gatha's desk has a few neat stacks of paper and several drawers of varying sizes. The cabinet is shut but has no obvious locks. Both are made of stained oak inlaid with tiny silver runes at the corners, as is the chair.

Both the chair and the cabinet radiate minor transmutation magic, while the desk radiates moderate divination magic. While the Sixth may suspect traps, in actuality these magics are benign. The cabinet carries a permanent *mending* spell, keeping papers from rotting or fading, while the chair provides a +4 enhancement bonus to the Wisdom of anyone who sits in it, for as long as they sit in it, as per the *owl's wisdom* spell. The desk itself carries a permanent *discern lies* spell -- if a document is placed on the desk, any lies will glow a bright and angry red unless the original writer succeeds at a Will save, DC 16. The Sixth can identify these spells with a Knowledge (arcana) check DC 20.

PERCEPTION CHECK (SEARCH) OF THE DESK

DC 10: Documents involving Lord Gatha's planned appearances, specifically noting times and places and making notes about which appearances Astalia will also be attending. Beyond that, the Sixth also finds the financial reports for House Gatha, which shows nothing out of the ordinary except for a few financial items that glow red, marked in the margins by Lord Gatha as items that he should bring to the steward's attention.

DC 15: A document hidden in the middle of the financial report that details Lord Horin's candidate for the Challenge of Arms. Apparently a scouting report, the document concludes that Lord Gatha has nothing to fear. The only odd note is that the final sentence, "Furthermore, Armsmaster Trelik is in fine form and is fully focused on victory, guaranteeing a good showing," glows red if read at the desk, indicating that the scout believed he was lying when he wrote the report.

DC 20: A series of notes hidden in the very back of a small drawer. They detail an exchange between Lord Gatha and a monastery devoted to mercy and redemption. The notes lay plain the fact that the father of Armsmaster Trelik's paramour, a high-ranking elven noble, sent his daughter to the monastery after discovering of her affair with Armsmaster Trelik. The letters from Lord Gatha express his apologies, as well as his determination (and Armsmaster Trelik's) to keep the matter discreet. A copy of Lord Gatha's final note has him noting that Armsmaster Trelik is determined to put the incident behind him and has no thought of causing further disruption. That line glows a telltale red.

PERCEPTION CHECK (SEARCH) OF THE CABINET

DC 10: A large collection of notes and letters detailing the current appointment process. Nothing incriminates Lord Gatha as evil or corrupt, but he is suspicious that Lord Horin may have some criminal connections.

DC 15: A hastily bound bundle of notes from the steward and from several minor merchant families, indicating concerns about Astalia's behavior -- that several servants seem to be under the effects of enchantment magic, and the merchant families claim that Astalia is not really a unicorn. The bundle includes copies of notes sent back by Lord Gatha, indicating that Astalia is indeed a unicorn, and they must be mistaken about the enchantments upon their servants, and that everything is fine. These notes flicker with intermittent flashes of red if held near the desk -- Lord Gatha himself seems unsure of whether or not he is lying.

DC 20: Hidden under a false bottom is a copy of a note from Lord Gatha to Cavalier Cestrin, in which Lord Gatha denies kidnapping Cestrin's wife, and says that he has no knowledge of her whereabouts. He adds that he will be happy to covertly assist in inquiries regarding Cestrin's wife if Cestrin wishes, and that Gatha regrets that Cestrin is being forced to pick Gatha for fear of harm coming to his wife. This notes reads as completely and totally true.

For each minute that the Sixth spends rifling through the contents of the study, there is a 10% chance that Lord Gatha himself comes into the study. He will be immediately Hostile upon seeing the Sixth (and there are no convenient hiding places in the study), and will call for the guards unless the Sixth can successfully modify his attitude, either through magic or skills.

LORD HOUSTUS GATHA

Male human aristocrat 4/monk 3
LN Medium Humanoid (human)
Init +1; **Senses** Perception +9

CR 6
2,400 XP

DEFENSE

AC 19, touch 16, flat-footed 18 (+3 armor, +2 deflection, +1 Dex, +3 Wis)

hp 53 (4d8+12 plus 3d8+6)

Fort +6, Ref +5, Will +10 (+12 against spells from school of enchantment)

Defensive Abilities evasion, still mind

OFFENSE

Spd 40 ft.

Melee unarmed +7 (1d6+1)

Special Attacks flurry of blows

STATISTICS

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 16, Cha 16

Base Atk +5; CMB +6; CMD 17

Feats Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Improved Unarmed Strike^b, Leadership, Stunning Fist^b, Weapon Focus (unarmed strike)

Skills Appraise +7, Bluff +8, Diplomacy +10, Intimidate +9, Knowledge (history) +6, Knowledge (nobility) +7, Linguistics +7, Ride +9, Sense Motive +9

Languages Common Celestial, Dwarven, Elven, Sylvan

SQ maneuver training

Gear +2 ring of protection, +3 bracers of armor, the Ring of the Vizier



If Astalia is brought up, a Sense Motive check (DC 25) will reveal that Lord Gatha is operating under the effect of some sort of mind-affecting enchantment. However, he does not radiate magic -- in fact, he has no aura at all, and magical attempts to detect his alignment or any magic radiating from him will find nothing whatsoever except for a very faint (Perception check, DC 15, retryable each time the PC mentions trying to see something on Gatha) aura of abjuration and enchantment magic on a dark sapphire ring he wears. (If the Sixth is not detecting magic, the Perception check has a DC of 20, and is retryable each time the player indicates that he is looking for anything out of the ordinary or wrong about Lord Gatha.)

If the ring is spotted, a Knowledge (history) or Knowledge (arcana) check DC 20 reveals that the ring is actually a relatively famous cursed item known as the *Ring of the Vizier*, given to a foolish king by his corrupt vizier, who used the ring's properties to his advantage.

Lord Gatha will not willingly part with the ring unless moved to Helpful or successfully bluffed or intimidated (+10 to opposed rolls when removing the ring is concerned). A Sleight of Hand check (DC 24, due to the fact that the ring is not merely on his person but wrapped around his finger at the moment) or a successful grapple check can remove the ring. If the ring is removed, see Freeing Gatha, below.

RING OF THE VIZIER

Aura very faint abjuration and enchantment (Perception check DC 15 to notice unless specifically detecting on the item) ; **CL** 12th

Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This platinum ring is set with an extremely dark sapphire. If worn, it protects the wearer from alignment-detecting spells exactly like a *nonetection* spell. However, the wearer suffers a -10 competence penalty on all Sense Motive checks against the one who gave him the ring, as well as a -5 competence penalty on Will saves and opposed Charisma checks relating to mind-affecting spells cast by that person. This includes saves and checks to resist orders, as well as saves against new spells. Any *charm*, *suggestion*, or *dominate* spells affecting the wearer of the ring last as long as the ring is worn, rather than expiring at the end of their normal duration and are undetectable.

CONSTRUCTION

Requirements Forge Ring, *mind fog*, *nonetection*; **Cost** 5,000 gp

CONVERSATION WITH GATHA

If Lord Gatha is somehow brought to a non-hostile state, he will grudgingly talk with the Sixth. His knowledge and attitudes should reflect the gathered information, that is to say, Lord Gatha is ambitious, and believes himself to be a better candidate than Lord Horin. He is uncomfortable about the deaths of the guards, but he refuses to believe that Astalia is anything other than a good and noble creature whose backing gives his claim as Keyholder legitimacy.

If the Sixth acts carefully and does not make any further discoveries in his conversation with Lord Gatha, he will be given a warning and escorted from the premises. If his equipment has been confiscated, it will be returned -- although any money or gems on the Sixth's person will be "accidentally" kept by the guards.

FREEING GATHA

Lord Gatha can be freed from Astalia's snare by removing the magical ring or by successfully casting *break enchantment* against Astalia's *charming gaze* (DC 18). Once freed, he will immediately become confused, demand to know what is going on, and then, with dawning horror, will realize what he has been doing.

The following text may be read as a single soliloquy, or as individual lines delivered between lines from the Sixth.

"I have been used... I have been used! A curse upon my head for my weak-willed foolishness, that foul creature made me -- me -- her pathetic pawn. I have trained for years to strengthen my mind against tricks and enchantments. I should never have been swayed. But my

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pride, my damnable assurance of superiority, convinced me that it was only right and good that a creature of the wilderness should come and live in my garden to serve my political goals. If this is all the willpower I possess, how can I claim myself worthy as Keyholder? I am a fraud, a sham, and my guards and servants killed by her venom -- for it must have been her, whatever monster she is -- owe their deaths to me."

Lord Gatha intends to withdraw his claim as Keyholder, ceding the position to Lord Horin. If the Sixth wishes to convince him to take some other course of action (admitting his error but continuing to run, continuing the sham with an illusory Astalia, or offering his support to Lord Duralis, for example), he must succeed at a DC 25 Diplomacy check (with a +4 circumstance bonus if the Sixth offers evidence that Lord Horin is ill-suited for the Keyholder position).

While Lord Gatha initially believes that Astalia lives in the gardens, he will quickly put together the tattered fragments of his memory and realize that whatever Astalia she must live under the compost heap behind the kitchen. He will beg the Sixth for help, confessing that his guards will likely be no match for her. If the Sixth agrees to fight Astalia, Lord Gatha will thank him sincerely and offer him the Gatha family's ancestral armor, the *Armor of the Serpent*, with the following: "As I trained in the ascetic path of the monastic, I considered such armor beneath me, and I believed its magics of trickery and disguise dishonorable. But you, who seem to make your way in the world through trickery, have saved me, and perhaps my house. This armor may benefit you more than it could ever benefit my family."

In addition, Lord Gatha will take the Sixth to his emergency stockroom, where he will offer the Sixth three potions of cure serious wounds, one potion of remove disease, and one potion of neutralize poison (CL 5 on all).

ARMOR OF THE SERPENT

Aura faint illusion, transmutation, conjuration, and abjuration; CL 9th

Slot none; **Price** 26,000 gp; **Weight** 5 lb.

DESCRIPTION

This suit of +3 *Scale Mail* is created from the multicolored hide of some snakelike monster, so light and supple that it feels no heavier than a thick cotton shirt. Speed while wearing the *Armor of the Serpent* is 30 feet for Medium creatures or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +5, and no armor check penalty. It is considered light armor and weighs 10 pounds. Anyone wearing the *Armor of the Serpent* gains a +4 circumstance bonus on saves against poison and a +5 competence bonus to Climb, Escape Artist and Stealth checks. On command, the wearer may order the armor to resemble a normal traveling outfit, a fine performance ensemble, or any other normal suit of clothing. No matter what its appearance, a long flowing tail of scaled hide hangs back behind the wearer as a cloak or cape as well -- no magical cloak or cape may be used while this armor is worn.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft

Wondrous Item, *disguise self*, *grease*, *invisibility*, *spider climb*; **Cost** 13,000 gp

ARMSMASTER TRELIK

Armsmaster Trelik can be found in his quarters (at night) or on the training grounds (during the day). He will always be alone, and can be approached easily. His initial attitude is indifferent -- although he resents being interrupted (whether training in the yard during the day or drowning his sorrows at night), he assumes that anyone coming to see him is coming with Lord Gatha's blessing, and maintains a minimal level of courtesy.

Generally, Trelik knows little of the events surrounding the Appointment. He cares for combat, and for his lost love, the elven maiden now living in the monastery since her father discovered their affair. He offers no new information to the Sixth on any other topics.

APPROACHES TO TRELIK

Drugging: If the Sixth wishes to drug Trelik's drink to hurt his performance during the Challenge of Arms, a Sleight of Hand check (opposed by a Perception check of 24 if performed while Trelik is nearby) will administer an appropriate poison. Such poisons are easily obtained from the kitchen -- these are not deadly poisons so much as common herbs administered in high doses.

Intimidation: The Sixth may simply try to intimidate Trelik into throwing the match. Ordinarily, because Trelik is a paladin, he cannot be intimidated. However, if the Sixth mentions Trelik's love affair, and implies either that he might harm the girl or make the love affair public knowledge, such threats are sufficient to allow the Sixth to intimidate Trelik despite his Aura of Courage. Treat the Intimidate check normally; if the Sixth succeeds, Trelik will reluctantly agree to throw the match to House Horin. If the Sixth fails, Trelik will coldly dismiss him and threaten to inform the Cavaliers of this attempt at deception (although he will actually not do so). If the Sixth fails by 5 or more, Trelik will attack.

Offering to help: The Sixth has the ear of the king and the Cavaliers, which gives the Sixth decent political leverage. A Diplomacy check that includes the Sixth offering to help with the situation (by



putting pressure on the woman's father to allow a public courtship, for example) grants the Sixth a +4 circumstance bonus on his Diplomacy check. If moved to Friendly, Trelik will claim an irregularity in the match before it begins, using a dueling loophole to have the match ruled a draw. If moved to Helpful, he will forfeit the match and leave Lord Gatha's service (assuming that the Sixth can find him a new position elsewhere, one in which his lord and master does not dangle the promise of helping his lady love as a reward for his combat performance).

Bluffing: If the Sixth attempts to bluff Trelik into some behavior that would cause him to forfeit or lose the match ("They will kill her unless you lose!" or "She is being held in a cave three days' ride from here, surrounded by zombies -- you must go rescue her!", for example), Trelik gains a +5 bonus on his Sense Motive check -- he and his lady love had a secret password, and the Sixth's failure to provide it makes Trelik more likely to suspect that this is a trick.

Magic: Given the range of bardic magical abilities, the Sixth has a number of potential ways to remove Trelik as a threat, all of which should be allowed to work if executed successfully. Examples include a planting a *suggestion* that Trelik fumble his attack, killing or disabling Trelik and taking his place with a *disguise self* spell, casting magic aura on Trelik's quarterstaff so that he is disqualified for attempting to bring a magical weapon into the ring, or even casting *modify memory* so that Trelik mistakenly rides out of town, thinking that the challenge is located several miles away. Given Trelik's standoffish attitude, Lord Gatha and the servants are unlikely to suspect that anything is amiss if Trelik disappears.

ARMSMASTER TRELIK

Male human monk 3/paladin 3
LG Medium Humanoid (human)
Init +3; **Senses** Perception +8

CR 6
2,400 XP

DEFENSE

AC 15, touch 12, flat-footed 15 (+3 Dex, +2 Wis)
hp 48 (3d8+6 plus 3d10+9)
Fort +10, **Ref** +9, **Will** +8 (+10 against spells from school of enchantment)
Defensive Abilities divine grace, divine health, evasion, still mind

OFFENSE

Spd 40 ft.
Melee masterwork quarterstaff +8 (1d6+3) or
Melee masterwork quarterstaff +7/+7 (1d6+3)
Special Attacks flurry of blows, smite evil 1/day

STATISTICS

Abilities Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 14
Base Atk +5; **CMB** +7; **CMD** 20
Feats Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Trip, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B
Skills Acrobatics +9, Climb +8, Diplomacy +8, Heal +8, Intimidate +8, Knowledge (nobility) +7, Ride +9, Sense Motive +8, Spellcraft +8
Languages Common, Elven
SQ aura of courage, aura of good, *detect evil*, lay on hands, maneuver training, mercy (fatigued)
Gear Letter from his beloved, masterwork quarter-staff, 100 gp

HOUSE GATHA'S GARDENS

The gardens of House Gatha are guarded by a pair of guardsmen. While they have been assigned and ordered to let no one enter the gardens, they are far from attentive. If the Sixth attempts to sneak past them with stealth or spells, the guards suffer a -4 penalty on their Perception checks due to the fact that they are making conversation and trying to alleviate their boredom. The Sixth will have a harder time talking his way past the guards, however. They will only let the Sixth pass if moved from Indifferent to Helpful via a Diplomacy check. The guards gain a +4 bonus on level checks to counter an Intimidate attempt and a +10 bonus on Sense Motive checks to counter Bluff attempts; they have been explicitly warned not to let anyone into the gardens.

Also note that the garden is by no means inaccessible. The main gate is merely the easiest way to get in. Scaling the 10-foot wall surrounding the gardens requires a Climb check DC 20, but there are no magical obstacles preventing the Sixth from entering the garden via such methods.

Lord Gatha's gardens contain an assortment of marvelous plants and sculptures, with beautiful winding paths that lead throughout the area. Though the garden is no more than three acres, the winding paths and arrangements of trees and hedges make it seem much larger. Some of the statues are beautiful renditions of classic lovers, while others are fearsome carvings of gargoyles and dragons.

A sound-based Perception check DC 20 reveals to the Sixth noticing an odd lack of sound coming from the northwestern corner of the garden. If the Sixth has trained to improve his hearing, he will notice the lack of echoes from the servants' shouts, the wrongness of the sound of the wind, and other tiny indications that something is magically silencing that corner of the gardens. When the Sixth approaches the tree in the northwest corner, he sees the following.

As you approach, you realize that the placement of hedges and hillocks made this area all but invisible from the main paths of the gardens. Now that you are closer to it, however, you can clearly see that a woman of perhaps fifty years, dressed in a tattered dress that was once quite fine and suitable for a noblewoman. She is chained to the oak tree and appears to be struggling to move. A half-eaten plate of food lies next to her.

A sight-based Perception check (DC 15) will reveal that the woman wears a ring emblazoned with Cavalier Cestrin's personal coat of arms, making it clear that she is Cestrin's wife, Jenya. If Jenya sees the Sixth, she will frantically try to speak, though the area around her is clearly silenced, preventing it. It is at this time that Lek and Zirt make their arrival.

Lek and Zirt: A pair of gargoyles have been sent to guard Jenya, Cavalier Cestrin's missing wife, who is imprisoned in the corner of the garden. They are bored and looking for sport, and have grown weary of simply slashing any intruders to ribbons. If they detect the Sixth near the tree, they will flit along the wall, hiding against the stonework to get as close to the Sixth as possible. They will then fly in to attack, using single claw attacks and Flyby Attack to slowly slash the Sixth to ribbons while taunting the Sixth with crude insults.

Lek and Zirt are neither clever nor tactically minded. They can easily be tricked into tactical mistakes with a Bluff check (and the GM may assess a -4 penalty on their Sense Motive checks against such bluffs if they have already

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delivered damage to the Sixth, since they are feeling confident and bloodthirsty). They also consider themselves clever in their taunts, and will divulge much more than they think they are divulging if the Sixth manages to hold a conversation with them during the combat.

SAMPLE DIALOGUE FOR LEK AND ZIRT

If the GM can manage a foul cockney accent, he is encouraged to do so.

Lek: Our mistress said we could kill anything that came in here. Too bad for you, little bleeder!

Zirt: You're gonna scream good when we eat you! We'll have to drag you to the tree, so the folks in the manor don't hear..."

Lek: You're not from the manor. Ain't wearing the colors.

Zirt: Good thing we got to 'im before the snake did.

Lek: Mistress said not to hurt the lady by the tree. She even makes us feed her. Been days since we've gotten to torture anything...

Zirt: Good thing this little songbird showed up, eh?

(If asked about their mistress)

Lek: Big sorceress, our mistress. Bigger'n you. Be even more powerful, soon, and we'll be guarding her right big house from enemies.

Zirt: Bet she's got lots of enemies... and that's lots of fun for us...

(If asked about "the snake")

Lek: Oh, yeah, the naga that lives behind their kitchen. Lucky beast, she gets all the good cuts. And the fools think she's a unicorn 'cause she knows a spell or two.

Zirt: Hey, maybe we're really pixies... (nasty laughter) Maybe I'll come sprinkle some pixie dust on you, then! (attacks)

(If asked about the woman)

Lek: Clever little witch, our mistress. Snatched her right off the street with her magics.

Zirt: And then hides her where Lord Stuff says his unicorn lives... (snicker) Anyone finds the woman, they blame Lord Stuff. Right smart, our mistress.

Lek: Oh, Zirt, you've told him too much. Now we have to kill him.

Zirt: Well, to be fair, we was gonna kill him anyway.

Lek: Point taken. (attacks)

LEK AND ZIRT

Male gargoyles

CE Monstrous Monstrous Humanoid (earth)

Init +6; **Senses** Darkvision 60 ft., Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +4

DR 10/magic

OFFENSE

Spd 40 ft., fly 60 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

TACTICS

During Combat Lek and Zirt will fight until one of the pair is brought down or both are reduced to one-third hit points

or fewer. At this point, they will flee, screeching that the mistress isn't worth dying for as they sail over the garden walls (possibly with one carrying the other).

STATISTICS

Abilities Str 15, Dex 14, Con 16, Int 6, Wis 11, Cha 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Stealth +11 (+17 in stony areas)

Languages Common, Terran

SQ freeze

SPECIAL ABILITIES

Freeze (Ex): Lek and Zirt can hold themselves so still they appear to be statues. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

LEK AND ZIRT: OTHER OPTIONS

Lek and Zirt can be dealt with in ways beyond physical combat if the Sixth is not a powerful melee combatant. Possible solutions that should be treated as full successes include:

Using *disguise self* to assume Lord Horin's form, if the

Sixth ascertains that she is actually their mistress. The gargoyles are scared enough of her that any Bluff check in which the Sixth pretends to be Lord Horin gains a +4 circumstance bonus.

Using illusions of bigger monsters to scare them away.

Using invisibility to bypass them completely.

A Diplomacy check (with the usual -10 penalty for making the check as a full-round action instead of a one-minute action, unless the Sixth can somehow delay the gargoyles long enough to make his point) to improve their attitude. Lek and Zirt actually have an attitude of Indifferent; they enjoy their work, and they enjoy hurting people, and this is the socially appropriate thing for them to do in this guardianship position. If moved to Friendly, they will accept a bribe of gemstones, gold (at least 100 gp each), or a minor magical item to leave the Sixth alone. If brought to Helpful, they will voluntarily cease their attack, telling the Sixth, "Aw, you're an okay sort, no harm done, right, mate? Guarding this biddy was getting dull, anyway," and flying off to better and more entertaining pursuits.

Upon closer examination of Jenya's situation, the chains are revealed to be copper links into which have been woven fine golden hairs. Tiny magical runes mark the chains as well. A DC 20 Knowledge (arcana) check will reveal that the hairs likely come from a lamia, a creature with innate powers of illusion, and that weaving these hairs into the chains has likely created the *silence* effect. The hairs can be easily cut free with 1d4 rounds of work with a small piercing weapon (a dagger is ideal), and once the hairs have been unwound from the chain, the *silence* effect ends. The chain itself has a hardness of 10 and 5 hit points. It can easily be targeted in such a way that spells or attacks hit the chain and not Jenya (striking the chains on the back of the tree, for example).

Note: As magical components, the remains of the copper chain and the lamia hair can be sold for a market price of 500 gp.

Once freed, Jenya will profusely thank the Sixth and ask for help returning to her husband, Cavalier Cestrin. She will eagerly share any information that might lead to justice

CR 4
1,200 XP

THE SIXTH CAVALIER (LEVEL 9-11 BARD)



LADY JENYA
LG Female human aristocrat 3
Init +0; **Senses** Perception +4

CR 1
400 XP

DEFENSE
AC 10, touch 10, flat-footed 10
hp 20 (3d8+3)
Fort +3, **Ref** +1, **Will** +2

OFFENSE
Spd 30 ft.
Melee unarmed +2 (1d3)

STATISTICS
Abilities Str 10, Dex 11, Con 10, Int 11, Wis 11, Cha 12
Base Atk +2; **CMB** +2; **CMD** 12
Feats Animal Affinity, Great Fortitude, Persuasive
Skills Appraise +5, Diplomacy +9, Handle Animal +7, Intimidate +7, Knowledge (local) +4, Knowledge (nobility) +6, Knowledge (religion) +5, Linguistics +4, Ride +7, Sense Motive +4
Languages Common, Elven

BEHIND THE KITCHEN

The area behind the kitchens holds only a barren yard that might once have been used as a second training ground or feasting area during the summer. It is now quiet and empty but for the enormous compost heap that sits in the middle of the yard. Flies buzz around the heap, and you clearly catch the stench of rotting meat.

against her captors. Unfortunately, she knows little: Her last free memory is of going for a walk and hearing the sound of spellcasting coming from an alley as she passed. Then her mind goes blank. Since her capture, she has only interacted with Lek and Zirt, and has existed entirely in silence. A servant stumbled across her in the gardens one night, but ran away upon seeing her.

"What's peculiar," Jenya notes, "is why someone would attempt to hide me in the open in a garden. If Lord Gatha is indeed my captor, and he has access to magic that can keep me silent, why not lock me in a basement or secret room inside, where I am less likely to be seen?"

If the Sixth has access to *modify memory*, he can cast it to help Jenya recall events more clearly. While her mind still goes blank, Jenya did begin to turn toward the alley, and she can clearly identify the voice of the spellcaster as a human woman. If she hears Lord Horin speak once *modify memory* has helped her remember events more clearly, she will be able to match the voice and level a damaging accusation.

Note: The Sixth may also opt to modify Jenya's memory instead of helping her recover it. Jenya could be made to remember seeing Lord Gatha and a black-robed warlock casting the spell that knocked her unconscious, for example...

Once Jenya is successfully returned to Cavalier Cestrin, the cavalier and Jenya are both extremely grateful. Cestrin is furious and ready to attack Lord Gatha, but will listen to suggestions that his wife or the Sixth offers. He is not stretched beyond reason and is enough of a man of politics to understand that Lord Gatha may have been framed -- but only if the Sixth brings up the possibility.

Cavalier Cestrin and Lady Jenya are not wealthy, but they do offer the Sixth a reward of 1,000 gp for his services.

A search (Perception DC 15) of the area around the compost heap or of the compost heap itself yields a poorly concealed secret passage. The passage is narrow, requiring a DC 25 Escape Artist check for a medium-sized creature to squeeze through. Small creatures do not need to make the check at all -- they can simply squeeze through the small tunnel. A DC 15 Knowledge (arcana) or Knowledge (dungeoneering) check will allow the Sixth to note that the garbage has been stripped of several common items that can be used for spell components -- meat with the bones removed, cobwebs with dead larva lying nearby, indicating that cocoons have been taken, and so forth. Combined with the tiny smooth tracks in the garbage that indicate the presence of some serpentine creature within, this check will confirm for the Sixth that a naga is nesting inside the compost heap.

The air is thick and rancid, and walls of garbage are held aloft by some thick, viscous substance smeared across the walls. The burrow is lit dimly by an eerie green light, and as you squeeze into the main burrow area itself, you see that the floor is irregular, with mounds of rotting meat and debris large enough to hide behind. You must be slightly underground, as the ceiling is high enough for you to stand without crouching. At the far end of the burrow, you catch the telltale gleam of light on metal.

Astalia, the naga who has enspelled the mind of Lord Gatha in order to rig the appointment makes her lair in this burrow. At her full strength, she might well defeat the Sixth in a fair fight, but fortunately, she has used most of her daily spells maintaining her unicorn form, and when the Sixth arrives, she has no 2nd level spells remaining.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

ASTALIA

Female spirit naga
CE Large Aberration

Init +5; **Senses** Darkvision 60 ft., Perception +22

DEFENSE

AC 23, touch 14, flat-footed 28 (+5 Dex, +9 natural, -1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +10, **Will** +10

OFFENSE

Spd 40 ft., swim 20 ft.

Space 10 ft. **Reach** 5 ft.

Melee bite +10 (2d6+6 plus poison)

Special Attacks Charming gaze

Spells Known (CL 7)

3rd (5/day) — *displacement*, *fireball* (DC 16)

2nd (7/day) — *cat's grace*, *invisibility*, *summon swarm*

1st (7/day) — *charm person* (DC 14), *cure light wounds*,
divine favor, *magic missile*, *shield of faith*

0 (6/day) — *cure minor wounds*, *daze* (DC 13), *detect magic*,
mage hand, *open/close*, *ray of frost*, *read magic*

TACTICS

Before Combat Astalia is most likely resting when the Sixth arrives, and is considered distracted (-8 to Perception checks). She is looking at a book, turning the pages with flicks of her tail, and can be approached if the Sixth succeeds at a Stealth check. If she does detect the Sixth, she will immediately attack, using what spells she has and moving close to use her charming gaze.

STATISTICS

Abilities Str 18, Dex 20, Con 21, Int 12, Wis 17, Cha 17

Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)

Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials^b, Lightning Reflexes, Skill Focus (Perception), Stealthy

CR 9
6,400 XP

Skills Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Spellcraft +11, Stealth +15, Swim +12

Languages Abyssal, Common

Gear *potion of spider climb*; *potion of truth*; arcane scroll with *mage armor* (CL1), *detect thoughts* (CL3), and *sleep* (CL1); arcane scroll with *spectral hand* (CL5), *acid arrow* (CL3), and *unseen servant* (CL1); divine scroll with *undetectable alignment* (CL3) and *call lightning* (CL5); silver circlet inlaid with gold and red tiger's eye stones (*circlet of persuasion*); small jade statuette (195 gp), 1,117 sp, 847 gp, 56 pp

SPECIAL ABILITIES

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based. If the Sixth is engaged in combat with Astalia, he gains a +4 on his save against the Charming Gaze.

Poison (Ex): Bite — injury, *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Spells: A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to the sorcerer. Cleric spells are considered arcane spells for the spirit naga.

TALKING WITH ASTALIA

Astalia will attack immediately, but if the Sixth is able to frustrate her attack or stay away from her, she may be open to talk. She is Hostile, immediately fearful of anyone who breaches her sanctuary. If moved to Indifferent, she is willing to negotiate, although she has no intention of ceasing her attempt to control the new Keyholder.

If convinced (either through proof or with a Bluff check) that the Five Cavaliers are aware of her presence and are going to attack her (or at least rule Lord Gatha ineligible) she will willingly leave. If defeated and captured, she will freely confess her actions if she believes it will save her life.

In the filth of the burrow, there is one spot of cleanliness, where Astalia has cleared away the garbage to create a little nest. It contains her gear, as well as the book she was reading.



Astalia's book proves to be a tome on the Keyholder position and the Appointment process. According to the book, the magical talisman protected by the Keyholder keeps a powerful demon imprisoned. Only a member of one of the four noble houses that can trace their ancestry back to the time of the demon's imprisonment can wield this talisman and keep the demon imprisoned. Judging by the pages where Astalia's venom dripped heaviest onto the margins, she planned to get Lord Gatha into the Keyholder position and then use him to free the demon.

Note: If the Sixth sits and waits long enough outside the kitchen, watching for a disturbance, he will see the garbage rustle heavily in the early afternoon as Astalia invisibly makes her way from her lair to Lord Gatha, where she will assume her unicorn form. If the Sixth has cast *see invisibility*, he will be able to see Astalia in her true form as she leaves her burrow.

THE BURNED ESTATES

House Vyar and House Duralis, are the two families whose estates have been badly damaged by fire. The members of the two households are both making the financial arrangements necessary to heal the wounded and rebuild sections damaged beyond repair. Neither house has a great deal of time to spend with a wandering minstrel (treat their initial attitudes as Unfriendly, although they are simply busy, tired, and distraught rather than actively rude to the Sixth).

Vyar and Durlais have both suffered previous losses. The fires destroyed most of their homes and fine goods, as well as killed several members of each household. Nonetheless, these two lords are proud and strong, and know that they will eventually recover from this disaster and see justice done. While not traditionally friendly, these events have made them allies, uniquely understanding of each other's pain.

Lord Vyar is a tall, regal woman with a sharp voice and an abrupt, businesslike manner. A classic aristocrat, she can be played as class-conscious and very tired but not evil or cruel. She often makes references to the old days, when nobility and courtliness really mattered, instead of the petty feuds that settle matters today.

Lord Duralis is a cleric of the god of righteous justice, and he considers himself a man of the people. Like Lord Gatha, he was popular among the townsfolk, although the shifter residents complained about his moralizing at times. With a strong troop of warriors and the backing of the local temple -- in addition to his own magical prowess -- he was considered a strong candidate for the Keyholder position until the fire destroyed his home and killed several of his servants and family members. He is polite, well-spoken, and well-versed in the ways of the court and the battlefield.

Should the Sixth offer to help, either by using his magical abilities to assist healing or repairs or by using his bardic music to support repair efforts (for example, using bardic performance to inspire competence among workers to accomplish their tasks more quickly), he will easily overcome their initial mistrust (+5 on the Sixth's Diplomacy check) and be welcomed into their ranks.

Unfortunately, neither house has complete information about the attack. Members of House Vyar knew nothing about the attack until it was underway -- although they are certain it was an attack. The area where the fire started has a clear blast pattern that makes it almost certain that a *fireball* or similar flame spell was used to start the blaze. If the Sixth visits the area and makes a successful Perception check DC 22 (or Intelligence check DC 15), he may note that the courtyard in

which the *fireball* landed was in plain sight of several windows and walkways, and the courtyard could not be seen from outside or from nearby buildings; whoever started the fire had to be in the courtyard or flying above it, and had to have some way of not being seen by the servants or household members who were awake at the time the fire started.

House Duralis, on the other hand, had their fire start in a storage shed, where a number of flour casks being stored for the winter served to create a good-sized explosion and fire. Anyone could easily set such a fire unobserved -- provided that they could enter Lord Duralis's estate, which is protected by wards against teleportation and entry via flight, and whose entrance is guarded by soldiers with helms that let them see invisible creatures. Lord Duralis, a cleric of the god of justice and righteousness, is justifiably proud of his defenses.

If the Sixth visits the guards in question and tests out their helms (there are only two, passed from guard to guard during changes in shifts), the guards will be able to see him -- the helms are functioning normally. However, a *detect magic* spell will reveal that the helms still bear a faint residue of abjuration magic, likely the result of multiple *dispel magic*s being cast to temporarily neutralize the helms. (As a spellcaster, the Sixth will likely know this information easily, but the GM may wish to assign a Knowledge (Arcana) check or Spellcraft check DC 10 to be certain.)

The guards, now extremely contrite, will talk readily with the Sixth and with Lord Duralis, and will note that on the night of the fire, there was only one visitor. A messenger from Lord Horin delivered a short note, but did not come inside -- the guards rang a bell to summon a servant, who opened the gate, took the message, and brought it inside. The guards will allow that someone might have entered invisibly while the gate was open, although they are of course nervous and afraid of being fired for this turn of events. A *modify memory* spell will let either guard remember clearly that the gate squeaked open farther than usual when they opened it for the servant, and the servant stumbled as though bumping into something he did not see. Later, the gate opened of its own accord, though the guards (who will not recall this incident unless specifically asked, or unless the *modify memory* spell is cast to help them remember) thought that it was because the servant had not latched the gate properly.

If the player gathers this information but does not know what to make of it, the GM may allow a Wisdom check DC 15 to offer additional clues -- or simply offer the likely answer, that the evidence points to Lord Horin or someone in her employ entering the grounds of each estate invisibly, bypassing the guards at Lord Duralis's estate by dispelling the magic of the helms temporarily, and then lighting the fire and escaping undetected during the chaos of the fire.

If the Sixth shares this information with either of the lords, they will be livid, but will confess that they cannot take the time to deal with that at the moment, given the state of their wounded. They will ask, however, that the Sixth inform the Five Cavaliers, and will offer their thanks. Currently all that they have to express their generosity.

LORD VYAR
LG Female human aristocrat 4
Init +2; **Senses** Perception +3

CR 3
800 XP

DEFENSE
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 33 (4d8+12)
Fort +2, **Ref** +2, **Will** +5

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

OFFENSE

Spd 30 ft.

Melee masterwork rapier +5 (1d6/18-20)

STATISTICS

Abilities Str 10, Dex 12, Con 12, Int 11, Wis 13, Cha 10

Base Atk +3; CMB +3; CMD 14

Feats Alertness, Weapon Focus (rapier), Toughness

Skills Diplomacy +6, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (religion) +6, Ride +7, Sense Motive +10

Languages Common

Gear chain shirt, masterwork rapier, 100 gp

LORD DURALIS

LG Male human cleric 7

Init +0; Senses Perception +3

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 63 (7d8+28)

Fort +8, Ref +2, Will +10

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee masterwork morningstar +7 (1d8+1)

Special Attacks channel positive energy, orisons

Domain Powers (Good/Nobility)

Inspiring word, touch of good

STATISTICS

Abilities Str 12, Dex 10, Con 16, Int 16, Wis 17, Cha 14

Base Atk +5; CMB +6; CMD 16

Feats Combat Expertise, Extra Turning, Iron Will, Leadership, Persuasive

Skills Diplomacy +13, Heal +11, Knowledge (history) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Linguistics +11, Sense Motive +11, Spellcraft +12

Languages Common, Celestial, Draconic, Dwarven, Elven, Giant, Goblin, Orc, Sylvan

Gear breast plate armor, masterwork morningstar, devine focus, 75 gp.

THE FIVE CAVALIERS

The Five Cavaliers are staying in well-appointed guest quarters at the town hall as guests of the mayor. They spend most of each day wandering the streets and talking with merchants, skilled laborers, and the common folk to get an impression of Houses Gatha and Horin. Each night, after dining with the mayor, they return to their rooms and discuss the Appointment among themselves. On rare nights, they will eat at Batarni's Tavern, talking with the people and occasionally letting slip their opinions as to which Lord is currently favored to win.

Cavalier Macorrin: As the First among the Cavaliers, Sir Macorrin holds no official power over the others, but is recognized as the moderator during discussions and is responsible for reporting to the king and passing on news from the king to the Five. As the First, Sir Macorrin will be the only cavalier aside from Cestrin who will be willing to talk at length with the Sixth. He has been informed that a Sixth will be arriving to assist as necessary, and while he does not know the Sixth's identity, he will quickly make the logical deduction and listen to what the Sixth has to say.

Macorrin should be played as polite, reserved, and dignified -- a man of principle attempting to walk the line between ethical ideals and political necessity. While he does not approve of all aspects of the Appointment process, he is determined to obey the rules laid out for him while choosing the best possible candidate for the position.

Cavalier Cestrin: As mentioned above, Sir Cestrin has been uncharacteristically partisan of late, backing Lord Gatha and getting into loud public arguments when potential arguments in favor of Lord Horin are made. While he will initially refuse to talk with the Sixth, mentioning his wife will quickly get him to listen.

Cestrin should be played as angry and partisan, with a very faint tinge of desperation. Ordinarily a moral and conscientious man, he is trying to keep his vows while trying to satisfy his wife's captors. He is still not sure how he will vote, but the shame of what he is doing has temporarily removed his paladinic abilities, and he alternates between shame and anger at his god for this.

Cavaliers Toris, Jalathi, and Dyrkin: The other three Cavaliers are not interested in talking with a simple minstrel about the Appointment process, fearful of gossip spreading through a minstrel's tunes. They are unlikely to spend any significant time talking with the Sixth.

ADVICE AND QUESTS FROM THE CAVALIERS

Because Cavalier Macorrin knows the true identity of the Sixth, he is initially Friendly and eager to offer assistance. Based on his own information, he will advise the Sixth to investigate both lords and see if he can work his way into the lower rooms of Batarni's tavern as that is rumored to be the source of most of the town's criminal activity and may offer more information.

Cavalier Cestrin, however, is initially Unfriendly. His wife has been threatened, and he is afraid to talk to anyone. Because of his unique situation, he is susceptible to Intimidation despite his paladin class. A DC 20 Intimidate check (threatening to expose his situation to the public, resulting in shame and expulsion for him) or a DC 25 Diplomacy check (with a +5 bonus if the Sixth already knows about Cestrin's problem and offers to help find Cestrin's wife) can move him to Friendly, at which point he will ask for any assistance the Sixth can provide. He only knows that his wife Jenya is gone, and that he has received a note with a lock of her hair saying that she will be returned safely when Lord Gatha is appointed Keyholder.

On a failure, Cavalier Cestrin demands that the Sixth leave -- he either does not trust the Sixth, or does not believe that the Sixth can help without bringing harm to Jenya.

THE APPOINTMENT PROCESS

From a gaming perspective, the appointment ultimately comes down to chance. Currently, the Cavaliers are undecided between Lord Gatha and Lord Horin. If the Sixth takes no action whatsoever to alter their perceptions, they will, the morning after the Challenge of Arms, make their decision. Lord Horin and Lord Gatha make opposed Diplomacy checks, with the Five Cavaliers sitting in judgment on the final day. The higher roll wins. Because the candidates have equal Diplomacy checks, the GM can ignore their modifiers and simply roll 1d20 for each of the candidates, plus any instance-specific bonuses.



If the Sixth brings information to Cavaliers Cestrin and Macorrin, however, he can alter the perceptions of the Five Cavaliers and make the outcome more likely to favor one candidate or the other. See below for various pieces of information and the modifiers they will place upon the Diplomacy checks used to determine the next Keyholder.

Note: When this information is offered, Macorrin will ask for corroborating evidence and as a matter of course, ask that the Sixth submit to a *discern lies* spell. He does not require physical proof, given that the Sixth is an unofficial representative of the king, but he must ensure that no one, not even the king's private operative, alters the result of the Appointment without justification. The save DC against the *discern lies* spell is 15.

INFORMATION, RESPONSE, RESULT

The numerical results are cumulative. If the Sixth reports that Astalia is a naga who was charming the townsfolk as well as Lord Gatha to get him appointed as keyholder to free a demon, the net result for that combination of information is (-1 -2 -4, +4) -3 -- still a penalty for Lord Gatha, but not as damning as presenting the evidence of Astalia without revealing that Lord Gatha was under the influence of her magic at the time.

Astalia is not really a unicorn: "This is not the first time that someone has misrepresented their followers in order to appear more righteous to the public. While not laudable, it is hardly cause for great concern. Thank you for bringing it to our attention, however." -1 for Lord Gatha

Astalia has been using mind-affecting magic to modify the minds of townsfolk: "This is indeed a serious charge. We shall investigate ourselves, and if true, would strongly hurt Lord Gatha's chance to become Keyholder. You have done the king a great service with this information." -2 for Lord Gatha

Astalia is actually a naga who was attempting to get Lord Gatha into the Keyholder position in order to free the demon that the Keyholder's artifact keeps imprisoned: "By the Lord of Justice! And we almost appointed him ourselves! I shall bring this information to the others, and I am certain that unless Lord Horin has some truly impressive skeletons in her closet, this will seal the Appointment for us." -4 for Lord Gatha

Astalia was controlling Lord Gatha with magic, and used the *Ring of the Vizier* to make her tampering undetectable. Lord Gatha was not in his right mind for much of the Appointment process: "This is an interesting revelation. While his failure to resist the creature's magic is a mark against him, we cannot hold him fully responsible for the actions of this vile creature. Thank you for bringing this to our attention. We will not wholly dismiss Lord Gatha from our thoughts, then." +4 for Lord Gatha

Lord Horin has been disrupting Lord Gatha's appearances with acts of vandalism and petty crime: "Unfortunately, this is hardly uncommon in today's political contests. While we suspected as much, we appreciate the information." -1 for Lord Horin

Lord Horin is responsible for the destruction of House Vyar and House Duralis: "This is a bitter pill to swallow. We had honestly hoped not to learn that one of the candidates had ordered this atrocity. It will weigh heavily against her." -4 for Lord Horin

Lord Horin is working with Batarni, who controls the criminal activity of Hubrimort: "This goes against much of what we look for in a Keyholder. While political savvy is respectable, contacts with the underworld are not." -2 for Lord Horin

Batarni is some form of subterranean monster who rules from under the tavern and believes that Lord Horin would be the better Keyholder for him: "While our charter does not include taking action against Batarni, we will certainly pass this information on to the mayor. To deal with a thief is one thing. To deal with an abomination such as you describe is... considerably worse." -4 for Lord Horin

Lord Horin has expressed anger at what she has had to do, but believes that she must do what she must to prevent Lord Gatha from coming to power (if the Sixth has told the Cavaliers about Astalia using mind-affecting magic, at a minimum): "While this does not excuse her actions, it certainly explains why she thought it necessary. We would hope she would not always be willing to make such unpleasant decisions, but cannot wholly fault her." +2 for Lord Horin (if she has penalties for behavior so far)

Cavalier Cestrin's wife was found imprisoned in Lord Gatha's gardens: "Great heavens! Cestrin, why did you not tell me of this? Ah, they told you they would... but of course. I understand. And your behavior makes more sense now. My dear man, if I had been paying proper attention, I could have... but no matter. It is done.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

She is safe. Thank you for your service. It shall not be forgotten... and neither shall Lord Gatha's attempts to sway the Five Cavaliers." -4 for Lord Gatha

Although Cestrin's wife was imprisoned on Lord Gatha's estate, the evidence indicates that it was actually Lord Horin who kidnapped her, trusting that she would be found before the appointment so as to discredit Lord Gatha: "A diabolical scheme, indeed. One might find solace in the fact that Horin clearly wished for Lady Jenya to be rescued, the better to report her capture and time in Lord Gatha's gardens... but this is cold comfort indeed. And I suspect that once the others learn this information, Lord Horin will find that her little ploy has turned against her." -6 for Lord Horin (and removal of penalty to Lord Gatha for Jenya being imprisoned in his gardens, if applicable)

The Challenge of Arms has occurred: No message is necessary here. This bonus is applied to the candidate whose champion was victorious in the Challenge of Arms, assuming that the contest was decided (and not declared invalid due to cheating). +5 for the victorious candidate

It is discovered (during the duel or after the fact) that one of the combatants was cheating in the Challenge of Arms, either by using a magical device or by receiving outside assistance: "We had been assured that the contest was being watched closely. How are we to make an informed judgment when such an open event can be won through trickery rather than skill? We have no choice but to discard it from our minds, leaving only the knowledge that Lord (appropriate name) cheated in order to win." cancellation of victor's bonus for winning the Challenge of Arms, if victor was the one cheating, and a -2 penalty for the cheater

INFLUENCING THE CAVALIERS

Macorrin and Cestrin are sympathetic to the Sixth's problems, but they are honor-bound to obey the laws and only act in accordance with what they know. If asked to simply take the Sixth's word for it and pick a specific candidate, they respond with the following.

"We understand your plight, comrade. You serve the king in your own fashion, under the rules he has given you. And we serve him in our own fashion, under the rules he has given us. Bring us proof, bring us facts, and we will weigh them with all the other evidence we possess. Yes, it is possible that information you yourself do not possess will cause us to decide that a candidate whose actions you detest is preferable to another whose actions you applaud. Neither candidate is perfect, not by any stretch of the imagination. But only one of the four ancient houses can become Keyholder, and a Keyholder must be found. So we serve as we must. Do what you can to work with us."

That said, the Cavaliers are by no means immune to Bluff attempts. Amulets given to them by the king make them immune to mind-affecting spells, but they can be bluffed like any person, and their innate trust of the Sixth gives him a +5 bonus on Bluff attempts against them. Assume that the Cavaliers have a +10 Sense Motive and Diplomacy skills. Given that they should never become involved in combat with the Sixth, they are not statted directly here.

TWO UNSUITABLE CANDIDATES

If the Sixth gives the Cavaliers enough information for both Lord Gatha and Lord Horin to take a penalty of -10 or worse on their Diplomacy checks, the Five Cavaliers will give voice to despair.

"This is intolerable. How can we, who pride ourselves on standards of justice and morality, judge which of these two candidates is less reprehensible than the other? We cannot! No choice absolves my conscience! No choice lets me ride from this town with my head held high, meeting the gaze of the townsfolk who entrusted their king, through us, with their care! We must choose, for there must be a Keyholder of the old blood, but how, damn it all?"

The Sixth can make several offers at this point:

The Sixth may suggest one of the lords whose estate was destroyed. While ordinarily they would no longer be in contention, these special circumstances may justify a reward from the king sufficient to pay for repairs and restoration of their manors. Either lord may be selected, although the Cavaliers will more easily accept Duralis as such a candidate. If this conversation occurs before the Challenge of Arms, the Sixth may talk with the lord in question and serve as champion for that house.

The Sixth may attempt to use his unique, intuitive ability with magical items to convince the Amulet of the Keyholder that the Sixth actually carries the blood of one of the ancient noble houses. This requires a DC 25 Use Magic Device check (to be handled after the Sixth is formally named Keyholder, after a speech in which the Cavaliers denounce both nobles and strip them of their titles, ordering their heirs to live better lives). The Sixth gains a +4 bonus on such a check if he can introduce blood from one of the noble families into his body, either by drinking, putting a bloodied dagger to a cut on his arm, or some other method. (This need not involve killing the victim -- many members of House Duralis and House Vyar have bloody bandages that need changing.)

The Sixth can volunteer to capture one of the nobles, convince them of the error of their ways, and order them to seek *Atonement* to be forgiven by the gods. In the case of Lord Gatha, his conversion will be simple, since he was under the influence of the naga's compulsion spells. Lord Horin, however, must be captured and faced with true knowledge of the consequences of her actions -- a DC 25 Diplomacy or Intimidate check -- before she will realize the error of her ways and accept *Atonement*. Cavalier Macorrin will gladly perform the ceremony (and pay the XP cost in Lord Horin's case) if the Sixth can convince one of the lords to atone for their wrongs.

THE CHALLENGE OF ARMS

The Challenge of Arms is set to take place a few days after the Sixth arrives in a special dueling yard laid out in the town square. All impediments are cleared, and a square measuring twenty feet on each side is roped off. The duel is set to take place at noon, and by midmorning, there is a crowd three people deep around the square, with the townsfolk eager to see the match. The northern edge of the square is occupied by a long table, at which sit Lords Horin and Gatha, the Five Cavaliers, and the dueling judge, a wizard who oversees the combat while using *detect magic* to ensure that no magical cheating occurs. Lord Gatha's unicorn, Astalia, is notably absent.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)



The rules of the Challenge of Arms are very simple. No magical equipment is permitted, and the combatants may not be under any sort of magical effect when the duel begins. Combatants are free to cast spells, but absolutely no magical interference from outside the square is allowed. If a combatant is found to have magic upon his person once he has entered the square but before time has been called, that combatant's house is automatically disqualified for having cheated.

If Armsmaster Trelik has been disabled or otherwise removed, and Lord Gatha did not have advance knowledge of the situation, then there is an embarrassing pause while everyone waits for Trelik to arrive. Eventually, the Cavaliers will note that because Trelik was selected several days ago, and no last-minute change of champion was submitted, House Gatha must forfeit the match. Lord Gatha will stalk from the square, fuming and shouting foul accusations at Lord Horin. Otherwise, Trelik appears, unarmored and bearing his masterwork quarterstaff.

The Sixth may decide to interfere in the Challenge of Arms in a few ways. If he has convinced the Cavaliers that both Lord Horin and Lord Gatha are unsuitable candidates and offers to serve as champion for Lord Duralis, the Sixth will fight the winner of the previous match, more than likely Armsmaster Trelik.

If the Sixth has volunteered to fight for Lord Horin, then he is led into the square as their champion. Sage Harkin, the dueling judge, will carefully look at the Sixth's equipment to ensure that no magical equipment is brought into the ring. Otherwise, Gervis is led in, wearing banded mail and using a longsword and shortsword. He appears visibly nervous as he looks from side to side.

However the Sixth is of course free to assist Trelik in the fight should he believe that Lord Gatha is the superior candidate.

GERVIS

CN Male half-orc warrior 3

Init +2; **Senses** Darkvision 60 ft., Perception +0

CR 2

600 XP

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 33 (3d10+12)

Fort +5, **Ref** +3, **Will** +1

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee masterwork longsword +6 (1d8+2/19-20) or

Melee masterwork longsword and shortsword +4/+3
(1d8+2/19-20 and 1d6+1/19-20)

STATISTICS

Abilities Str 15, Dex 15, Con 15, Int 10, Wis 10, Cha 10

Base Atk +3; **CMB** +5; **CMD** 17

Feats Toughness, Two-weapon fighting

Skills Climb +6, Intimidate +9, Ride +6, Swim +6

Languages Common, Orc

SQ Half-orc traits

Gear master longsword, short sword, banded mail

SAGE HARKIN

LN Male human wizard 3

Init +0; **Senses** Perception +0

CR 3

800 XP

DEFENSE

AC 10, touch 10, flat-footed 10

hp 19 (3d6+6)

Fort +2, **Ref** +1, **Will** +2

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6-1) or

Ranged touch +2

Special Attacks cantrips

Spells Prepared (CL3)

2nd — *see invisibility*

1st — *identify* (3)

0 — *detect magic* (2), *read magic*, *light*

STATISTICS

Abilities Str 9, Dex 10, Con 12, Int 13, Wis 10, Cha 11

Base Atk +1; **CMB** +0; **CMD** 10

Feats Eschew Materials, Extend Spell, Scribe Scroll^B, Skill

Focus [Knowledge (arcana)]

Skills Appraise +7, Knowledge (arcana) +8, Knowledge

(history) +5, Knowledge (local) +5, Knowledge (nature)

+5, Knowledge (religion) +5, Linguistics +7, Spellcraft +5

Languages Common, Draconic, Elven, Halfling, Goblin, Sylvan

SQ arcane bond (quarterstaff), *hand of the apprentice*

Gear quarterstaff, *potion of fox's cunning*, *wand of dispel magic*
(CL9, 45 charges), 15 gp

THE CHALLENGE INFORMATION

If the Sixth spends the morning before the Challenge asking around for information, he may gather the following with a Diplomacy check.

DC 10: Learn common and easy information, such as the location of the duel, the combatants expected to fight, and the normal rules. Sage Harkin, the dueling judge, can see all magical activity that occurs within the square, and can also see invisible creatures.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

DC 15: More detailed information about the dueling judge, Sage Harkin. Harkin is apparently not much of a wizard, but as the oldest and most respected learned man in town, he was the first one approached for the position. A vain man, Harkin hates to be seen as anything less than regal. It is thus possible that if his concentration were disrupted somehow, he would be too proud to cast *detect magic* again and admit that he had lost the spell.

DC 20: Individual townsfolk provide bits and pieces of information that provide useful tidbits about the town square. One vendor who usually has a booth where the square is now is concerned that the stakes he left in the ground could trip an unwary combatant, while another vendor complains about the glare from the temple dome when standing in a specific spot.

DC 25: A playful group of children are planning to watch the duel from above, and will share their information with the Sixth in his guise as a friendly minstrel. From the rooftop of the gem shop (which can be reached with a Climb check, DC 15), the children can get within twenty feet of the dueling square without being seen by their parents. Anyone watching while crouched on the rooftop can get extremely close to either the combatants or the dueling judge with enough cover to allow a Stealth check.

THE COMBAT

At noon, the Challenge is declared, and the two champions may begin their combat. The combatants start at opposite edges of the square, and neither combatant is considered flat-footed. From a rules standpoint, initiative may begin several rounds before the start of the duel, allowing combatants to use Combat Expertise, declare Dodge targets, or begin Raging, as applicable.

TACTICS

Unless his behavior has been changed due to interference from the Sixth, Armsmaster Trelik will start the combat with Combat Expertise engaged, and will continue to use Combat Expertise for the first three rounds of combat. If, by the end of the third round, Trelik has not taken significant damage (more than 10% of his total hit points), he will forgo Combat Expertise and begin Power Attacking. He will also start by making single attacks, but will use Flurry of Blows with his quarterstaff if he is striking regularly. If Trelik has taken multiple hits that total more than a quarter of his hit points, he will change tactics, and first attempt to disarm his opponent (using Flurry of Blows, with the first strike to disarm and the second strike to attack the fallen weapon, knocking it 4d6 feet in a random direction). If that fails, he will drop his quarterstaff and attempt to initiate a grapple to win the combat.

OPTIONS FOR THE SIXTH

If the Sixth is one of the combatants, he is free to use any available option (including obvious magical powers, such as *blink* or offensive attack spells), provided that he does not use magical items (or can successfully conceal the fact that he is doing so, either with Sleight of Hand checks or Bluff checks).

If the Sixth is watching the combat, he may attempt to interfere, but if Sage Harkin detects magical activity around either of the combatants without seeing them casting a spell or calling upon their deity, he will stop the fight and use his *wand of dispel magic* to remove any spells cast upon the combatants. Ideally, the Sixth will come up with a way to distract Harkin such that the judge is forced to make a Spellcheck check



(which he will most likely fail). The judge will then simply watch helplessly and pretend that he is still judging the fight, while in reality the Sixth is now free to interfere as much as he thinks necessary. The Sixth will also hopefully note that Sage Harkin has the ability to *see invisible* creatures unless the Sixth dispels his *see invisibility* spell. Possible tactics, and their ramifications, include:

Bardic Performance: While bardic performance is fairly obvious, most townsfolk will not differentiate between actual magical music and a simple encouraging battle hymn. If Sage Harkin does not have his *detect magic* spell in place, the Sixth can get away with this interference with no trouble.

Attack spells on Trelik: Spells like *daze monster*, *suggestion*, *crushing despair*, *slow*, or *dominate person* offer little in the way of direct evidence, unless a viewer is using *detect magic*. While townsfolk may hear the Sixth chanting, it is unlikely that they will connect the Sixth's quiet chant with Trelik's sudden fumbling or slowed reflexes. Unless Lord Gatha or Lord Horin succeeds at a Perception check (DC 25), neither will make a complaint or challenge to Sage Harkin.

More obvious spells, such as *grease*, *scare*, *hideous laughter*, or *hold person*, offer enough physical evidence of magical tampering that the lords are more likely to notice. They gain a +5 bonus on the Perception check. Spells that the entire crowd is likely to notice, such as *sound burst* or *rainbow pattern*, will automatically result in a challenge.

Beneficial spells on Gervis: Spells such as *bull's strength* or *cure serious wounds* are only effective at touch range, so unless the Sixth has some means of getting close to the combat (such as approaching invisibly), he will not be able to help in this way. However, spells such as *good hope* and *rage* can be cast at range, and will not be noticed.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

If the Sixth can approach invisibly to cast touch spells, Trelik receives a sound-based Perception check (DC 20) to pinpoint the location as within the square. If he does not beat DC 20, he cannot be certain that the voice is coming from within the square, given the yelling of the crowd during the fight.

Attacking Trelik: If the Sixth damages Trelik directly, either by attacking while using *greater invisibility* or by using ranged attacks, Trelik will immediately step back and raise his weapon over his head, signifying that he wishes to challenge the validity of the duel.

Gatha and Horin will only challenge spells that they notice that are working against their combatant. If a challenge is made, have Sage Harkin and the challenger make opposed Diplomacy checks during a series of back and forth exchanges along the lines of:

Gatha: Harkin, I saw that with my own eyes! How is it that you did not!

Harkin: How dare you, sir! You impugn my honor as judge of this duel!

Gatha: I do indeed, if you are too daft to notice this obvious interference!

Harkin: I warn you against breaking my concentration, lest you forfeit the duel!

Gatha: This duel is already invalid, based on what I have seen!

This exchange, which takes at least two rounds of combat time (during which both combatants will continue, unless they have a compelling reason to step back and try to stop the combat) gives the Sixth a chance to jump in, either shouting encouragement one way or chiming in with a bardic performance to sway the mood either for or against the challenge. If the challenge succeeds, Harkin will grudgingly stop the duel and re-cast *detect magic*. If the challenge fails, Harkin will hush the challenger and call for the fight to continue.

RESULTS

The fight continues until one of the combatants surrenders or is reduced to -1 hit points or fewer. At this point, temple priests rush in to stabilize the fallen combatant. Trelik will stop fighting once an opponent is unconscious, unless he has been previously tricked by Bluff checks that made him think his opponent was unconscious, in which case he will strike his fallen opponent for nonlethal damage. (Killing a fallen foe before the priests arrive is extremely poor form, but can be legally excused as occurring during the heat of battle.)

If Armsmaster Trelik is victorious, Lord Gatha will nod regally to Lord Horin and the judges and depart to the cheering of the crowd. Lord Horin will stalk off with barely contained fury, refusing to acknowledge Gatha or anyone else.

If Gervis (or the Sixth) is victorious, Lord Horin will pointedly smirk and make cutting remarks about House Gatha not being as mighty as they had believed. Lord Gatha will remain icily polite and will depart with Trelik in tow.

THE APPOINTMENT

On the day following the Challenge of Arms, the Five Cavaliers will gather in the town square to announce the new Keyholder. All five Cavaliers will attend the ceremony, as will the four Lords of Hubrimort and a bevy of merchants, minor town officials, and ordinary townsfolk. The Cavaliers sit in the judging stands, while Lord Gatha and Lord Horin stand in the center of the square.

Unless Cavalier Macorrin has told the Sixth what the decision is beforehand (which is unlikely, unless the Sixth has directly caused some special circumstance to occur), there is no way for the Sixth to know the decision before it is announced. The Five Cavaliers are warded against scrying as well as mental domination or eavesdropping. It will thus be as much a surprise to the Sixth as to everyone else.

The GM should make the roll secretly and then read from one of the following:

"For centuries, the king has appointed a Keyholder for this town, and one of Hubrimort's number has always come forward to bear that burden. We are grateful to the town mayor and to all the residents of the town for their hospitality while we delivered the king's decision in this important but difficult matter..."

For one of the two normal results (Gatha or Horin) read the following:

"This year has seen much turmoil, and you may all rest well assured that the king will keep a close eye on the town of Hubrimort to ensure that this choice was indeed the right one. Be that as it may, in the name of the king, we appoint Lord (appropriate name) as Keyholder for Hubrimort for a period not to exceed ten years..."

For an abnormal result read the below:

"The Keyholder must serve as a source of strength for Hubrimort and for the king, and both candidates have demonstrated their power. But that strength must also be tempered by virtue -- that power must serve the king, and the people, and the forces of law. It is the judgment of the king that neither Lord Horin nor Lord Gatha may properly serve as Keyholder. Instead, we choose (appropriate name), whose actions have demonstrated the strength and virtue that the king requires for this position..."

EPILOGUE

Cavalier Macorrin will gratefully thank The Sixth for all of his help in electing the new Keyholder and offer him a few rounds of beer and some hours of conversation now that the appointment is over. Unless the Sixth has further business in Hubrimort, he can walk out quietly, just as he walked in, with no one the wiser that he was there on the king's business.

That's the life for the Sixth Cavalier!

Read the following text box to close the adventure:

The town appears to be settling back to normalcy. The scorchmarks and ropes have been cleared away from the square, and merchants are doing business again. While you hear some townsfolk discussing the Appointment, most are talking about the weather, the price of goods, and whether anyone will be performing at Batarni's that evening. For all their excitement, for all the terror and corruption you saw, the townsfolk seem content to let matters rest now that it is over, confident that the nobles will take care of their own business.

If only they knew...

REWARDS

If the player intends to continue using the Sixth, the GM may award XP as appropriate. The following list shows possible rewards for different accomplishments outside of simply defeating opponents in combat.

THE SIXTH CAVALIER (LEVEL 9-11 BARD)



CHALLENGE OF ARMS

Defeating Armsmaster Treluk: 750, whether accomplished overtly or surreptitiously

Defeating Gervis: 0

Finding a way around Sage Harkin's defenses: 750

Tricking the Cavaliers and the crowd (losing the match on purpose, stopping a challenge, etc.): 375

THE BURNED ESTATES

Rendering aid and winning over the houses: 375

Deducing Lord Horin was responsible for the attacks: 750

BATARNI'S TAVERN

Getting downstairs: 750, or 375 if via brute force

Getting inside the equipment chests: 375

Getting past the illusory wall and Chaos Beast Guard: 750 without getting into combat

Getting into Batarni's true lair: 750

Getting useful information from Batarni: 750

LORD GATHA'S ESTATE

Entering estate successfully: 750, or 375 if alarm was raised

Gathering information: 375 if achieved DC 25 or higher

Getting into Gatha's study, accessing desk and cabinet: 375

Persuading Lord Gatha not to attack or call guards: 750

Freeing Lord Gatha from Astalia's power: 750

Manipulating, drugging, or otherwise altering the performance of Armsmaster Treluk: 375

Freeing Lady Jenya: 375

Determining that Lord Horin was actually responsible for Jenya's kidnapping: 750

LORD HORIN'S ESTATE

Being accepted into Lord Horin's service: 375

THE FIVE CAVALIERS

Convincing Cavaliers to choose desired outcome: 1,500 (GM should judge whether player wanted Lord Gatha or Lord Horin (or neither) to win)

FUTURE PLOT HOOKS

If the player wishes, the Sixth Cavalier can always go on further missions to serve the king with discretion and skill. Possible further adventure ideas include:

The Rebellion: A duke has raised his standard against the king, and his forces are powerful enough to make for an ugly civil war. Only the Sixth can infiltrate the rebellious duke's army and use lies, spells, and a few well-placed strikes to defeat the army from within.

The Courtship of Her Grace: A marriage between the king's much-younger brother and a noblewoman from a neighboring country will give the kingdom a strong ally in tricky political times, but the king doesn't trust the courtship to proceed without complications. The Sixth must accompany the delegation and ensure that neither political nor monstrous enemies can prevent the happy union.

SAMPLE PCS

RULTHA BALANDA

CR 10

CG male human bard 10

Init +2; Senses Perception +10

DEFENSE

AC 23, touch 14, flat-footed 21 (+2 natural, +4 armor, +2 Dex, +3 enhancement, +2 deflection)

hp 68 (10d8+20)

Fort +4, Ref +9, Will +7

Defensive Ability well-versed

OFFENSE

Spd 30 ft.

Melee +2 rapier of frost +12/+7 (1d6+4 plus 1d6 cold/18-20)

Ranged +1 shortbow +10/+5 (1d6+2/x3)

Special Attacks cantrips, bardic performance (26 rounds/day) (countersong, distraction, fascinate, inspire courage +2, inspire competence +3, suggestion, dirge of doom, inspire greatness), cantrips

THE SIXTH CAVALIER (LEVEL 9-11 BARD)

Spells Known (daily casting 2/4/5/6)

- 4th—*greater invisibility*, *modify memory* (DC 18)
- 3rd—*charm monster* (DC17), *displacement*, *haste*, *see invisibility*
- 2nd—*cure moderate wounds*, *detect thoughts*, *heroism*, *silence*, *tongues*
- 1st—*alarm*, *comprehend languages*, *expeditious retreat*, *grease* (DC 15), *sleep*
- 0—*detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*

STATISTICS

Abilities Str 14, Dex 14, Con 12, Int 16, Wis 10, Cha 18

Base Atk +7; **CMB** +9; **CMD** 21

Feats Combat Reflexes, Dodge, Mobility, Toughness, Spring Attack, Weapon Focus (rapier)

Skills Acrobatics +11, Appraise +8, Climb +11, Diplomacy +10, Escape Artist +11, Knowledge (arcana) +10, Knowledge (history) +16, Knowledge (nobility) +9, Perform (comedy) +17, Perform (dance) +17, Perform (string) +17, Sense Motive +14, Sleight of Hand +10, Spellcraft +13, Stealth +17, Use Magic Device +14

Language Common, Dwarven, Elven

SQ bardic knowledge, jack-of-all-trades, lore master 1/day, versatile performance (Comedy, Dance, String)

Gear *Amulet of natural armor* +2, *boots of elvenkind*, *cloak of elvenkind*, *dust of disappearance*, *glamered mithral shirt armor* +3, *potion of cat's grace*, 3 *potions of cure serious wounds*, 4 *potions of cure moderate wounds*, *potion of invisibility*, +2 *rapier of frost*, *ring of protection* +2, +1 *shortbow*, arrows (20), backpack, bedroll, fine lute, 2 rations, rope (silk), 5 sunrods, 150 gp, five 10 gp gems

SPECIAL ABILITIES

Bardic Knowledge: Rultha gained 1 bonus skill point at first level to place in Knowledge (history) and an additional skill point every time he gains a level. In addition, Rultha adds 1/2 his level (minimum 1) to all Knowledge skill checks and may make such checks untrained.

Bardic Performance: Up to 26 rounds per day, Rultha can use his Perform skill to produce magical effects on those around him (usually including himself, if desired).

Some abilities can only be used with a specific type of Perform. Starting a bardic performance effect is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Rultha cannot have more than one bardic performance in effect at one time.

Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances as language dependent. A deaf bard has a 20% chance to fail when attempting to use bardic performance using Perform (comedy or string).

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use bardic performance using Perform (dance). If he fails either of

these checks, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Cantrips (Sp): Rultha Balanda knows 6 cantrips. He can cast these spells at will as a spell-like ability. Cantrips are treated like any other spell cast by the bard in terms of duration and other variables based on level.

Jack-of-All-Trades (Ex): Rultha Balanda can use any skill, even if the skill normally requires him to be trained.

Lore Master (Ex): Rultha Balanda becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. Rultha can choose not to take 10 and can instead roll normally. In addition, once per day, Rultha can take 20 on any Knowledge skill check as a standard action. He can use this ability once per day.

Versatile Performance (Ex): Rultha can use his bonus in Perform (comedy) in Bluff and Intimidate checks, Perform (dance) in Acrobatics and Fly checks, and Perform (string) in Bluff and Diplomacy checks.

Well-Versed (Ex): Rultha Balanda becomes resistant to the bardic performance of others. Rultha gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

ERVAN FINDAL

CR 10

NG male human rogue 10

CG Medium Humanoid (human)

Init +3; **Senses** Perception +11

DEFENSE

AC 24, touch 15, flat-footed 22 (+2 natural, +4 armor, +3 Dex, +3 enhancement, +2 deflection)

hp 68 (10d8+20)

Fort +4, **Ref** +10, **Will** +5

Defensive Abilities evasion, improved uncanny dodge, slippery mind, trap sense +3, uncanny dodge

OFFENSE

Spd 30 ft.

Melee +2 *rapier of frost* +13/+8 (1d6+3 plus 1d6 cold/18-20) or **Ranged** +2 *shortbow* +12/+7 (1d6+2/x3)

Melee +2 *rapier of frost* +13 (1d6+3 plus 1d6 cold/18-20) or **Ranged** +2 *shortbow* +12/ (1d6+2/x3)

Special Attacks bleeding attack, sneak attack +5d6

STATISTICS

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Dodge, Iron Will, Mobility, Weapon Finesse, Weapon Focus (rapier)

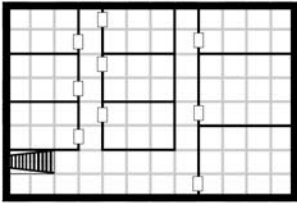
Skills Acrobatics +15, Appraise +10, Bluff +14, Climb +11, Diplomacy +16, Disable Device +16, Disguise +9, Escape Artist +14, Linguistics +8, Perform (singing) +10, Perform (acrobatics) +10, Sense Motive +11, Sleight of Hand +11, Stealth +15, Swim +9, and Use Magic Device +16

Languages Common, Dwarven, Elven, Infernal, Orc, Sylvan

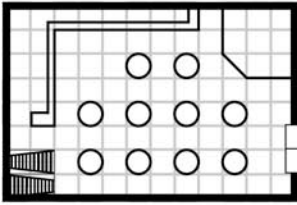
SQ fast stealth, quick disable, resiliency, rogue crawl, trapfinding

Gear arrows (20), *amulet of natural armor* +2, backpack, *boots of elvenkind*, *cat's grace potion*, *cloak of elvenkind*, *cure moderate wounds poitions* (4), *cure serious wounds potion* (3), *glamered mithral shirt armor* +3, *handy haversack*, *hat of disguise*, *invisibility potion*, +2 *rapier of frost*, 2 rations, *ring of protection* +2, rope (silk), +2 *shortbow*, 5 sunrods, thieves' tools (masterwork), 150 gp

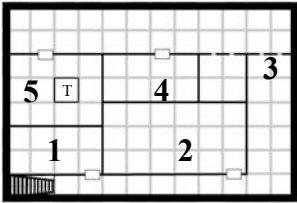
Batarni's Tavern



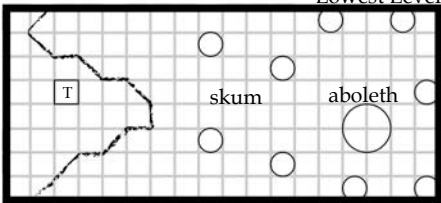
Upper Floor



Ground Floor

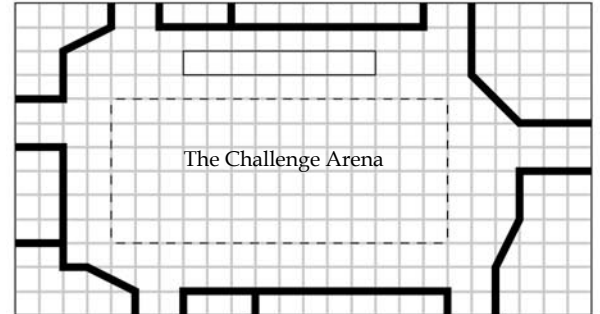
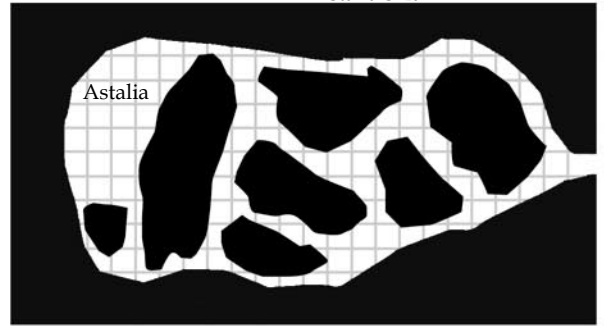


Lower Floor

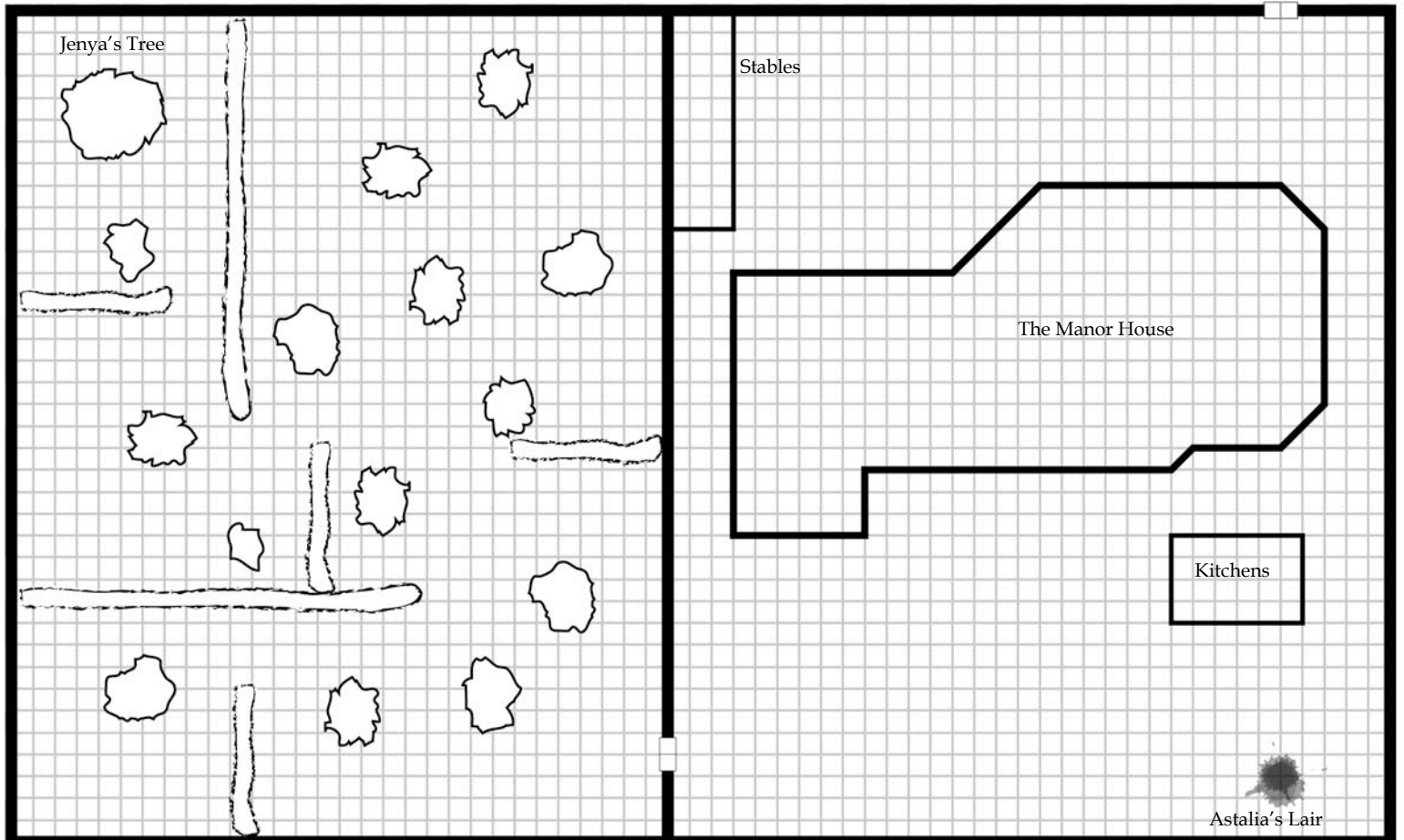


Lowest Level

Astalia's Lair



Lord Gatha's Estate



ONE ON ONE ADVENTURES #5

VALE OF THE SEPULCHER

BY SUZI YEE

AN ADVENTURE FOR ONE CLERIC LEVEL 9-11



Something is amiss in the remote mountain town of Zuria. The head priest has not filed a report in months, and traders following the winding road into the high-altitude valley do not find their way back home. The Church of Palnor, benefactor and watchers of the Tomb of Kings, are greatly concerned. Can the PC discover what has happened in this isolated mountain town before events turn disastrous?

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)

ADVENTURE SYNOPSIS

Something is amiss in the remote mountain town of Zuria. The head priest has not filed a report in months, and traders following the winding road into the high-altitude valley do not find their way back home. The Church of Palnor, benefactor and watchers of the Tomb of Kings, are greatly concerned. They have sent the PC to investigate the matter, giving him a wide latitude within the parameters of faith to discover what has happened and to contain problems.

INTEGRATING THE ADVENTURE

This adventure is designed for 1 Game Master and 1 player, cleric level 9-11. The PC may be a cleric from the Church of Palnor, a cleric of a sympathetic cause or church, or a hired professional cleric that "solves problems." There is a sample PC provided, and it is highly recommended that the PC be a cleric that chooses to channel positive energy rather than channel negative energy. While a background is provided, this adventure can take place in any world, so long as the city is in a remote area in the mountains. Vale of the Sepulcher is episode-based, where places, events, and creatures are presented with options for PC interaction, depending on the choices the PC makes.

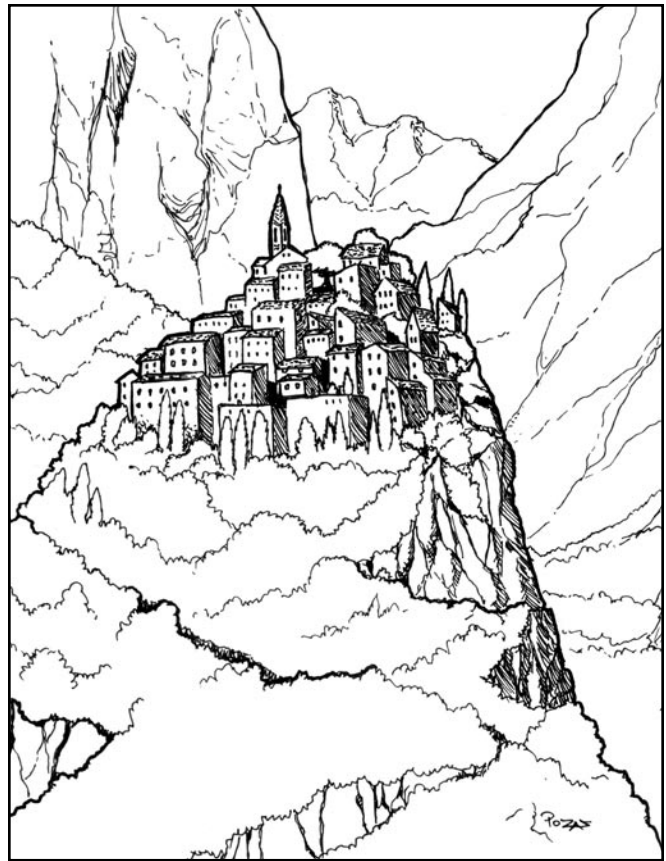
THE TOMB OF KINGS AND ZURIA

An ancient civilization once ruled these remote peaks, a civilization that has long since faded from memory. They chose this sacred vale to hold their fallen elite deep within the mountain. While eternal kings lay in their eternal sleep, treachery from within brought this civilization down to its knees. A budding master of the planes who had a penchant for the dark arts went deep into the earth, conducting experiments that tested the very boundaries between realms. During one such experiment, the wizard opened a doorway into the Abyss.

In a cruel irony, the doorway deep within the Tomb of Kings opened into an Abyssal graveyard in whose heart stood a massive, ebon crystal column radiating malicious, unholy power. The dark energy flowed through the sepulcher, returning life to things that should no longer be. One by one, the rulers of the kingdom rose from death, and in their evil rebirth, cut down the descendents of their once-realm. The mountain fell fallow, and monstrous events of the past became little more than horror stories whispered on cold blustery evenings around the hearth.

Until one day, when the Church of Palnor entered the realm and saw it sullied by the grip of undeath. The church began a regimen of cleansing until they found the true source of evil deep within the earth. Unable to close the doorway into the Abyss, the Church of Palnor magically created a white crystal radiating positive energy, mirroring and countering the negative energy emanating from the ebon crystal of the Abyss. The white crystal pierced through the upper layers of the sepulcher, and its domed top soars through the roof of the church. The church also placed protective runes on the entrances of the sepulcher's top levels, the most powerful ward on the stairwell leading beyond the white crystal, warding off undead creatures.

The priests of Palnor then founded the town of Zuria in the high-altitude valley. The settlement grew as people saw the power of Palnor and the safety Zuria offered. This haven in the heart of the mountains became a prospering town while the priests of Palnor keep close watch on the Tomb of Kings.



Today, the Church of Palnor sits in the heart of Zuria, and its radiant crystal gives the small town a permanent soft glow. Zuria is covered in soft light even on moonless nights. Most of the buildings are made of wood due to the verdant valley below, although important structures are often plastered or made of stone. There are 1,300 inhabitants in Zuria, and the much of the town's population revolves around the operation of the church.

THE CHURCH OF PALNOR

Palnor, the god of light, is neutral good. His titles are the Bringer of Light, the Argent Defender, and to those who violate his will, the Searing Dawn. Palnor stands for that which is good and protects all from evil forces. His domains are Good, Healing, Protection, and Sun. His favored weapon is the morningstar. His holy symbol is a depiction of the sun or a dome of light.

STORY ARC FOR THE GM

The Church of Palnor had all its bases covered until a new creature pierced through the ward: the abyssal wight. Although it looks undead, it is actually aligned with the Abyss and technically an outsider.

On one of his cleaning ventures, Father Nichols was ambushed by the abyssal wight deep in the sepulcher. After draining Father Nichols' life force, the abyssal wight corrupted this servant of Palnor with its abyssal touch, aligning Father Nichols with the Abyss. After his transformation, Father Nichols discovered three things. First, the white crystal repels him with its holy energy, and he is incapable of coming within 200 feet of the crystal. Second, to his surprise (and the abyssal wight's), undead formed by the ebon crystal can no longer hurt him. Third, the ebon crystal speaks to him telepathically, making its wishes known and supplying certain information.

Father Nichols delved deeper into the sepulcher, fearing he was trapped in the tomb. Fortunately, Harold the Addled inadvertently left Father Nichols the path to the surface, bypassing the white crystal and all the wards. Now Father Nichols has a new mission. He wants to join the ebon crystal and the white crystal in an unholy rite and turn the white crystal into an ebon crystal, opening the gateway to the abyssal graveyard and bringing life to unlife.

Zuria is home to 1,300 souls, and Father Nichols is uncertain how many souls he needs to complete his unholy ritual. He thought he would have enough when he loosed a barghest upon the unsuspecting populace. Unfortunately, Father Nichols did not realize the barghest fed on souls, and all those souls did not enter the ebon crystal as he planned. Having lost favor with the fallen father, the now greater barghest is hiding in the city, fleeing the undead minions who serve the ebon crystal and its new agent. After the barghest's slaughter, the undead in the city have regrouped in the eastern section, centered upon the Silvery Moon Inn. Father Nichols' created undead have been keeping traders at bay and refugees from informing the outside world.

Despite being short on souls, Father Nichols managed to capture a pure creature who will serve as the final sacrifice to the ebon crystal—a unicorn magically caged in the basement of the Silvery Moon Inn. Now all he needs is the instrument of sacrifice, the Dagger of Juren, buried deep in the sepulcher. Upon investigation, Father Nichols now believes the dagger is in Harold the Addled's possession, but how do you steal a dagger from a master thief, even if he is insane?

BACKGROUND FOR THE PC

The adventure begins in a village in the foothills of the mountains. Zuria is six days travel from the village, and the village is equipped with basic supplies for travelers. Before embarking into the mountains, the PC will have some background knowledge concerning the Tomb of Kings and Zuria.

- Zuria is a Small Town situated in a remote area in the mountains.
- The town of Zuria was founded by the Church of Palnor in one of its expansionistic phases.
- The Church of Palnor in Zuria sits on the Tomb of Kings, a vast sepulcher that was the root of an undead infestation in the past.
- There is a massive magical crystal around which the church in Zuria was built. It radiates positive energy and a soft white glow.
- Due to the massive size and magical nature, the white crystal disrupts the normal functioning of certain spells, especially higher level spells and spells that transport objects, people, and information. Any spell 6th level of higher simply does not function within five miles of the crystal. Any spell transporting knowledge, people, or objects (*dimension door*, *sending*, *teleport*, etc.) does not function properly within five miles of the crystal. If a caster tries to cast such spells within five miles of the crystal, the spell simply fizzles and the spell slot is spent. Effects of such spells stop working when the recipient of the spell enters within five miles of the white crystal of Palnor.

- Father Nichols, the head priest of the church in Zuria, has not filed a report in months.
- Recent supply trains headed toward Zuria have gone missing, and communications from Zuria have ceased altogether.

TRAVELING TO ZURIA

Assuming the PC is traveling by horse, it takes him six days of travel to reach Zuria. If the PC does not have a steed of his own, the Church of Palnor will requisition a heavy horse for him. If the PC decides to travel by foot, the journey will take 10 days. Much of mountain travel is navigating up and down on curved switchbacks that wind and writhe along the rocky slopes. If the PC decides to use magic to expedite travel, keep in mind the nature of the crystal and the lay of the terrain. Although the area of magical interference is only a five mile radius from the crystal, that is roughly a day's travel on foot to leave the area of magical interference due to the terrain.

AMBUSH OUTSIDE OF ZURIA

When the PC is within a day's travel from Zuria, he will be ambushed. Father Nichols has been creating undead with the aid of the ebon crystal's negative energy. These undead have been ambushing travelers heading out and toward Zuria for sport with a little guidance from Father Nichols.

The winding road takes another curve, bringing you higher up the mountain. You chance a look over the ledge and see the patches of the sprawling landscape below through the clouds and fog rising up from the valley. The path ahead levels as you make your way around massive rock, and your nostrils fill with the familiar stench of unnatural death.

The PC can smell the ghosts from around the corner and is therefore not considered surprised. The road is 10 feet wide. To the left and right are cliffs requiring a DC 20 Climb Skill check to scale. When the combat begins, the ghouls and ghosts are 40 feet away from the PC. The ghouls are the first wave of attackers, closely followed by the ghosts.

GHoul (16)

CE Medium Undead

Init +2; **Senses** Darkvision 60 ft., Perception +7

CR 1

400 XP

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, undead traits

OFFENSE

Spd 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attack paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Stealth +7, Swim +3

Languages Common

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)



SPECIAL ABILITIES

Disease (Su): *Ghoul Fever*: Bite — injury, save Fort DC 12, onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

GHAST (4)

CE Medium Undead

Init +2; **Senses** Darkvision 60 ft., Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2, undead traits

OFFENSE

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attack paralysis (1d4+1 rounds, DC 15, affects elves); stench (10-foot radius, Fort DC 15 negates, sickend for 1d6+4 minutes)

STATISTICS

Abilities Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Stealth +9, Swim +5

Languages Common

SPECIAL ABILITIES

Disease (Su): *Ghoul Fever*: Bite — injury, save Fort DC 14, onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

TREASURE

Beyond the ambush point is the ghouls' stash of treasures, sundries the ghouls kept after the bodies of the newly dead were delivered to Father Nichols. A DC 15 Perception check draws the PC's attention to an indentation in the rock's face behind one of the crates. Read the following text when the PC rounds the corner of the ambush.

You find a collection of four crates, the sort used for shipping bulk goods. Each one is roughly four feet long, two feet wide, and two feet high. The lids are torn, and their contents have been tossed and handled, no doubt sorted by the foul ghouls in order of importance.

There is a crate of grains and dried foodstuffs (25 gp), a crate of rotting fresh fruit and vegetables, and a crate with three bolts of fine linen (50 gp a bolt) and a bolt of red silk (300 gp). The final crate is filled with gems, coins, decorative pieces, and other shiny objects valuing 500 gp. Within a small carved niche is a gold ring (50 gp) and a string of pearls (2,000 gp). If the PC rummages through the crate of rotting vegetation, he will find various papers and journals from travelers and merchants, including a discarded holy symbol of Palnor.

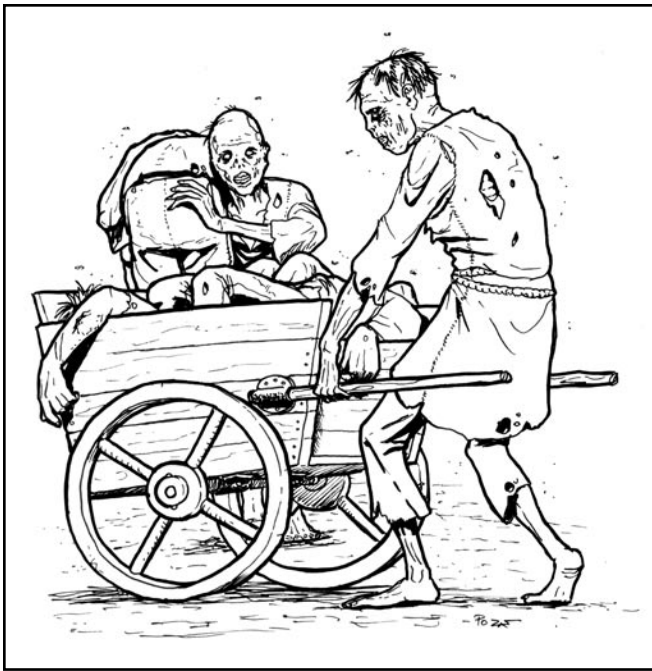
ENTERING ZURIA

Read the text below as the PC enters Zuria.

The streets of Zuria are barren, and debris dancing in the wind is all that stirs. Many houses bear the signs of fear and violence with boarded shutters and busted doors. However, there are no bodies on the streets. The gleaming dome of the church casts a glow across the city, but in the gloom of the empty streets, you only seem to catch the shadow it casts in the narrow alleyways. Nearby, the squeak of slow wheels breaks the silence.

One street over from the PC are the sweepers, two human zombies whose job is to collect the dead from the streets and bring them into the Silvery Moon Inn. Being mere zombies, they hardly impose much of a threat to a well-armed group of citizens, much less the PC. In fact, the citizens of Zuria began attacking and destroying the zombie pair, but another pair of zombies always took their place. After a few such run-ins, the survivors simply stayed clear of the sweepers. The sweepers' orders are to collect bodies, not to be heroes. They retreat to the inn and let the beefier undead handle the riff raff.

If the PC decides to follow the sweepers to see where they go, the sweepers head to the Silvery Moon Inn with their cart of bodies.



THE SWEEPERS (2)

Human zombies

NE Medium Undead

Init +0; Senses Darkvision 60 ft., Perception +0

CR 1/2

200 XP

DEFENSE

AC 12, touch 10, flat-footed 11 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref -1, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Spd 30 ft. (can't run)

Melee Slam +4 melee (1d6+4)

STATISTICS

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

SQ staggered

WANDERING ENCOUNTERS IN ZURIA

While the PC wanders the city, there is a chance he may encounter undead and characters from the storyline.

1d20	Creature
1-3	1d4 zombies
4-6	1d4 ghouls
7-9	ghast
10-11	ghast +1d4 ghouls
12-13	leather head
14-15	black skeleton
16	leather head + black skeleton
17	Kargol
18	Harold the Addled
19-20	None

Zombies: 12 hp, AC 12; see *Entering Zuria*

Ghouls: 13hp, AC 14; see *Ambush Outside of Zuria*

Ghast: 17 hp, AC 18; see *Ambush Outside of Zuria*

Leather Head: 37 hp, AC 18; see *Silvery Moon Inn*

Black Skeleton: 39 hp, AC20; see *Silvery Moon Inn*

Kargol: 85 hp, AC 20; see *Kargol, Greater Barghest*

Harold the Addled: 112 hp, AC18; see *Harold the Addled*

THE CHURCH

Read the following text when the PC goes to the church.

The church is in the western side of town, resting regally on an elevated hill. The white dome gleams, emitting a holy light amongst the dark tenor of current times. You feel the gaze of the survivors huddled in the church, pressing their faces to the windows of the upper stories, watching your arrival.

The Church of Palmor is the last refuge for the survivors in Zuria. The refugees have barricaded the front door, so it will take some time for them to clear a path for the PC. Beyond the front doors is an entryway 20 feet deep and 30 feet wide, where the white crystal pierces both stories of the church. The main sanctuary is 30 feet wide and 50 feet deep with an altar on the wall farthest from the front door. Most of the refugees have settled in the main sanctuary, clearing almost all of the furniture to make makeshift encampments. The kitchen and other utility rooms are also on the first floor behind the main sanctuary, as well as the living quarters for the other employees of the church, including Father Roman's room. There is an obvious trapdoor in the corner of the kitchen leading into the cellar, where the dwindling food supplies lay.

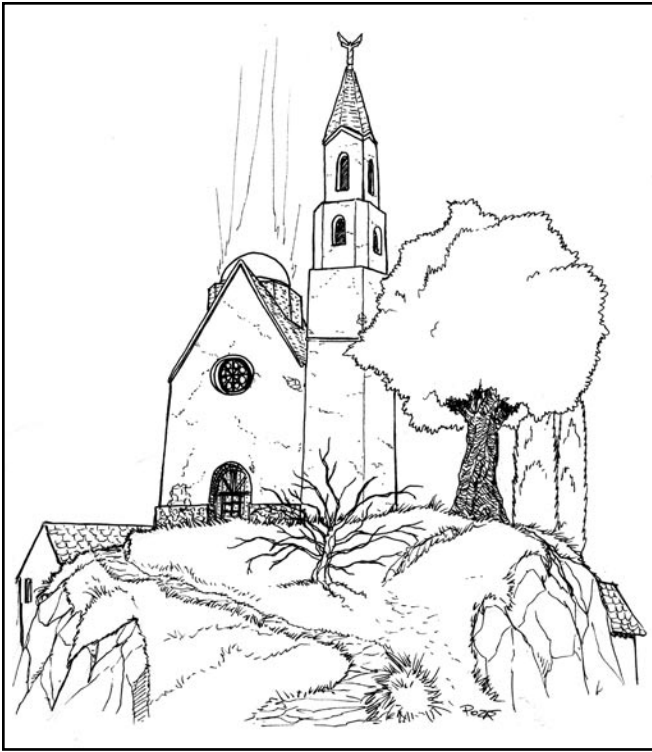
There are stairwells that lead to the second floor from the front entryway and from a hallway behind the kitchen. The second floor is composed of the library in the front of the building and Father Nichols' quarters and study in the back of the building. The library and study are linked by a sturdy wooden door, but one can only enter the living quarters through the study. The stairwell in the entryway leads to the library, and the stairwell in the kitchen leads to Father Nichols' study.

The library is 30 feet wide and 50 feet deep. It holds religious texts, historical writings, technical manuscripts, and other works of specialized knowledge. The glow of the crystal gives plenty of light for reading, and there is also a large circular window in the front of the library that overlooks the front of the church.

Father Nichols' study is modest and clean. The room is 15 feet by 15 feet with a small window, bookshelves, a desk, and chairs for visitors. The study has a door leading to his living quarters, another room 15 feet by 15 feet. There are more comforts in the father's living quarters. The bed is next to a small window with a chest at the end. Pictures and ornaments hang from the wall, and there are a few books on the nightstand beside his bed.

Adjacent to the main building is the bell tower, linked by a locked wooden door from the entryway. The lower stories are storage rooms, while the bell keeper lives below the large bell. On the bottom floor of the tower is a trapdoor that leads into the basement. The trapdoor is easy to see and does not require a skill check to spot. The white crystal pierces the basement, and there are a few bodies interred in the basement (per Father Roman's orders). A set of warded stairs descends into the first level of the Tomb of Kings.

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)



INFORMATION

Besides refugees, three acolytes and some lay employees remain at the church. They are all willing to talk to the PC, but prefer to do so in private to prevent unrest and despair among the refugees. All the employees confirm that Father Nichols went missing 4 months ago, and Father Roman went looking for him in the sepulcher. Father Roman left a month after that, but has not returned since. Shortly after Father Roman left, there was a massacre. A lupine creature swept through the city, killing and devouring people's very souls. Those that survived boarded their homes, but then the undead came. The last citizens of Zuria fled to the church, and that was three months ago. Food stores are running low and people's tempers are short.

Talking to Bradic the eldest acolyte, sheds more light on the situation. Father Nichols was on a routine cleansing of the sepulcher; sometimes negative energy leaks through and creates undead which the church periodically cleans out. Father Roman, the second-in-command went into the sepulcher to look for Father Nichols. Father Roman was shaken when he returned to the surface, issuing a string of orders. No one was allowed in the sepulcher until further notice, and the acolytes should inter all new dead in the basement of the church (on hallowed ground). Before Father Roman left, he confided in Bradic, telling the acolyte that there is something in the sepulcher that they could not take alone. He sent a messenger, but grew suspicious when weeks passed without reply or aid. Father Roman was leaving to get help, and until he returns, Bradic must keep order and make sure no one goes deep into the sepulcher. If the PC found the discarded holy symbol of Palnor at the ambush site, Bradic will confirm that it was once Father Roman's.

If the PC looks in Father Nichols' office, he finds nothing out of the ordinary: an unfinished letter to his sister on his desk, books on church history and history of the vale, and decanters of spirits. In Father Nichols' living quarters, the PC also finds nothing of note: a painting of Father Nichols with the head of the Church of Palnor, a calendar hanging on the

wall, personal belongings in the closet and the chest at the foot of the bed. Among the books on the nightstand is a journal, mostly concerning personal reflection and daily minutia. The PC does realize that he is not the first person that has gone through Father Nichols' things, but Father Roman admits as much in his journal of things that came after his discovery of the abyssal wight.

If the PC looks in Father Roman's room, he will find a journal. The early entries detail mundane life at the church, but looking through the later entries, the PC will find a description of the abyssal wight as well as the fact that Father Roman discovered the creature on the seventh level of the sepulcher.

Read the following text if the PC looks through Father Roman's journal.

I saw it as I stood on the stairwell leading to the seventh level. The creature was trying to pass through the final ward to beyond the white crystal's light. The creature looks like a wight; its leathery skin pulled taut over exposed, protruding bones and a malevolent gleam in its eyes. However, this is no mere wight. With all the unholy appearance of the undead, it seemed greater, with a more imposing presence. Horns protrude from his head, and there is something more evil in his eyes than a simple hatred of life and desire to devour it. When I captured its attention, it came at me and I fled. Right before I reached the stairs to the fifth level, I heard a scream most horrid and wretched pierce through the sepulcher, but I dare not stop running until I reached the surface.

The library is a large repository of information lit by the warm glow of the crystal; translucent barriers soften its stark white light. The PC can use the library to research about the white crystal, the ebon crystal, the dagger of Juren, and the history of the vale and the ancient civilization that once ruled these peaks. Depending on how much time the PC spends researching a given topic, below is what he discovers in the library.

After three hours, the PC knows the general history behind the area (see *The Tomb of Kings and Zuria*). After a day of research, he learns more about the ebon crystal and the white crystal. The white crystal pierces through the first seven levels of the sepulcher. While the white crystal radiates positive energy to counteract the effects of the ebon crystal, it generates other side-effects. It repels undead creatures, making it impossible to enter the area 200 ft. from the white crystal. It also powers the wards located at the stairs between each level, with the final and strongest ward separating the seventh level from the area beyond the white crystal's glow. Little is known in scholarship about the ebon crystal except that it resides in the Abyss, radiates negative energy, and creates undead beings. The energy of the white and ebon crystal essentially creates static or white noise that interferes with magic (both divine and arcane spells). Any spell 6th level of higher simply does not function within five miles of the crystal. Any spell transporting knowledge, people, or objects (*dimension door*, *sending*, *teleport*, etc.) does not function properly within five miles of the crystal. If a caster tries to cast such spells within five miles of the crystal, the spell simply fizzles and the spell slot is spent. Effects of such spells stop working when the recipient of the spell enters within five miles of the crystal.

One of the artifacts used in the creation of the white crystal is the dagger of Juren, a gold gilded dagger carried by one of the great rulers that rests in the Tomb of Kings. If the PC wants to discover more information about the dagger of Juren, he must spend another full day of research. After that time,

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)

the PC discovers that the dagger of Juren was the weapon of the last undead king laid to rest by the Church of Palnor in the great cleansing. The ritual of creating the white crystal and sealing the wards cursed the weapon, causing those that touch or wield the weapon to go insane. After its role in the creation of the white crystal, the dagger was hidden deep in the Tomb of Kings. The PC also finds a drawing of the dagger.

Besides the library, the PC may also decide to cast *commune* and ask his god for information. His deity knows any of the information from the library, and any of the information known to Alia, Kargol, and Harold the Addled. He knows that Father Nichols has been changed and no longer serves Palnor, but he can be saved. He also knows that the abyssal wight is not from the material plane.

BRADIC

NG Male human cleric 2

Init +0; **Senses** Perception +2

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 18 (2d8+6)

Fort +5, **Ref** +2, **Will** +5

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork morningstar +1 (1d8-1) or

Ranged light crossbow +2 (1d8/19-20);

Special Attack Channel positive energy, orisons, spells

Spells Prepared (CL2)

1st—*bless water, cure light wounds* (x2)*, *detect undead*

0—*create water* (x3), *purify food and drink*

Domain Powers (Healing/Sun)

Rebuke death, sun's blessing

STATISTICS

Abilities Str 8, Dex 10, Con 14, Int 12, Wis 15, Cha 13

Base Atk +1; **CMB** +0; **CMD** 10

Feats Extra Turning, Lightening Reflexes

Skills Diplomacy +6, Heal +6, Knowledge (religion) +5,

Sense Motive +6, Spellcraft +6

Languages Common, Goblin

Gear Bolts (20), *cure light wounds* potion (2), *cure moderate wounds* potion, half-plate (masterwork), heavy steel shield (masterwork), holy symbol, holy water (3), light crossbow, morningstar (masterwork), 5 10-gp gems, 1 50-gp gem, 25 gp, 50 sp, 100 cp

ACOLYTE (2)

NG Male human cleric 1

Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +6 armor, +1 shield)

hp 11 (1d8+3)

Fort +4, **Ref** +3, **Will** +4

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork morningstar +0 (1d8-1) or

Ranged light crossbow +1 (1d8/19-20);

Special Attack Channel positive energy, orisons, spells

Spells Prepared (CL1)

1st—*bless water, cure light wounds, sanctuary**

0—*create water* (x2), *purify food and drink*

Domain Powers (Healing/Protection)

Rebuke death, resistant touch

STATISTICS

Abilities Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12

Base Atk +0; **CMB** -1; **CMD** 10

Feats Extra Turning, Lightening Reflexes

Skills Diplomacy +5, Heal +6, Knowledge (religion) +4,

Spellcraft +4

Languages Common

Gear Bolts (20), chainmail (masterwork), *cure light wounds* potion, holy symbol, holy water, light crossbow, light wooden shield, morningstar (masterwork), 3 10-gp gems, 15 gp, 30 sp, 50 cp

CR 2

600 XP

SILVERY MOON INN

Nestled in the eastern section of the city, the Silvery Moon Inn has become undead central. There are two black skeletons standing guard in front of the Silvery Moon Inn. Read the following text when the PC can see them.

Two skeletons black as night stand guard in front of the Silvery Moon's front door. Their ebony bones are sleek and polished to gleam. Their hands end in sharpened claws, each carrying a short sword. One turns his head as they talk to each other, and the piercing red light from their eye sockets send chills down your spine.

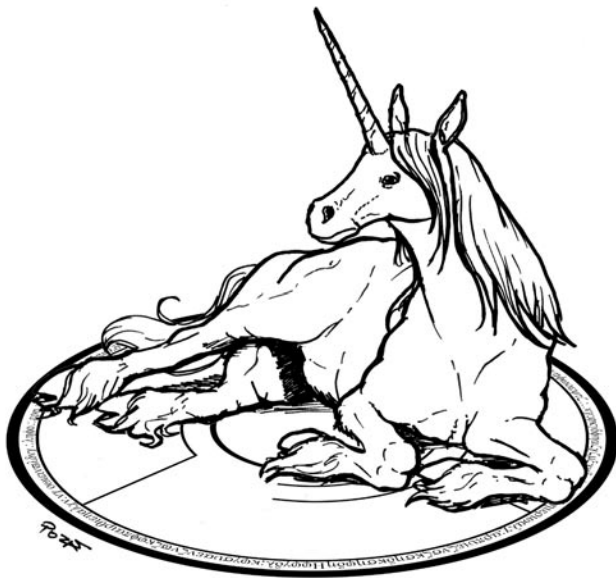
Besides the front entrance, there is a kitchen entrance in the back. While there is no guard standing watch on the kitchen entrance, the door is locked (Disable Device DC 20; good wooden door: hardness 5, hp 15, break DC 18). The ground floor is the bar (20 ft. by 30 ft.) with the kitchen in the back of the building. A flight of stairs leads upstairs to private meeting rooms and sleeping quarters, which are empty. The kitchen is 20 ft. by 10 ft. with a flight of stairs leads down into the basement.

In the bar, there are 16 ghouls and 4 ghouls milling about and waiting for orders. They will investigate if they hear the kitchen door banged open. If they hear combat in the front of the inn, they will retreat to the basement to secure the captured unicorn, positioning themselves in front of the leather heads. If they hear combat from the basement, they will enter the basement on the third round of combat. If there is fighting in the bar and the black skeletons have not been dealt with, the black skeletons will enter from the front on the second round of combat.

The basement is 20 feet wide and 30 feet long. The trapdoor leading into the smuggler's tunnel (level 10 of the Tomb of Kings) is in the farthest right-hand corner from the stairs. The trapdoor is typically hidden, but since Father Nichols has been using the smuggler's tunnel to cart dead bodies down and bring undead to the surface, the trapdoor is in plain view (although closed).

Read the following text when the PC first enters the basement, either through the smuggler's tunnel entrance or through the kitchen.

In the center of the spacious basement is a resplendent unicorn, surrounded by a magical circle. A spark of hope brightens her saddened violet eyes as she catches your entrance. "Quick, holy water!" she shouts to you, but your eyes focus on the leathery heads flying your direction, a black light shooting from their eyes.



The circle is made of crushed pieces of the ebon crystal with mercury-brushed runes. The circle imprisons the unicorn as well as contains her *magic circle against evil* ability and suppresses any teleportation magic. Pouring holy water on the shards of the ebon crystal will break the circle in a veil of smoke. The PC need not pour holy water around the entire circle to break the effects.

The unicorn's guards are heads of the dead brought back to life with the ebon crystal's malignant power. Fully-intact dead bodies are sometimes hard to come by, and the ebon crystal works with what it is given. The skin pulls over the bones as the flesh desiccates, and their eyes open, black as night and sparkling with intelligence. Their ears extend from the side of their heads and flap furiously. Father Nichols has taken to calling them "leather heads."

If the PC frees the unicorn, she will help in the fight. Alia will offer her services to the PC until the abominations are laid to rest. She can give the PC the following pieces of information.

- Undead are coming to the surface through the trapdoor.
- A male human covered in boils and scars captured her in the forest outside of Zuria and bound her in the magic circle three months ago.
- Alia knows that she was being kept alive as a final sacrifice for some master plan.

BLACK SKELETON (2)

CE Medium Undead

Init +4; **Senses** Darkvision 60 ft., Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 39 (6d8+12)

Fort +2, **Ref** +6, **Will** +5

Defensive Abilities undead traits; **DR** 10/bludgeoning and good

OFFENSE

Spd 40 ft.

Melee 2 short swords +8 (1d6, 19-20/x2 plus 1d3 Str damage)

Melee 2 claws +7 (1d4 plus 1d3 Str damage)

CR 5

1,600 XP

LEATHER HEAD (2)

CE Tiny Undead

Init +6; **Senses** Darkvision 60 ft., Perception +11

DEFENSE

AC 18, touch 18, flat-footed 12 (+6 Dex, +2 size)

hp 37 (5d8+15)

Fort +1, **Ref** +7, **Will** +5

Defensive Abilities channel resistance +2, undead traits

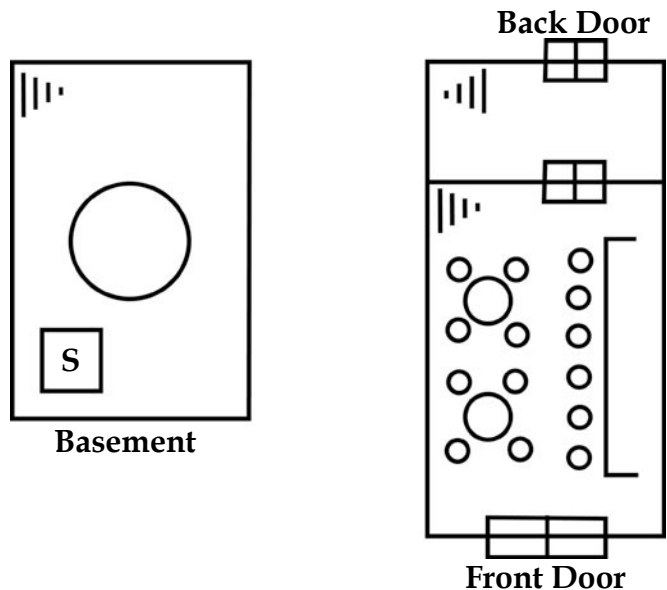
OFFENSE

Spd 40 ft. fly (perfect)

Ranged touch Ray of ebon light +10 (1d4+2 negative energy)

Space 2 1/2 ft.; **Reach** 0 ft.

SILVERY MOON INN MAP



Special Attacks frightful presence, strength damage (Fort DC 15, affects good creatures)

STATISTICS

Abilities Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14

Base Atk +4; **CMB** +4; **CMD** 18

Feats Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +10, Climb +9, Escape Artist +10, Stealth +13

Languages Common

Gear two shortswords; when they are killed, the malignant red pin-prick eyes lose their glow and become 2 rubies worth 1,000 gp each.

SPECIAL ABILITIES

Frightful Presence (Ex): The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 15 Will save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Feats: Because of the black skeleton's magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

CR 2

600 XP

STATISTICS

Abilities Str 3, Dex 22, Con —, Int 12, Wis 13, Cha 16
Base Atk +3; **CMB** -3; **CMD** 10
Feats Alertness, Point Blank Shot
Skills Escape Artist +11, Fly +14, Stealth +22
Languages Abyssal, Common

SPECIAL ABILITIES

Ray of Ebon Light (Su): Leather heads attack by shooting rays of black light from their eyes. They do 1d4 +2 points of negative energy damage. Leather heads can also use this attack to heal undead, but they must roll a hit.

Ghouls (12): 13hp, AC 14; see *Ambush Outside of Zuria*

Ghast (3): 17 hp, AC 18; see *Ambush Outside of Zuria*

ALIA

Female Unicorn

CG Large Magical Beast

Init +3; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +10

Aura magic circle against evil (suppressed by the circle of ebon shards)

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size; +2 deflection vs. evil)

hp 34 (4d10+12)

Fort +7, **Ref** +7, **Will** +6; +2 resistance vs. evil

Immune charm, compulsion, poison

OFFENSE

Spd 60 ft.

Melee gore +8 (1d8+4) and 2 hooves +5 (1d3+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+8)

Spell-Like Abilities (CL 9th)

At will — *detect evil* (as a free action), *light*

3/day — *cure light wounds*

1/day — *cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison* (DC 21)

STATISTICS

Abilities Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24

Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Stealth +8, Survival +7 (+10 in forests)

Languages Common, Sylvan

SQ magic strike, wild empathy +17

SPECIAL ABILITIES

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Magical Strike (Ex): A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Ex): This works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

KARGOL, GREATER BARGHEST

Kargol was captured long ago and placed into stasis as an unwilling tomb guardian. For centuries, Kargol remained tomb guardian until the abyssal-touched Father Nichols wandered deep into the sepulcher. Sensing opportunity, Father Nichols spoke with the barghest and struck a deal.

In exchange for killing the people of Zuria, Father Nichols was supposed to send Kargol home. Although he did not kill everyone in Zuria, through his feasting Kargol is now a greater barghest. Father Nichols was furious that Kargol devoured the souls of his victim, and Kargol was equally upset when he found out that Father Nichols does not have the ability to send him back to the Infernal Planes.

While Father Nichols has ordered his undead to kill the greater barghest, Kargol is hiding from Father Nichols and his undead minions in a game of hide and seek. Kargol has deliberately stayed in Zuria and refrained from slaughtering those in the church. In his new forms, he cannot infiltrate another city, so he stays in Zuria, hoping to exchange information (and his willing self-restraint) for a ticket home from whomever the church ends up sending to take care of this problem. Kargol and Harold the Addled have a tacit agreement that the undead are a common enemy. They give each other a wide breadth, but do not give each other away in front of the undead.

While the PC is studying in the church library, read the following text.

A loud bellowing from outside disrupts your study. A fierce fight begins as you look out the nearby open window to investigate. A whirl of claws and a snapping maw break against a skeleton whose bones are polished black. Swarming through the streets are hordes of ghouls, drawn by the sounds of combat. The strange goblin-wolf hybrid turns to toward the church. His eyes glow burnt orange as he stares up at you and gives a desperate yell in Common. "Sanctuary!"

Like Harold, Kargol hides in the streets of Zuria and knows of the PC's entry, the first in months. Kargol is not pleased about being trapped on the Material Plane, and he is not fond of Father Nichols for trying to use him as a tool for an Abyssal crystal. Kargol heads to the church to work out a deal with the PC: information for a dismissal home. Unfortunately, he attracted a black skeleton and more undead minions are on their way. Kargol will wait 3 rounds in combat for the PC to respond, either by yelling back or attacking the undead. After that time, Kargol will shape change into a dire wolf and make a run for it (base speed 50 ft.) casting his luck among the maze-like streets.

If the PC decides to hunt down Kargol before investigating at the church or try to capture Kargol after this encounter, the greater barghest will try to bargain information for a dismissal home. If the PC does not spend a significant amount of time in the library, he can also encounter Kargol on the streets of Zuria. If the PC does not look like he's willing to make a deal, Kargol will remind the PC that he could have entered the church and slaughtered everyone at any time. He will also give a piece of information for free to entice the PC into making a deal.

Here are the things the greater barghest knows:

- Father Nichols is no longer an agent of Palnor. In fact, he is behind the barghest's slaughter and the undead infestation.

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)



- Father Nichols had him attack the town, but Kargol really just wants to go home.
- Father Nichols uses a passage that connects the basement of Silvery Moon Inn to the Tomb of Kings beyond the white crystal's glow.
- The Silvery Moon Inn is guarded by 2 black skeletons. Inside are lesser undead, mostly ghouls and ghosts.
- Father Nichols wants to open a doorway with some ritual that requires souls, the life of a pure creature, and some special dagger.
- Father Nichols captured a unicorn and keeps it hostage in the basement of Silvery Moon Inn, guarded by flying undead heads that shoot rays of negative energy.
- Kargol heard Father Nichols mumble something about needing a special dagger to complete the ritual, but he doesn't know if Father Nichols has since acquired it.

KARGOL

Male Greater Barghest

LE Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)

Init +6; Senses Darkvision 60 ft., Perception +16

CR 7

3,200 XP

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, Ref +10, Will +10

DR 10/magic

OFFENSE

Spd 40 ft.

Melee bite +14 (1d8+6, 2 claws +15 (1d6+6))

Space 10 ft.; Reach 5 ft.

Spell-Like Abilities (CL 9th)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16),
dimension door, *mass bull's strength*, *mass enlarge*

STATISTICS

Abilities Str 23, Dex 15, Con 19, Int 18, Wis 18, Cha 18

Base Atk +9; CMB +16; CMD 28 (32 vs. trip)

Feats Combat Casting, Combat Reflexes, Improved Initiative,
Great Fortitude, Lightning Reflexes

Skills Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16,
Intimidate +16, Sense Motive +16, Stealth +10, Survival
+16, Swim +15

Languages Common, Infernal, Goblin, Worg

SQ change shape (goblin or wolf, *polymorph*)

Black Skeleton (2): 39 hp, AC20; see *Silvery Moon Inn*

HAROLD THE ADDLED

Harold the Addled was once a master thief who is now quite mad. He used the smuggler's tunnel from the basement of the Silvery Moon Inn to enter the Tomb of Kings beyond the glow of the white crystal. He made a tidy living robbing from the dead until he ventured too far and burgled the wrong tomb.

Harold thought he struck gold when he saw the *dagger of Juren* in the tomb. Little did he know of its history, power, and curse. Harold has been insane for quite some time. He left his armor, weapons, and other valuables in the tomb, and emerged with the *dagger of Juren* hidden in his possession. Harold now wanders Zuria as an insane vagrant and occasionally raids the tomb to pay for his basic existence. Harold is not cruel or dangerous, merely good-natured and insane. He wears rags, a worn cloak and boots, and a dull copper ring, keeping the dagger hidden in his layers of rags.

The PC will likely meet Harold before entering the eastern part of the city (where the Silvery Moon Inn is located). When he meets Harold, read the following text.

You hear a giggle come out of the wall, and a voice sings softly, "east's for the beasties. I wouldn't go east unless the sweeper puts me in the wagon." A figure peels off the wall, revealing a shabbily dressed character whose eyes gleam with benign madness. "No, no," the figure chides. "It's the church for you."

Harold is the only one crazy enough to wander the streets with a greater barghest and hordes of undead loose. As such, he is an excellent source of information for the PC. Getting Harold to talk is not a problem, however understanding what he says is a different matter. Whenever the PC would make a Diplomacy check to gather information, instead have him make a Wisdom check (initial DC 12) to make sense of Harold's ramblings and rhymes. The more the PC talks to Harold, the more Harold thinks the PC is on the same page. As a result, his dialogue delves deeper into madness, and the DC of the Wisdom check increases by +1 each time the PC tries to talk to Harold (regardless of success or failure of the last check). Given enough time (8 hours of rest), Harold calms down to his normal insanity, and DC of the Wisdom check resets. If the PC tries to get violent with Harold, he will run away and hide, something Harold is very good at.

Harold generally answers the PCs questions, but if the PC is stuck in the plot, Harold can volunteer a hint or piece of useful information in his insane ramblings.

- There was a monster that entered the city and killed many people. During the attack, undead spilled into the city and have since taken hold of the Silvery Moon Inn.
- The city has been cut off from the outside for three months.
- There have been groups of people that tried to leave Zuria, but no help has come to help.
- No one has seen Father Nichols in months.
- People say the Tomb of Kings is stirring again.
- Harold can give general information about the creatures roaming the city (existence, numbers, and patterns).

- There is a smuggler's tunnel from the basement of the Silvery Moon Inn that leads deep into the Tomb of Kings.
- The undead are looking for Harold. He knows it. "Scabby" is looking for him. Him and the "wolfie."
- "Scabby" leads the undead creatures. He goes in and out through the smuggler's tunnel. He's covered in boils and scars, and he gives Harold the creeps. Scabby goes deep into the tombs and talks to the black rock.
- Wolfie is the creature that killed all those people in town, but now he is hiding from Scabby too. Harold and Wolfie don't get along, but they don't give each other away to the undead.

If the PC knows about the *dagger of Juren* and knows that it is in Harold's possession, he can try to persuade Harold to put the dagger on the giant white crystal with a successful DC 20 Diplomacy check, patiently explaining that the white crystal needs to "borrow" the dagger so it can fight the black rock that is causing bad things to happen. If the PC fails in his attempt, he can pursue the issue further, but the each time he tries to persuade Harold, the DC increases by +1. If the PC brings Harold his lost possessions from the Juren's tomb, he gets a +5 circumstantial bonus to his Diplomacy check.

HAROLD THE ADDLED

CG male human rogue 15

Init +8; Senses Perception +15

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 deflection)

hp 112 (15d8+45)

Fort +7, Ref +13, Will +7

Defensive Abilities evasion, improved evasion, improved uncanny dodge, slippery mind, trap sense +5, uncanny dodge

OFFENSE

Spd 30 ft.

Melee *Dagger of Juren* +22/+17/+12 (1d4+1 plus 1d6 electricity/19-20)

Special Attacks roge talents (bleeding attack, slow reactions), sneak attack +8d6

STATISTICS

Abilities Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 12

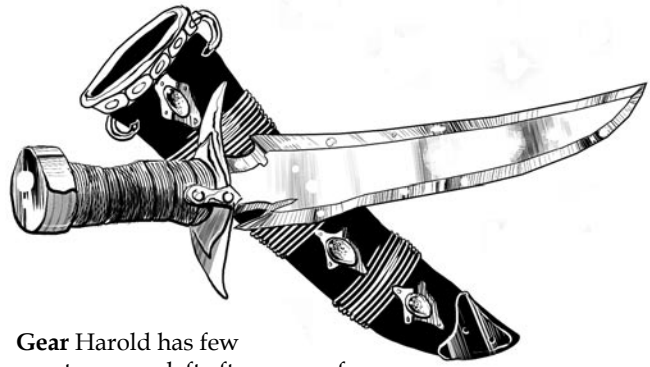
Base Atk +11; **CMB** +12; **CMD** 26

Feats Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +20, Appraise +10, Bluff +15, Climb +15, Diplomacy +9, Disable Device +22, Disguise +14, Escape Artist +17, Intimidate +11, Knowledge (dungeoneering) +9, Knowledge (local) +9, Linguistics +9, Sense Motive (Wis)+14, Sleight of Hand +22, Stealth +22, Swim +9, and Use Magic Device +19

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

SQ fast stealth, quick disable, resiliency, rogue crawl, stand up, trapfinding



Gear Harold has few treasures left after years of insanity. His dull copper-looking ring is actually a *ring of protection* +4. His cloak and boots are a *cloak of elvenkind* and *boots of elvenkind*. He carries a set of masterwork thieves' tools among the rags, as well as his prized possession, the *dagger of Juren*. Harold has little money (usually less than 5 gp), and he also collects bits of useful things, like pieces of string and needles.

DAGGER OF JUREN

The dagger was the favored weapon of Juren, a great leader of the ancient civilization that once ruled these mountains. Juren was the last of the undead kings laid to rest by the Church of Palnor in the great cleansing, and his dagger was part of the ritual that created the white crystal and sealed the wards of the upper levels of the sepulcher. The ritual of creating the white crystal cursed the weapon, lest it be used to undo the Church of Palnor's good.

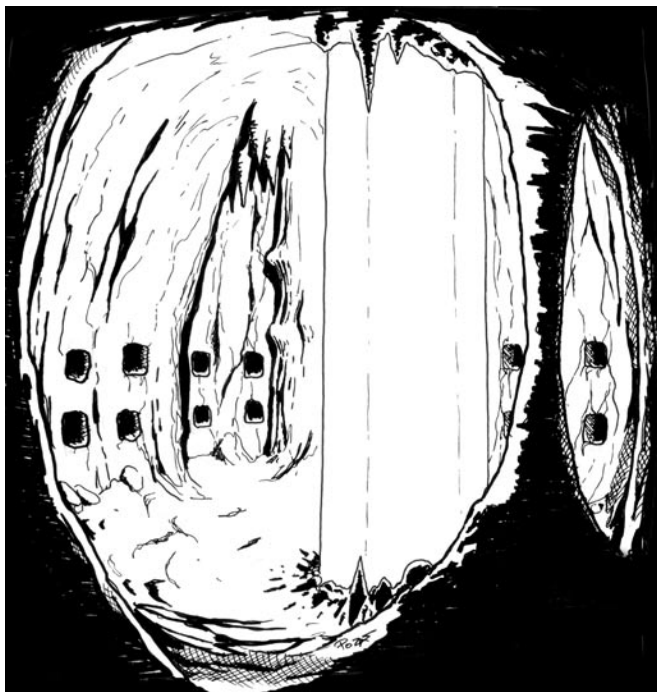
Gilded with gold, the *dagger of Juren* is a major artifact that drives its wielder permanently insane (DC 25 Will Save). If the wielder succeeds his Will Save, he must make subsequent Will Saves each day he is in contact with the dagger. If the wielder fails his Will Save, he is struck with madness, making interaction and cooperation with the wielder difficult (if not impossible). If driven insane, the wielder immediately leaves half his possessions and anything that has gold; the *dagger of Juren* is jealous by nature and does not want to share the glitter of gold on his wielder's person with any other objects. In combat, the *dagger of Juren* acts like a +4 *dagger of shock*.

TOMB OF KINGS

The main entrance to the Tomb of Kings is below the church through the basement. The stairs between levels are warded, and they are the only method between the strata of the sepulcher. The white crystal passes through the top seven levels of the tomb, although the tomb extends well beyond the light of the white crystal, eventually into the Abyssal graveyard and ebon crystal.

As the PC enters the Tomb of the Kings, read the following.

You approach the stairs leading to the Tomb of Kings. The ward at the bottom of the stairs glows with a faint blue light, and as you turn the corner, a brief moment of darkness comes over you until you step in deeper and feel the light of Palnor emanating from the white crystal amidst the musty smell of the tomb. The short hallway opens into a large, cavernous room. The crystal's radiant light exposes the walls, honeycombed with alcoves bearing the dead.



The first seven levels of the sepulcher have a similar construction: a large cavernous room (or series of rooms) with walls pitted with alcoves. The crystal's light extends 250 ft out, but undead are repelled 200 feet from the crystal. Some levels of the tomb are completely contained within that radius, while others extend beyond. Regardless, the warded stairways are always within 200 feet of the crystal, and they are the only connectors between levels in the first seven levels.

LEVEL 1-4

These levels are where Zuria inter their dead, moving the older bones to level 5.

LEVEL 5

This is the level where old bones are taken to make room for the newly dead. The crystal goes through the main room, but a string of smaller rooms extend beyond 200 feet of the crystal. If the PC investigates, he will encounter a bone sovereign in the far room. No one from the church has cleansed the area in four months, and the bone sovereign has taken that opportunity to increase his size and HD with his skeleton merge ability.

Read the following text when the PC enters the far room on the level.

The cool air of the tomb suddenly turns unfriendly as you sense the aura of negative energy emit from the doorway of the room in front of you. From the darkness emerges an abomination of undeath. The huge creature is a collage of bones. Femurs jut out at odd angles, a ribcage spreads open for the extraneous skull that is peaking through, and crude but sharp claws are formed from miscellaneous bone. More frightening than his appearance is the speed at which he approaches you.

Since they lack any ranged attack, bone sovereigns favor frontal assaults. Like many undead, these creatures harbor no small hatred for life, and they usually wade into melee combat with a chilling confidence. Bone sovereigns have a measure of intelligence, and though they sometimes attack large groups



of lesser creatures, they usually try to avoid monsters larger or obviously more powerful than themselves. When the bone sovereign is at quarter hit points, he will switch from attacking to grappling or flee.

BONE SOVEREIGN

CE Huge Undead

Init +5; **Senses** Darkvision 60 ft., Perception +13

Aura desecrate (CL 9th)

CR 6

2,400 XP

DEFENSE

AC 17, touch 10, flat-footed 15 (+1 Dex, +1 dodge, +7 natural, -2 size)

hp 58 (9d8+18)

Fort +4, **Ref** +5, **Will** +6

Defensive Abilities channel resistance +2, undead traits; **DR** reduction 5/bludgeoning, **Immune** cold

OFFENSE

Spd 40 ft.

Melee 2 claws +10 (2d6+5) and bite +7 melee (1d6+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks channel negative energy, skeleton merge, skeleton spawn

Spell-Like Abilities (CL 9th)

At will—*command undead*, *detect undead*

STATISTICS

Abilities Str 19, Dex 13, Con —, Int 8, Wis 8, Cha 15

Base Atk +6; **CMB** +12; **CMD** 13

Feats Alertness, Dodge, Improved Initiative, Multiattack, Weapon Focus (claw)

Languages Common

Skills Spellcraft +10, Stealth +5,

SPECIAL ABILITIES

Command Undead (Su): Skeletons that are commanded by a bone sovereign are drawn towards the creature and permanently merged into its form when they make contact. Other types of undead can't be merged with it, but a bone sovereign usually keeps commanded wraiths, shadows, ghouls, and other lesser undead nearby for as long as possible. Because of the desecration aura created by its presence, such beings frequently follow a bone sovereign even after its domination has lapsed. In some cases, the gruesome entourage that accompanies a bone sovereign can be more dangerous than the bone sovereign itself.

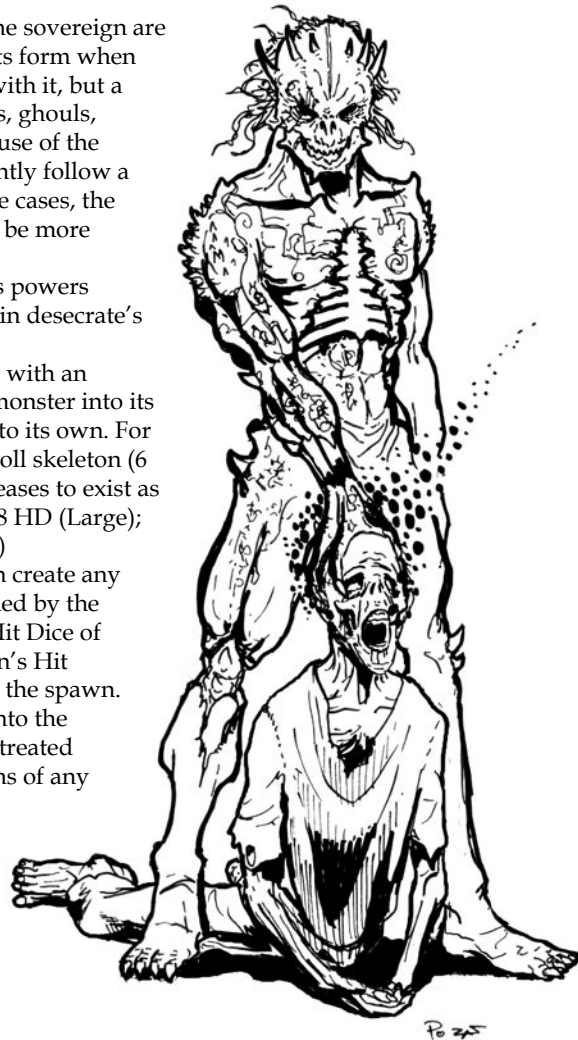
Desecrate (Su): The bone sovereign benefits from all of the spell's powers (included in the statistics block), but undead allies do not gain desecrate's attack and damage bonuses.

Skeleton Merge (Su): When a bone sovereign comes into contact with an animated skeleton under its control, it can merge the other monster into its form as a free action, adding the normal skeleton's Hit Dice to its own. For example, a Large 6 HD bone sovereign that merges with a troll skeleton (6 HD) becomes a Huge 12 HD bone sovereign. The skeleton ceases to exist as a separate entity and becomes part of the bone sovereign. 5-8 HD (Large); 9-12 HD (Huge); 13-16 HD (Gargantuan); 17+ HD (Colossal)

Skeleton Spawn (Su): As a standard action, a bone sovereign can create any number of skeletal monsters from its body. Skeletons spawned by the bone sovereign are under its complete mental control. The Hit Dice of the spawned creatures are deducted from the bone sovereign's Hit Dice, and return to the sovereign when it again merges with the spawn. If a skeleton spawn is destroyed, it cannot be merged back into the bone sovereign; its Hit Dice are lost. Spawned skeletons are treated in all ways like standard skeletons, and can act as the remains of any creature the sovereign desires. A bone sovereign can lose no more than half its Hit Dice in one round, and cannot reduce its Hit Dice to fewer than 4 through this process.

Spawned skeletons can be of any variety of types.

For example, a bone sovereign with 24 Hit Dice could create any combination of skeletons which adds up to 12 Hit Dice or fewer. There is no limit to the number of spawned skeletons a bone sovereign can control at once.



LEVEL 6

This level is where many of the undead were laid to rest after the great cleansing.

LEVEL 7

This level is mostly abandoned, treated as a buffer zone. This level is also where the PC encounters the abyssal wight. The abyssal wight is a creation of the ebon crystal, bearing the features of an undead creature, but the traits of an outsider. Due to his unique nature, the abyssal wight was able to pass the final ward and enter the seventh level of the sepulcher. It was here that he ambushed Father Nichols. Using his abyssal touch ability, he changed Father Nichols' alignment, aligning him with the ebon crystal. After this transformation, Father Nichols became the crystal's agent.

Much to the wight's surprise, he could no longer hurt Father Nichols as the fallen priest ran deeper into the tomb beyond the final ward. He was even more surprised when he discovered that he could not go beyond the final ward. After his initial rage, he tried moving higher through the tomb, only to get caught on the ward leading to the sixth level. So the abyssal wight is trapped on level seven and is thoroughly pissed.

If the PC reads Father Roman's journal (or specifically asks his deity through *commune*), he will know the abyssal wight is on the seventh level. The abyssal wight will try to hide and ambush the PC.

ABYSSAL WIGHT

CE Medium Outsider (Augmented Undead, Extraplanar)
Init +6; **Senses** Darkvision 60 ft., Perception +14

CR 7

3,200 XP

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 90 (12d8+36)

Fort +4, **Ref** +6, **Will** +9

Defensive Abilities undead traits; **DR** 5/magic, **Resist** cold 10, fire 10; **SR** 12

OFFENSE

Spd 30 ft.

Melee Slam +15 (1d4+7 plus energy drain)

Special Attacks abyssal touch, create spawn, energy drain (1 level, Fort DC 18), smite good

STATISTICS

Abilities Str 20, Dex 15, Con —, Int 11, Wis 13, Cha 15

Base Atk +9; **CMB** +14; **CMD** 26

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Toughness, Weapon Focus (slam)

Skills Bluff +12, Diplomacy +11, Sense Motive +13, Stealth +23; **Racial Modifiers** +8 Stealth

Language Abyssal

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)

SPECIAL ABILITIES

Abyssal Touch (Su): After the abyssal wight drains half the creature's original hit dice, the abyssal wight can activate his abyssal touch ability in place of his energy drain ability. Abyssal touch instantly and permanently changes the victim's alignment to chaotic evil, aligning his soul with the abyss. The target gets a Will save to resist this metamorphosis (DC 18). The abyssal wight can use this ability three times a day.

Create Spawn (Su): Any humanoid slain by an abyssal wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): When the abyssal wight drains a creature's energy, the victim feels more aligned with the abyss.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra 12 points of damage against a good foe.

LEVEL 8: BEYOND THE WHITE CRYSTAL'S LIGHT

You approach the stairs leading beyond the seventh level of the Tomb of Kings. Aren the preserver and Nyrlil the prophet straddle the stairs, their stony statues armed and ready to defend the domain of Palnor. The final ward glows bright at the bottom of the stairs, leading beyond the white crystal's light.

The PC does not find any combatants on this level, but if he has a light source, he will find a discarded holy symbol of Palnor thrown on the floor. There are stairs leading down at the end of the level.

LEVEL 9

An undead ooze lurks in this the level of the sepulcher. When he hears the PCs approach, he expels skeletons from his mass and engages in combat. Unlike most oozes, the undead ooze is intelligent and takes cover around a corner, waiting to get the jump on the PC. If the PC doesn't detect him sooner, when the PC is within 30 feet of the undead ooze, have him make a sound-based Perception check DC 15 to hear the ooze expel the skeletons from his mass. If the PC succeeds, he is not surprised. At the

end of the level are stairs leading down. Read the following text and start combat.

In the tunnel you hear a glob from the darkness and the clatter of bones. From around the corner come four skeletons. Closely behind them writhes a large, viscous, black mass headed your direction.

UNDEAD OOZE

CE huge undead (cold)

Init -1; **Senses** Blindsight 60 ft., Perception +9

DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 39 (6d8+12)

Fort +2, **Ref** -3, **Will** +6

Defensive Abilities undead traits; **Immune** cold, polymorphing; **Vulnerable** fire

OFFENSE

Spd 20 ft.

Melee Slam +4 (2d4+1 plus 1d6 cold)

Space 15 ft.; **Reach** 10 ft.

Special Attacks engulf, expel skeletons

STATISTICS

Abilities Str 12, Dex 1, Con —, Int 10, Wis 12, Cha 13

Base Atk +4; **CMB** +7; **CMD** 12

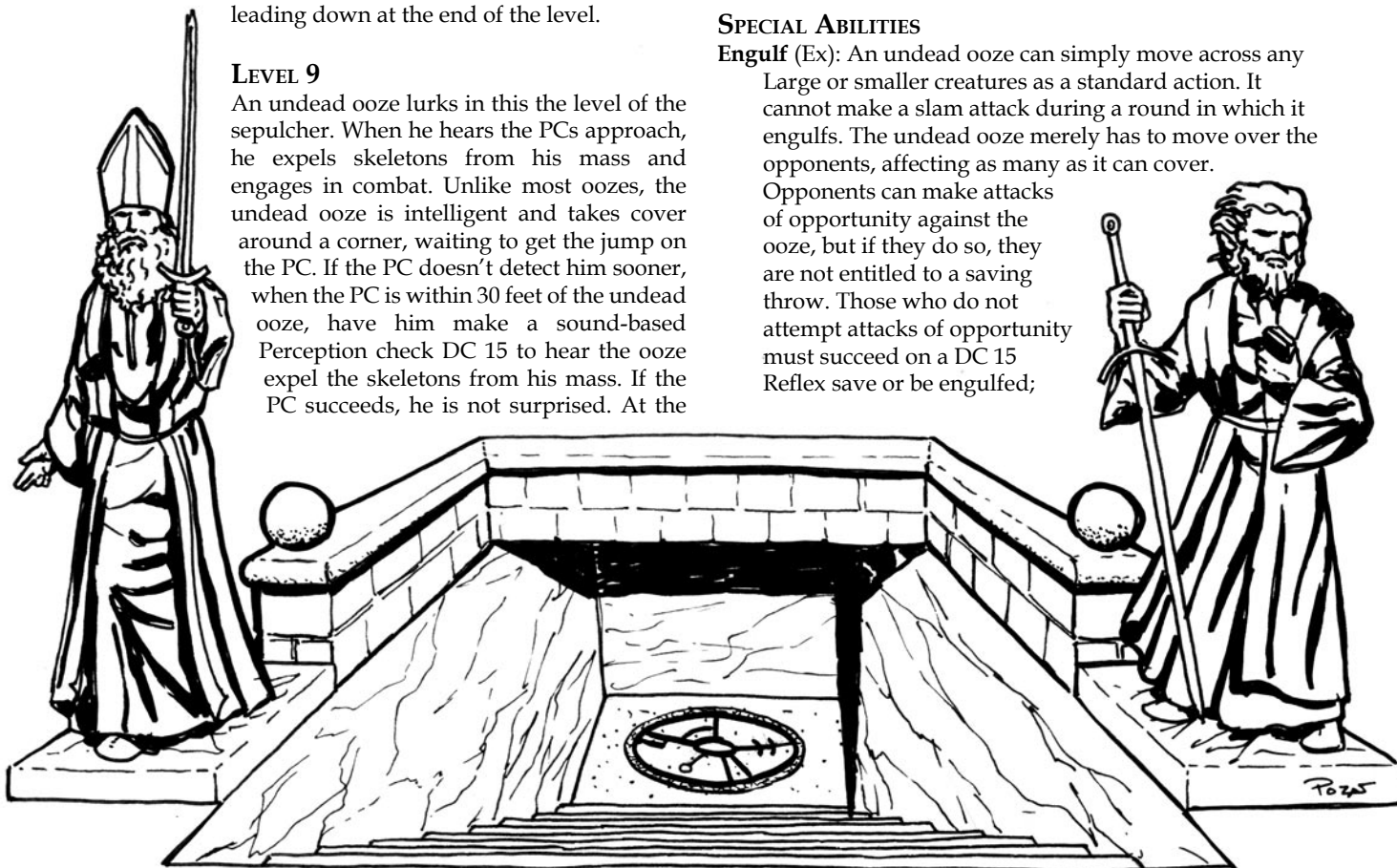
Feats Improved Initiative, Toughness, Weapon Focus (slam)

Skills Climb +13, Stealth +1, Swim +5; **Racial Modifiers** +8 Climb

Language Abyssal

SPECIAL ABILITIES

Engulf (Ex): An undead ooze can simply move across any Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed;



on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Expel skeletons (Su): As a full round action, an undead ooze can expel the skeletons in its body. At any given time, an undead ooze has 1d4 skeletons in its body. Expelled skeletons can act in the round they were expelled, and each skeleton can be of any size up to Large. Slain skeletons can be engulfed by the undead ooze and then reanimated and expelled again in 1d2 hours when they are returned to full strength.

Amorphous (Ex): An undead ooze is not subject to critical hits. It cannot be flanked.

LEVEL 10: FORK TO SMUGGLER'S TUNNEL

At the end of the level are stairs leading down, but unlike the other levels, there is a tunnel jutting off from main chamber. If the PC decides to investigate the tunnel, read the following.

The tunnel is significantly smaller than the other passageways and rooms of the tomb. Merely 5 feet across and 7 feet tall, the tunnel is crudely carved. As you examine the tunnel and stand very still, you can almost sense a current of air pass you by.

The tunnel ends at a hidden trapdoor in the Silvery Moon Inn's basement. No one knows who made this tunnel or its original purpose, but Harold the Addled used it for raiding tombs before his insanity set in. Even after his madness, Harold would occasionally enter the tomb through the smuggler's tunnel for some money; he never takes much, but when you need money stealing from the dead is better than stealing from the living. That was Harold's thinking. It was on one of these jaunts that Father Nichols discovered a way out of the tomb as Harold forgot to close the door. Ever since the undead came into the city, Harold has not entered the tunnel or the tomb. He has been acquiring money from the newly dead on the surface and does not care for undead and "Scabby," his name for Father Nichols in his changed state.

At the end of the tunnel is a ladder leading up to the trapdoor on the floor of the basement of the Silvery Moon Inn. If the PC has not cleared out the Silvery Moon Inn's basement, it he makes a DC 15 sound-based Perception check, he hears the high buzz of small wings rapidly beating from the other side of the door.

LEVEL 11: TOMB OF JUREN

Read the following text as the PC enters this level.

This level is a small 10 ft. by 15 ft. room with stairs leading down and a sealed stone door to the side. The center of the circular door is a basin with pictures and an unfamiliar script spiral outward. If you listen carefully, you can hear the carvings hum.

This level is the tomb of Juren, the greatest of rulers from the ancient civilization that ruled these peaks before curiosity in the dark arts and betrayal destroyed them. Juren trained in martial and subtle arts, and his favored weapons were a +4 *dagger of shock* gilded with gold and a +4 *dagger of frost* inlaid with pearl. By no coincidence, Juren was also the last of the undead kings to fall to Palnor's holy might in the

great cleansing. Those that created the white crystal and the protective wards used Juren's surviving blade to plug the entrance to the abyssal graveyard; the +4 *dagger of frost* was lost to history. Beyond the stone door, they sealed the now-cursed *dagger of Juren*, thinking it safe. And it was, until Harold the master thief sensed riches.

With further study (Knowledge (religion) check DC 18), the PC ascertains the pictures as an alternate method of making holy water. If the PC pours a vial of holy water in the basin, the stone door will roll away. A DC 12 Perception check reveals a small hole in the bottom of the basin where the holy water is slowly dripping out (10 minutes until the door seals). The room behind the door is 10 feet by 10 feet with an empty stone platform where once the *dagger of Juren* lay. On the floor in front of the platform is a +3 *mithral chain shirt* with gold highlights, a +3 *dagger* with a gold pommel, a +2 *dagger* with gold etchings on the blade, an amulet of *natural armor* +2 with gold leaf, and a pile of golden jewelry—roughly half of Harold's possessions. If the PC collects Harold's things and brings them back to him, the PC gets a +5 circumstantial bonus to his Diplomacy check when trying to convince Harold to give him the dagger.

LEVEL 12: EBON CRYSTAL ALTAR

Like the other levels of the sepulcher, the stairs enter at a 90 degree angle from the main cavern, giving the PC a chance to inspect his surroundings. Read the following text when the PC enters the twelfth level.

The room is large and cavernous, lit not by the light of Palnor, but by a dark light emanating from the luster of the black slate in the center of the room. It looks to be an altar, but to what gods you do not know. To the side of the altar is a stash of bodies, and a man in blackened armor stands beside the altar. The body on the altar undergoes an instant transformation. The flesh melts from the body, exposing the bones that blacken and harden. As the undead creature rises, you see the red pin-prick where his eyes should be.

This is where Father Nichols has set up shop since his transformation. The black crystal cleaved off part of itself, and Father Nichols brought the crystal to this level and created an altar around the dark stone. Any dead body placed on the ebon crystal altar rises as an undead. Father Nichols has been making more complex and intelligent undead by casting *animate dead* as part of the ritual. The sweepers bring bodies down, and Father Nichols sends them back to the surface, either with a mission or to wait for instructions in the Silvery Moon Inn.

The altar is in the center of a cavernous room 30 feet by 50 feet. When the PC meets Father Nichols, there is also a leather head flying about and a black skeleton that has just been created. Since Father Nichols is the chosen agent of the ebon crystal and he is in its presence (via the shard), he does not have to make a check to channel negative energy and control the undead. While the fallen priest has spent his 3rd level spells making intelligent undead, he will certainly make for a tough fight.

If the PC casts *atonement* on Father Nichols, the fallen priest of Palnor will regain his original alignment (NG), but he will be subject to damage from the undead minions he was once immune from. His spells would remain the same, but he does regain the ability to turn undead. Keep in mind that casting time for *atonement* is 1 hour.

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)



BLACK SKELETON (2)

CE Medium Undead

Init +4; **Senses** Darkvision 60 ft., Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 39 (6d8+12)

Fort +2, **Ref** +6, **Will** +5

Defensive Abilities undead traits; **DR** 10/bludgeoning and good

OFFENSE

Spd 40 ft.

Melee 2 short swords +8 (1d6, 19-20/x2 plus 1d3 Str damage)

Melee 2 claws +7 (1d4 plus 1d3 Str damage)

Special Attacks frightful presence, strength damage (Fort DC 15, affects good creatures)

STATISTICS

Abilities Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14

Base Atk +4; **CMB** +4; **CMD** 18

Feats Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +10, Climb +9, Escape Artist +10, Stealth +13

Languages Common

CR 5

1,600 XP

Gear two shortswords; when they are killed, the malignant red pin-prick eyes lose their glow and become 2 rubies worth 1,000 gp each.

SPECIAL ABILITIES

Frightful Presence (Ex): The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 15 Will save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Feats: Because of the black skeleton's magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

LEATHER HEAD (2)

CE Tiny Undead

Init +6; **Senses** Darkvision 60 ft., Perception +11

CR 2

600 XP

DEFENSE

AC 18, touch 18, flat-footed 12 (+6 Dex, +2 size)

hp 37 (5d8+15)

Fort +1, **Ref** +7, **Will** +5

Defensive Abilities channel resistance +2, undead traits

OFFENSE

Spd 40 ft. fly (perfect)

Ranged touch Ray of ebon light +10 (1d4+2 negative energy)

Space 2 1/2 ft.; **Reach** 0 ft.

STATISTICS

Abilities Str 3, Dex 22, Con —, Int 12, Wis 13, Cha 16

Base Atk +3; **CMB** -3; **CMD** 10

Feats Alertness, Point Blank Shot

Skills Escape Artist +11, Fly +14, Stealth +22

Languages Abyssal, Common

SPECIAL ABILITIES

Ray of Ebon Light (Su): Leather heads attack by shooting rays of black light from their eyes. They do 1d4 +2 points of negative energy damage. Leather heads can also use this attack to heal undead, but they must roll a hit.

FATHER NICHOLS

CE male human cleric 5

Init +0; **Senses** Perception +3

CR 5

600 XP

DEFENSE

AC 20, touch 11, flat-footed 20 (+9 armor, +1 deflection)

hp 41 (5d8+15)

Fort +6, **Ref** +1, **Will** +7

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork heavy mace +5 (1d8+1)

Special Attack Channel negative energy, orisons, spells

Spells Prepared (CL5)

2nd — *bull's strength, hold person, sound burst, death knell**

1st — *bless, cure light wounds, protection from good, sanctuary, obscuring mist**

0 — *create water, detect magic, light* (x2)

Domain Powers (Darkness/Death)

Bleeding touch, touch of darkness

VALE OF THE SEPULCHER (LEVEL 9-11 CLERIC)

STATISTICS

Abilities Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 14

Base Atk +3; **CMB** +4; **CMD** 14

Feats Brew Potion, Extra Turning, Improved Turning, Spell Penetration

Skills Diplomacy +8, Heal +8, Knowledge (religion) +6, Sense Motive +8, Spellcraft +8

Languages Common

Gear Full plate, masterwork heavy mace, *ring of protection* +1, *cure moderation wounds* potion

IT'S THE END OF THE WORLD AS WE KNOW IT

If Father Nichols gets a hold of the *dagger of Juren*, he starts building a small catapult to smash the church and set the structure on fire. He hopes that killing the survivors will provide enough souls to complete the ritual. It takes two days for his undead minions to build the siege engine, and he has created a special engineer to lead his troops on the surface. Cletius the black skeleton will engineer the small catapult and organize the zombies, ghouls, and other undead into a work crew. It takes two days for his undead minions to build the siege engine. Cletius will then execute the destruction and the slaughter of Zuria. That is unless the PC can stop them. If Father Nichols kills the survivors hiding in the church, he will have enough souls to complete the ritual. Once the ebon crystal has absorbed all souls, Alia will be the final sacrifice, slain with the *dagger of Juren*. To prevent going insane, Father Nichols will have a non-intelligent undead wield the dagger. He may be evil, but he's not stupid.

WRAPPING UP THE ADVENTURE

Ultimately, the PC must stop Father Nichols from unplugging the doorway to the Abyss and turning the white crystal of Palnor into an ebon crystal on the material plane. There are many paths to accomplish this goal since the adventures starts with not enough souls and the missing *dagger of Juren*. If the PC successfully stops Father Nichols from completing the ritual, he must still contend with the slab of the ebon crystal on level 12. If Father Nichols makes it out alive and restored, he will tell the PC that placing the *dagger of Juren* on the white crystal will neutralize and destroy the piece of the ebon crystal. If Father Nichols does not make it out alive, the PC may turn to his deity (via *commune*) and learn as such, or research in the library (DC 15 Intelligence check).

If the PC fails to stop Father Nichols, the doorway between the abyss and the material plane is unplugged and the beacon of Palnor's power will turn into an ebon crystal, radiating negative energy and creating undead creatures. If the PC falls victim to the abyssal wight's touch, perhaps Father Nichols and the PC work together to bring about the dark apocalypse. If this is just too much fun and you want to continue with this storyline, this adventure is easily expandable. Afterall, while there are many ways to foil this attempt, complete success means dealing with doorway into the abyss or even the ebon crystal itself.

SAMPLE PC

JARVEL ELDOR

CR 10

NG male human cleric 10

Init +4; **Senses** Perception +10

DEFENSE

AC 29, touch 12, flat-footed 29 (+9 armor, +2 enhancement, +2 shield, +2 shield enhancement, +2 deflection, +2 natural)

hp 90 (10d8+40)

Fort +12, **Ref** +7, **Will** +13

OFFENSE

Spd 20 ft. (30 ft. base)

Melee +2 *morningstar* +10/+5 (1d8+2) or

Ranged +1 *heavy crossbow* +8/+3 (1d10/19-20x2)

Special Attack Channel positive energy, orisons, spells

Spells Prepared (CL10)

5th—*flame strike*, *true seeing*, *breath of life**

4th—*divination*, *divine power*, *holy smite*, *restoration*, *cure critical wounds**

3rd—*dispel magic*, *meld into stone*, *searing light* (x3)*

2nd—*aid*, *consecrate*, *cure moderate wounds* (x2)*, *hold person*, *sound burst*

1st—*bane*, *detect evil*, *hide from undead*, *protection from evil*, *sanctuary*, *endure elements**

0—*detect magic*, *detect poison*, *light*, *stabilize*

Domain Powers (Healing/Sun)

Rebuke death, *healer's blessing*, *sun's blessing*, *nimbus of light*

STATISTICS

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 18, Cha 12

Base Atk +7; **CMB** +9; **CMD** 19

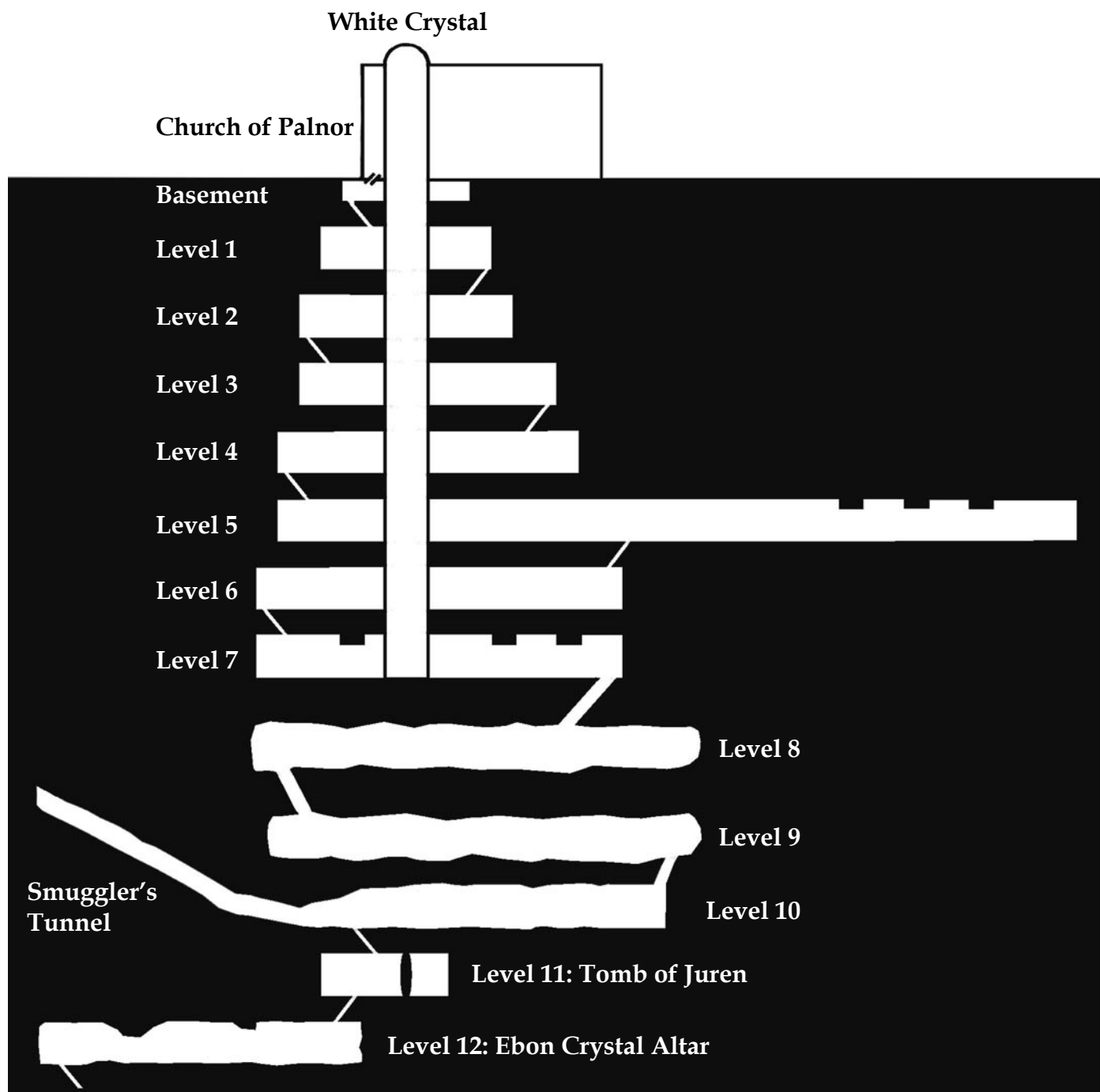
Feats Extra Turning, Improved Initiative, Improved Turning, Lightning Reflexes, Spell Penetration, Weapon Focus (morningstar)

Skills Diplomacy +8, Knowledge (the planes) +4, Knowledge (history) +4, Knowledge (religion) +8, Sense Motive +13, Spellcraft +10

Languages Common

Gear *Amulet of natural armor* +2, backpack, bed roll, *belt of mighty constitution* +2, bolts (40), *cloak of resistance* +2, flint and steel, *full plate armor* +2, +1 *heavy crossbow*, *heavy steel shield* +2, holy symbol (silver), holy water (3), +2 *morningstar*, *pearl of power* (2nd level spell), *periapt of wound closure*, *potion of haste* (2), *potion of invisibility* (2), rations (10), *ring of protection* +2, rope (hemp), *scroll of neutralize poison*, *scroll of remove disease*, *scroll of restoration*, sunrod (10), torches (5), tindertwig (10), waterskin, winter blanket, 50 gp, 75 sp, 100 cp

CHURCH OF PALNOR AND THE TOMB OF KINGS CROSS SECTION



ONE ON ONE ADVENTURES #6

THE SHROUD OF OLINDOR

BY MATTHEW J. HANSON

AN ADVENTURE FOR ONE ROGUE LEVELS 7-9



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THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

Lord Dragle was set to auction off his most recent discovery, the *Shroud of Olindor*. The elven relic was certain to make Dragle a wealthy man. Such a pity he had to die.

But the plot surrounding Dragle's death is far more layered than it appears. It is up to the player character to discover the hidden motives and ultimately recover the *Shroud of Olindor*.

The *Shroud of Olindor* is an adventure for one player and one GM. The adventure is designed for a 7-9th level rogue, but is suitable for any character interested in investigation.

ADVENTURE BACKGROUND

Thousands of years ago the elven city of Olindor was the center of art and culture, but after a millennium of glory, the city fell to decadence and invasion. Ever since its demise, historians and treasure hunters prized any relic from the city, but most of all they sought the powerful treasures used by Olindor's greatest heroes: the *Star*, the *Vengeance*, and the *Shroud of Olindor*.

Just over a month ago an enterprising aristocrat named Lord Dragle was scouring a rubbish sale when he discovered a tattered black cloth. Using a *wand of detect magic* he confirmed his suspicion that it was something special, and he purchased it at once.

Lord Dragle identified the cloth, and found that it had amazing powers to enhance stealth. Dragle offered to sell the cloth to the head of the local thieves' guild, an elf named Quarillos Starwhisper. It was Quarillos who first recognized the cloth for what it was: the *Shroud of Olindor*.

Quarillos offered to pay a price well worth the *Shroud's* magical properties and Lord Dragle happily agreed. However between making the deal and turning over the *Shroud*, Lord Dragle learned the *Shroud's* history and its true value when he received another offer that was double Quarillos' price. Lord Dragle could not resist the additional coin, but he knew better than to cross the city's crime lord. So he hatched a scheme to have his cake and eat it too. Quarillos could not kill Lord Dragle if he was already dead.

To that end, Lord Dragle purchased an elixir from the local alchemist that would put him into a death-like coma. He created a nearly identical facsimile of the *Shroud of Olindor* and used a *wand of magic aura* to make it seem magical. He secreted the true *Shroud* in a vault in the catacombs below the local church. Dragle announced that he would hold an auction to sell the *Shroud*, planning to drink the elixir on the night of the auction. A letter to Quarillos Starwhisper told the elf that the auction was a sham, and Quarillos would still receive the *Shroud*. Lord Dragle would then lay low until the end of the week when the true buyer of the *Shroud* would arrive. Dragle would make the trade, and leave town to start a new life with his new wealth. Unfortunately for Lord Dragle, things do not always go according to plan.

ADVENTURE SYNOPSIS

The adventure begins as player character hears rumors that the *Shroud of Olindor* will be auctioned off in Kendleton. She may be approached to help secure access to the artifact by a historian named Thail Donnodol.

The night of the auction Lord Dragle drinks his elixir and falls into his deathlike stupor. The next day he is buried, and that evening Dragle's bodyguard and servant return to exhume Dragle. Before they do, Worbs, the local gravedigger,

discovers what is going on and Dragle's bodyguard snaps the gravedigger's neck. They place the gravedigger in Dragle's grave and Dragle hides in a secret chamber within an inn called the Dragon Hunter's Lodge.

But one does not rise to the role of crime lord without mastering the art of unearthing secrets. Quarillos Starwhisper discovers that Dragle is not dead and sends his top enforcers to correct that situation. Dragle survives the attack, but his bodyguard dies in the process. This reprieve does not last long, as Quarillos Starwhisper soon locates Dragle and slays him.

That is of course, unless the player character intervenes. The *Shroud of Olindor* is a nonlinear adventure where the player is free to explore the town, search for clues, and talk to witnesses at her own pace. Should she fail to uncover the secrets, events continue to happen in order above, but if she succeeds, she can alter these events, save lives, and possibly earn the *Shroud of Olindor* for herself.

ADVENTURE HOOKS

A character who has played through *1 on 1 Adventures #2: The Star of Olindor* might already have enough interest in the legend of Olindor to investigate the latest treasure. If this is the first adventure she plays, if she needs additional prompting, or if you wish to introduce a key character from the next Olindor adventure, *1 on 1 Adventures #10: The Vengeance of Olindor*, the GM may wish to utilize Thail Donnodol.

The ancient elven historian Thail Donnodol has spent his life studying the city of Olindor. He was excited to learn that one of its treasures, the *Shroud of Olindor* had been recovered. As a modest academic, Thail doubts that he can afford the steep price the *Shroud* is sure to reach at auction, but he does not need to own it. Instead Thail hopes to gain access to the *Shroud* to study it for its historical properties. Unfortunately he has other important business that he must attend to, so he asks the player character to go in his place. If she can secure access to the *Shroud*, Thail offers her a reward of 1,000 gp, plus the results of any information he uncovers.

ADVENTURE STRUCTURE

This adventure is structured around set events, floating events, and more importantly, the interaction of places and people. While a timeline of events is provided, the PC has a wide latitude in deviating the adventure from the timeline and determining how the adventure will end.

TIME LINE

This timeline assumes no interference by the player character. Events in bold correspond to events detailed in *Events*.

Day 0	Player character arrives in Kendleton Lord Dragle casts magic aura on the fake shroud and hides the real shroud in the catacombs	
Day 1	7:00 pm	Auction at the meeting house
	9:20 pm	Lord Dragle's death
	11:40 pm	The Auction house empties
Day 2	2:00 pm	The funeral of Lord Dragle
	11:00 pm	Vancing & Marley exhume Lord Dragle
	11:20 pm	Vancing kills Worbs
Day 3	12:00 pm	Caspian announces he is giving the <i>Shroud</i> to the church of Leolus.
Day 4	7:30 am	Mother Olannae notices Worbs' absence
Day 5	1:00 am	Gurt and Sable kill Vancing. Lord Dragle flees to his home.

Day 5	5:00 am	Ravid Lurk discovers the body and flees the town.
	6:00 am	A server at the Hunter's Lodge discovers Vancing's body.
Day 6	12:00 pm	The duration of magic aura on the false shroud expires.
Day 7	2:40 am	Quarillos finds Lord Dragle, tortures, and kills him.
	3:35 am	Quarillos finishes placing Dragle on the auction hall.
	5:00 am	Lord Dragle's is discovered.

EVENTS

The following events are the natural flow of action should the PC do nothing while in Kendleton. However, these events are mutable, and the PC may prevent or change the way these events play out.

ARRIVAL

If she is new to Kendleton, the player character should arrive in the early evening on the day before the auction. Allow her the opportunity to get to know the town, select an inn, and possibly meet some of the personalities that will play major roles in the adventure.

EVENT 1: AUCTION AT THE MEETING HOUSE

Time: Day 1, 7:00 pm

Place: The meeting house

People: Belinal, Constable Eldun, Lord Dragle, Tasker, Quarillos Starwhisper, Vancing

The meeting house is crowded with an array of personalities, many wear exotic dress. Belinal, Tasker, and Quarillos Starwhisper are in attendances, as are many minor characters. The only notable absence is Lord Dragle. Eight o'clock comes and goes, but the auction does not start.

In the meantime, the player character has the opportunity to talk to any of the NPCs attending the event. If the character does not approach any of the NPCs, Belinal approaches the character and initiates conversation.

Belinal starts by making small talk and speculating that the auctioneer is holding the auction until Lord Dragle arrives. She then steers the conversation towards the *Shroud of Olindor*. Belinal tries to learn as much about the PC's motives as possible.

Lord Dragle eventually slips into his private box nearly half an hour after the auction was scheduled to begin. Not coincidentally, the auction starts several minutes after Lord Dragle arrives.

While the *Shroud of Olindor* is by far the most important item to be auctioned that evening, there are several other objects up for auctions. These include the Celestial Shield (*winged shield*), Sword of Destruction (+1 *flaming shocking longsword*), Malikor's Sceptor (*rod of splendor*), Candor's Signet Ring (*ring of protection +2*) and the Steed of Sandgrino (*bronze griffon figurine of wondrous power*). In addition to their magic properties, all of these objects have historical significance, which increases the final auction price ten to fifty percent over the prices given in the DMG.

After these items have been auctioned off, it is time for the main event. Read or paraphrase the following.

"And now it's the moment you've waited for," the auctioneer announces. "The Shroud of Olindor. Let's give a hand of thanks to our patron, Lord Dragle." The audience applauds, and the lavishly dressed Lord Dragle begins to rise from his chair. He is a tall man who might have been muscled at one time; middle age has made him soft and doughy. For a moment Lord Dragle loses his balance, but is steadied by the well-muscled female half-orc beside him.

"Thank you," Dragle says. "I am honored to..." Dragle clears his throat and adjusts his collar. In the last few seconds the color has bled from his face, and sweat has flooded his brow. "I am honored to receive such credit for my humble..." Lord Dragle stumbles again and then collapses.

The audience gasps and begins to murmur. The auctioneer announces that there will be a short pause, and he invites Belinal to perform onstage. Meanwhile Lord Dragle's bodyguard has whisked her master away.

After fifteen minutes, the auctioneer returns again to announce that auction will not proceed this evening. Along with him is Constable Eldun. Eldun apologizes for the incontinence, but he needs to talk to each of the guests one at a time. He has brought two advanced guards and six regular guards for crowd control.

The PC must wait in the main hall until finally it is her time to speak to the constable. Constable Eldun asks a series of questions: who is the character, why is she interested in the auction, did she see anything unusual that evening, and where she is staying in town. The constable's attitude at this time unfriendly, and he will not answer any questions, explaining that there are a lot of other people he needs to talk to. If made indifferent, he still will not answer questions, but recommends the character visit his office tomorrow. If made friendly or helpful, he will tell the character what he currently knows, that Lord Dragle is dead, apparently from poison. Once the PC has finished her questioning the constable allows her to leave.

EVENT 2: THE FUNERAL OF LORD DRAGLE

Time: Day 2, 2:00 pm

Place: The church & the graveyard

People: Belinal, Caspian Dragle, Constable Eldun, Leandra, Lord Dragle, Marly, Mother Olannae, Tasker, Quarillos Starwhisper, Vancing, Worbs

The funeral for Lord Dragle is held the following day. It is a somber event, conducted in the traditional fashion. The funeral is held in the Church of Leolus and led by Mother Olannae. Lord Dragle's casket is then taken to the graveyard, where it buried under the supervision of Worbs, the gravedigger.

After the funeral all those assembled return to the church and mill about in its meeting hall. Ostensibly it is time for people to share their memories of the deceased, but Lord Dragle had few close friends. The crowd is more interested in gossiping about the murder and determining the fate of the *Shroud of Olindor*. Give the player the opportunity to talk to any of the other assembled guest.

At some point during the memorial, a disturbance breaks out between Tasker and Caspian Dragle. Caspian has decided to delay auctioning the *Shroud* until the questions surrounding his father's death have been answered. Tasker has other business arrangements that require him to leave the following afternoon. Tasker accuses Caspian of trying to force him out of the auction as some sort of "elven plot."

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)



If the player does not intervene, Tasker implies, not so subtly, that perhaps Caspian is responsible for his father's death. "From what I hear, you two weren't fond of each other. And who stands to profit from his death?" At this point Mother Olannae and Constable Eldun step in to separate Tasker from Caspian. Olannae reminds everybody that this is a house of worship and asks everybody to show some respect.

After Tasker's rant, the memorial continues with little incident, and guests gradually file away.

EVENT 3: THE MISSING UNDERTAKER

Time: Occurs day 2, 11:00 pm. Noticed day 4, 7:30 am.

Place: The graveyard

People: Lord Dragle, Marly, Mother Olannae (after the fact), Vancing, Worbs

This event is one of the quietest. Unless the PC attempts to meet Worbs soon after he goes missing, his loss is not noticed for over twenty-four hours. At this point the Mother Olannae notifies Constable Eldun and, if she knows the PC is investigating the murder, the player character. Alternatively, if Eldun is friendly or helpful towards the PC, he will pass the information on to her.

The Scene: If a character takes the time to examine the graveyard in detail (DC 25 Perception check or Survival check), it reveals that the dirt on Lord Dragle's grave has been disturbed even more recently than Dragle's burial.

Exhuming the body reveals that it is Worbs (not Dragle) who now occupies the coffin. A character who inspects the open grave and makes a DC 20 Perception check while searching also finds a golden chain with a ruby pendant. This chain belonged to Marly, who lost it during the struggle with Worbs. See *Marly* under *People* for more information.

The Body: Worbs was obviously killed when his neck was snapped. His body is in good condition and can describe what happened to him (see *Adventure Synopsis*) if a *Speak with dead* spell is cast upon him.

EVENT 4: DEAD BODY GUARD

Time: Day 5, occurs 1:00 am, noticed 6:00 am.

Place: The Dragon Hunter's Lodge

People: Constable Eldun, Vancing (deceased)

On the morning of the fifth day, one of the staff of the Dragon Hunter's Lodge discovers Vancing's body in the kitchen. She immediately goes to alert Ravid Lurk, but he cannot be found (he has fled town), so she then rushes to the constable's office. Constable Eldun arrives on the scene at 6:40. He has his deputies close off the area to investigate the scene but will allow the player character access if his attitude is (or can be shifted to) friendly or better.

The Scene: One of the windows has been smashed, and glass has fallen to the outside. A DC 15 Perception check or Survival notices a series of bloody partial footprints that lead from near where Vancing fell to the fireplace, then to the window, and finally back out the front door. A DC 30 Perception check discovers Lord Dragle's hiding place, detailed in the *Dragon Hunter's Lodge* in *Places*.

A character could track either Gurt or Sable leaving through the front door, or Lord Dragle leaving through the window. A series of three DC 25 Survival checks follows Gurt and Sable's tracks back to Don't Matter's Tavern. Four DC 25 Survival checks follow Lord Dragle's path back to his house.

The Body: If the player character has NOT defeated Gurt and Sable (see *Floating Event A* or *Don't Matter's Tavern* in *Places*), the body has several open wounds made by piercing weapons. A DC 15 Heal or Craft (weaponsmithing) check can tell they were made by rapiers. Similarly a DC 10 Heal check notices that several wounds are directly opposite of each other.

If the player character HAS defeated Gurt and Sable, the body has a single wound in the back made by a piercing weapon. A DC 15 Heal or Craft (weaponsmithing) check determines that the blow was struck by a dagger. A DC 20 Heal check discovers that it went directly into Vancing's heart; the killer obviously knew what he was doing.

Witnesses: The server who found the body did not see anything of the murder. However, if she is asked about Vancing, the server mentions that she saw the half-orc slip into the kitchen after closing twice in the past few days.

Tasker snuck down during the night to acquire some spirits, and he witnessed the whole event, but he is a coward and will not share this knowledge unless he is made helpful.

EVENT 5: DEAD AGAIN

Time: Day 7, occurs 2:40 am, discovered 6:00 am.

Place: The meeting house

People: Constable Eldun, Lord Dragle (deceased)

The morning of the seventh day, the streets are alive with commotion. Any passerby in the street can tell the character what's going on: Lord Dragle's body is hanging from the auction house.

When the PC arrives on the scene, she finds a crowd of onlookers gawking at the grotesque sight. Lord Dragle has been strung up and tied to the balcony of the auction house. A black tattered cloth hangs from his neck. From the odd angles which they hang, it is obvious that his arms and legs have been broken. Blood drips from numerous wounds and puddles on the cobble pavement below.

Constable Eldun has recently arrived on the scene and has ordered two of his deputies to free the body. The deputies are in the process of finding a ladder while the constable attempts to control the crowd.

If the character is on good terms with the constable, he allows her to investigate the scene and the body (once it is retrieved). If the Constable Eldun currently has an attitude of indifferent or worse, allow the PC one more attempt to modify the constable's attitude.

The Body: If the character examines the body closely, she discovers that the body is still slightly warm to the touch, indicating that the Lord Dragle was slain relatively recently. A DC 10 Heal check can pin down the time of death to roughly three o'clock in the morning.

Examining the body in more detail can reveal even more information. A DC 15 Heal check determines that the cause of death was the slitting of Dragle's throat and that most of the burns, breaks, and punctures occurred prior to death. The exception is the heart, which was removed after death.

A character who succeeds a DC 17 Knowledge (arcane) check knows that this is a common means of foiling a *raise dead spell*. Dragle's tongue has also been removed, which a DC 13 Knowledge (arcana) check knows to be a method of foiling *speak with dead*. Finally, a DC 18 Heal check allows the character to discover that Lord Dragle was given a triple dose of giant wasp venom prior to his death.

The tattered black cloth around Lord Dragle's neck is the false shroud that was stashed inside the church's vault, and it no longer radiates magic. A DC 15 Perception check locates a key bearing the symbol of Leolus. This is the key that leads to the crypt below church.

Witnesses: The church acolyte who was on duty overnight thought she saw shadows moving through the darkness. She wisely informed Mother Olannae, who cast *clairaudience/clairvoyance* and discovered Quarillos Starwhisper in the church vault. She noticed that he took nothing but the *shroud*.

FLOATING EVENTS

The following events do not occur in any set order. Instead they occur once the player has triggered certain events.

EVENT A: SENDING A MESSAGE

Trigger: Player character asks a lot of questions about

Quarillos Starwhisper.

People: Gurt and Sable

Place: Any of the inns.

It is quite likely that during the course of her investigation, the player character will ask many questions about Quarillos Starwhisper and his guild. When this happens Quarillos entrusts his top lieutenants Gurt and Sable to send the PC a message.

Initially the Gurt and Sable approach the PC in a crowded area (most likely a tavern or inn) and tell her that, "somebody doesn't like all the questions you've been asking," and that, "this is your only warning." The two leave without offering any further explanation. If the character attempts to follow the two, they lead her into the ambush described below.

Assuming the player character does not give up her quest, Gurt and Sable's next step is to ambush the character, preferably at night in some deserted part of the city. Allow the player a Perception check opposed to by their Stealth check. If either or both thieves beat the PC, they get a surprise round to act.

Creatures Gurt and Sable: ?? hp, AC ??; see listing in *People*.

Tactics: Gurt and Sable work together well and try to continually flank the PC (using Acrobatics if necessary). If either is reduced below 6 hit points, they both quaff their *potions of invisibility* and flee the scene. However they are fiercely loyal to each other, and if one is dropped, the other will not abandon his or her companion.

EVENT B: THE FINAL ATTACK

Trigger: Player character finds either Lord Dragle or the *Shroud of Olindor*.

People: Quarillos Starwhisper

Place: The Dragon Hunter's Lodge, The Catacombs

After Quarillos Starwhisper fails to send the player character a message in the above floating event, he decides that the player may just be able to lead him to Lord Dragle, or the *Shroud of Olindor*. Quarillos takes personal interest in the case and shadows the player character whenever possible. You may wish to allow the player a Perception check (opposed by Quarillos's Stealth) occasionally to warn the character that she is being watched, but the true encounter takes place either when the player discovers Lord Dragle or the *Shroud of Olindor*.

Tactics: As soon as the character finds the target, Quarillos begins to study the player character for the purpose of making a death attack (as per the assassin class feature). Allow the player to make three Perception checks to notice Quarillos (if possible Quarillos hides 30 feet away, imposing a -3 penalty to the PC's Perception check). If the character succeeds any Perception check, Quarillos immediately attacks. If the character misses all three Perception checks, Quarillos gains a surprise round, which he uses to make a partial charge and uses his death attack against the player character.

Once combat has begun, Quarillos relies on his high Bluff skill and Improved Feint feat to get past an opponent's guard. If Quarillos is seriously injured he casts *invisibility* upon himself and flees.

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

PLACES

These are the locations where the player character may interact with the cast of characters.

KENDLETON

Kendleton was founded over a hundred years ago by a frontier man named Jack Kendle. For several generations, it was a sleepy farming village. About twenty years ago, an alliance between the human nation where Kendleton resides and a nearby eleven kingdom led to several new trade routes, and Kendleton found itself right at the crossroads. Since then it has enjoyed tremendous growth and has a bustling energy of an up and coming regional power.

Kendleton is governed by a town council of six members who serve six-year terms. Most of the citizens are hard working and law abiding. They are used to travelers passing through their town and view them as a source of profit.

KENDLETON

Large Town Conventional; **AL LN**

GP Limit 5,000 gp*; **Assets** 675,000 gp

*Because it caters to wealthy travelers, Kendleton has a higher gp limit than normal. Further, any item between 5,001 and 10,000 gp has a 50% chance of being available.

DEMOGRAPHICS

Population 4,500

Type mixed (human 79%, elf 9%, gnome 5%, halfling 3%, half-elf 1%, dwarf 1%, half-orc 1%)

THE MEETINGHOUSE

Read the following text when the player character approaches the meeting house.

This large wooden structure is at least two stories high and has a sharply sloping shingled roof. Above the main double doors, a sign proclaims it the "Meeting House." To the left of the doors, a small variable sign proclaims the events of the week.

Read the following text when the player character enters the meeting house.

The main chamber of this building is a long open space, interrupted only by wooden support beams. At the far end, a raised platform makes a simple stage. Around the edges of the room are two floors of seating boxes complete with chairs and small tables.

The meetinghouse is the largest public gathering space in Kendleton, and it is owned and maintained by the city government. Its original purpose was to hold town meetings so the city council could hear from the citizens. It has since become the choice location for most major events, including the auction of the *Shroud of Olindor*.

Beside the main hall, the rest of the meeting hall is used for storage, except for a small office. The office is not regularly staffed unless there is an event going on, but until day 3, the false shroud is stored within the office safe (2 in. thick; hardness 10; hp 60; break DC 28; Disable Device DC 30).

People: Advanced guard (2) when the false shroud is there.

Development: The false shroud is kept here until day 3, when Caspian decides to give it to the church.

THE CHURCH

Read the following as the PC approaches the church.

The steeple of this white stone building stretches higher than any other building in Kendleton, and at the top a large golden orb reflects the sunlight. The front entrance is a massive arch, engraved with the words "Peace to all who enter here."

Read the following when the PC enters the church.

A small entryway soon gives way to the massive inner sanctuary. Arched ceilings support the heavy stone architecture without pillars. Rows of pews form a semicircle at the center of which is the raised platform from where sermons are delivered.

This is the church of Leolus, the Sun Lord and God of Life. It is the largest religious institution in Kendleton, as well as the main source of healing. The church is attended by Mother Olannae and three acolytes (Clerics 3,1,1). At least one of them is here at all times, and the clerics dwell in sparse living chambers behind the church.

The current building was not the first temple on the current site. Even before Jack Kendle settled the town, it was home to a monastery of Leolus. The monastery burned to the ground, but the catacombs below the monastery remain intact. These catacombs can only be accessed through a locked reinforced wooden door (2 in. thick; hardness 5; hp 20; break DC 25; Disable Device DC 25). Mother Olannae has a key to the door, as does Lord Dragle (unknownst to her).

The church also hosts the largest and most secure vault in the town (4 in thick, hardness 10; 180 hp; Break DC 35; Disable Device DC 30). The vault requires two keys to open, Mother Olannae posses one, while her third-level acolyte keeps a hold of the other.



THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

People: Mother Olannae

Development: On day 3, Caspian decided to give the shroud to the church (in reality the false shroud). It is then placed in the church's vault.

THE CATACOMBS

Read the following text when the PC enters the catacombs.

These narrow passages are lined with the skeletal remains of ancient holy men. A layer of dust covers everything. No spider webs block your view, as even spiders would be a form of life, and these halls are the province of the dead.

The catacombs are all that remains of the monastery built upon this site many years ago. While the catacombs are winding, they are not large, and a character who spends half an hour exploring them can easily get a good feel for the layout. The most important feature of the catacombs is the secret vault. Discovering its entrance requires a DC 26 Perception check.

A character who searches the floor anywhere between the secret door and the entrance can make a Perception check to notice the dust has been disturbed, while a character may make a Survival check to follow the trail to the secret door. The DC in either case is equal to 16 +1/day of the adventure.

A. THE SECRET ENTRYWAY

Read the following when the PC enters the secret entryway.

The room fans outwards, forming a trapezoid. Across the way is a strong stone door, and on either side a large pot of water in which a small winged semi-humanoid creature reclines.

The door is locked and requires Lord Dragle's key or a DC 30 Disable Device check.

Creatures: The creatures in the water basins are Auguando and Nizu, two water mephits that Lord Dragle has forced to guard the true *Shroud of Olindor*. Their exact orders are to "Attack anybody other than [Lord Dragle] who attempts to open the southern door." As long as the character does not attack or try to open the door, they are happy to engage in conversation. The mephits warn the character not to try to open the door.

Neither mephit is happy about guard duty, and if the player character offers a way out, they will gladly take it. For example, a character might obtain two *scrolls of dismissal* (the mephits will intentionally fail their saving throws), or she might point out that Dragle's command was only to attack anybody who tried to open the door. It did not say they had to defeat the intruder or prohibit running away once the attack had begun.

For more information about the mephits, see *Auguando and Nizu* in the *People* section.

Water mephits (2): 19 hp, AC 16 see *Auguando and Nizu*.

Tactics: If the mephits are forced to attack, they prefer to fight at a distance, using their breath weapon and spell-like abilities. When these abilities are exhausted or prove ineffective, they engage in melee. However, they attempt to remain in their basins if possible, as the basins not only provide the mephitis cover, they also grant them use of their fast healing. If seriously injured, they retreat to their basins, and take the full defensive action in hopes that it buys them time to heal. They do not flee unless the PC points that possibility out as a loophole in their contraction.

B. THE VAULT

Read the following text when the PC enters the vault.

The stone door grinds as it opens and reveals a large square room. The room is nearly empty except for a metal box in the corner.

This room was once the secret vault of the initial monastery, but it was constructed so long ago that all have forgotten about it. As chance would have it, Lord Dragle rediscovered the vault and has used it on rare occasions to store treasure that he does not trust to keep in his own house.

Creatures: The room hosts three earth mephits. Unlike the mephits outside, these attack as soon as the character enters the room and are nearly impossible to reason with.

EARTH MEPHIT (3)

CR 3

N small outsider (earth, extraplanar)

800 XP

Init +6; **Senses** Darkvision 60 ft., Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (while underground)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Spd 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15 ft. cone, 1d8 bludgeoning damage, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day – *summon* (level 2, 1 earth mephit 25%), change size (as *enlarge person* except only on the earth mephit)

TACTIC

During Combat The mephits start by using their breath weapons but are not afraid of entering melee. If given the chance, they do everything they can to ensure that at least two of the mephits are always flanking the PC.

STATISTICS

Abilities Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Stealth +12

Languages Common, Terran

SPECIAL ABILITIES

Breath Weapon (Su): An earth mephit can unleash a 15-foot cone of rocks every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Treasure: The mithral box (1 in thick; hardness 15; 30 hp; break DC 28; Open Lock DC 30) contains the true *Shroud of Olindor*.

Ad Hoc Experience: For successfully discovering the *Shroud of Olindor* reward the character experience as though she defeated a CR 9 challenge.

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

THE SHROUD OF OLINDOR

The *Shroud of Olindor* is one of several famed treasures that belonged to the ancient elven city of Olindor. During the life of the city, the *Shroud* was used by a rogue who was renowned for his ability to vanish without a trace.

The *Shroud* appears to be a frayed and tattered cloth, blacker than the depth on any cavern. A character can tie the cloth around her neck and wear it much like a cloak.

The *Shroud of Olindor* grants a +15 competence bonus to Stealth, and it allows the wielder to hide even while being observed. As long as she is within 10 feet of some sort of shadow, the wearer hides herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Further, 1/day the character can turn invisible as the greater invisibility spell.

The *Shroud* is also very good at hiding itself. While it radiates a magic aura when not worn, once donned it no longer detects as magical. Further, the wielder may command the *shroud* to physically alter itself into nearly any object that would take up the cloak slot. In extreme circumstances, the *Shroud* may transform into a tattoo on the wearer's back, but in this form it provides no magical abilities.

Strong illusion (see text); CL 12; Craft Wondrous Item, *alter self*, *greater invisibility*, *magic aura*; Price; 96,000 Weight 1 lb.

DON'T MATTER'S TAVERN

Read the following text when the player character approaches the Don't Matter's Tavern.

The wide one-story building is a hodge-podge of shoddy construction. Several additions have been attached to the original building with no attempt for stylistic consistency. Above the main door hangs a dingy sign painted with the image of a black three-legged cat.

Read the following text when the player character enters the Don't Matter's Tavern.

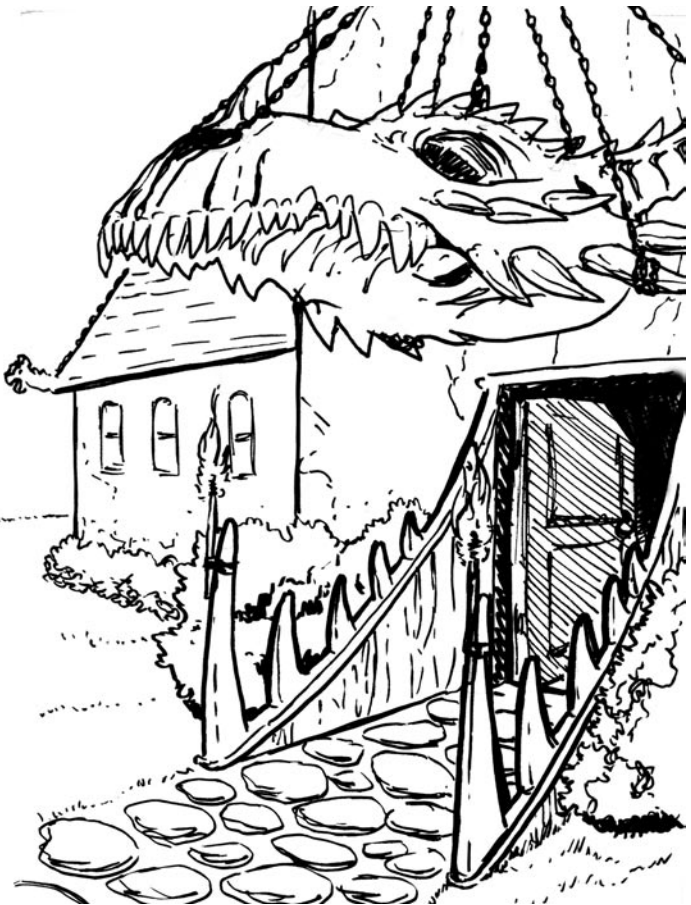
The smell of beer, sweat, and blood fills the taproom. Dirt seems to encrust everything, and several tables are missing legs.

Don't Matter's Tavern is a very popular tavern for unsavory residents of Kendleton. It is owned and run by a toothless codger named Peggin. Some mistakenly believe Peggin to be the "Don't Matter" that gives the tavern its name. In reality Don't Matter is the name of the three-legged cat who has free run of the place. When asked about Don't Matter, Peggin explains, "What do you call a cat with three legs? It Don't Matter what you call him, he ain't going to come."

Don't Matter's Tavern serves poor (1 sp) and common (3 sp) meals. The standard accommodations are poor (2 sp), but there are a few private rooms. These are typically rented out for the long term rather than a single night. Gurt and Sable have such a room.

Development: If the PC has earned the animosity of Quarillos (Event A) the entire tavern staff and patrons are unfriendly. If she killed or captured Gurt and Sable, the tavern is hostile.

People: Gurt and Sable (They sleep during the day, and are often gone during the night), Marly.



THE DRAGON HUNTER'S LODGE

Read the following text when the player character approaches the Dragon Hunter's Lodge.

This three story building is painted bright red and features an exotic style of architecture. The front entrance has a massive dragon skull suspended above it, such that entering gives one the feeling of being swallowed whole.

Read the following text when the player character enters the Dragon Hunter's Lodge.

The ceiling of the entryway is unusually high to accommodate the various trophies presented herein. Exotic animal heads line the walls, and the most impressive piece is a large red dragon, stuffed and mounted in the center of the room.

The Dragon Hunter's Lodge is one of the two most popular and expensive lodges in the town. Its main claim to fame is that the owner, Ravid Lurk (see page 21) is a former adventurer, and monster hunters who have preserved numerous trophies to store within the halls.

The Dragon Hunter's Lodge provides good meals (5 sp) and good lodging (2 gp), and the bar has all but the rarest types of drinks.

People: Lord Dragle (secret chamber), Tasker, Ravid Lurk, Vancing

Development: On day 5, Vancing is murdered in the inn (event 4), and Lord Dragle flees to his home.

A. THE SECRET CHAMBER

In addition to all the standard items found in an inn's kitchen, this room contains a secret door hidden in the side of the fireplace, which can be located with a DC 25 Perception check.

Read the following text when the player character enters the secret chamber.

This small room is barely large enough to contain a simple cot and a chamberpot. Indeed that is what it contains.

In the past Rabid Lurk has used this chamber primarily to store valuables, but when Vancing offered him a tidy sum of money to use the chamber, no questions asked, he was happy to take it.

Creatures: This small cell hosts Lord Dragle (up until the point when Vancing is killed on the early morning of day 5).

Ad Hoc Experience: If player character manages to find Lord Dragle before his death, award her experience as though she defeated a CR 7 challenge.

THE GOLDEN BOUGH INN

Read the following text when the player character approaches the Golden Bough Inn.

The building stands three stories tall and is painted a warm yellow. In front stand several pillars carved to look like trees support an awning. Above the door hangs a sign depicting a golden tree bearing a golden apple.

Read the following text when the player character enters the Golden Bough Inn.

The large common room has several pillars that are carved to look like trees and covered in golden leaf. The ceiling is at least fifteen feet high and is covered with an amazingly lifelike image of the sky.

The Golden Bough is the most expensive inn in the town and is rivaled in popularity only by the Dragon Hunter's Lodge. It is owned and operated by an elf named Leandra. She is a shrewd business woman, who has a minor knack for illusions.

The image of the sky on the ceiling is actually a permanent illusion that Leandra commissioned when the inn was first built (it is beyond her ability to create). Most of the time it automatically matches the sky outside, but Leandra can also change it to suit her will, which she typically does for concerts and other special occasions.

The Golden Bough provides good meals (5 sp) and lodging (2 gp), and the bar has all but the rarest drinks.

People: Belinal, Caspian Dragle (evenings), Leandra

THE GRAVEYARD

Read the following text when the PC enters the graveyard.

The field is filled stone markers that range from simple granite headstones to marble statues of angelic figures.

This graveyard is final resting place of most of the people who lived in Kendleton. It is well kept by Worbs, the grounds keeper and gravedigger. The church of Leolus is ultimately responsible for its operations.

Development: Both Event 2 (the funeral) and Event 3 (Worbs missing) take place in the graveyard.

People: Worbs (until his death), and Marly and Vancing during the exhumation of Lord Dragle.

LORD DRAGLE'S HOUSE

Read the following when the PC enters Lord Dragle's House.

This house is a moderate size, but elegant design. It makes very effective use of arches and creates the illusion that it is larger than it is.

This is the former house of the late Lord Dragle. Now his son sorts through it, choosing which items to keep, which to sell, and which to give away. Most of the house is unremarkable, but the study and the cellar are of particular interest.

Most of the papers in the study detail mundane business transactions, but DC 20 Perception check discovers that one chair has a hollow leg and rolled inside are several documents which chronicle the recent dealings between Dragle and Quarillos. Unfortunately the documents are written using a cipher devised by Dragle, and reading them requires a DC 18 Linguistics check. If a character successfully decodes the documents, they describe first how Dragle made a deal to sell the "Wren's Cloak" to a customer called "The Black Rose," while another document indicates that he planned to sell the same cloak to a client called "The Spiked Viper."

The cellar contains a secret door that leads to the Choker's Hold. A DC 25 Perception check locates the door.

Development: After Vancing's Murder on day 5 (event 4), Lord Dragle returns home and hides in his treasure room, until he is killed (along with the chokers) on day 7 (event 5).

THE SECRET ROOMS

A. THE CHOKER'S HOLD

Read the following text when the PC enters the choker's hold.

A foul odor of rotten flesh spills from this room. The floor is covered with tattered cloths, animal bones, and other refuse. A hole in the eastern wall leads to an earthen tunnel.



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The tunnel winds through the ground and eventually emerges in a forest about two miles outside of town. There is also a secret door to the north. A DC 25 Perception check finds the keyhole to this door, while a DC 30 Disable Device check (or Dragle's secret key) is required to enter.

Creatures: This room houses Dragle's two pet chokers, Kip and Rak. They are hiding when the character enters the room (using Stealth) and unless she is disguised as Dragle or Vancing, they immediately attack.

If the character manages to capture or befriend either of the chokers see the entry for *Kip and Rak* under *People*.

Chokers (2): 16 hp, AC 17; see *Kip and Rak*

Treasure: Kip and Rak covet treasure, but they have not quite grasped the idea of currency. Thus Dragle pays them entirely in copper pieces. To date they have amassed 3,265 such coins. A DC 20 Perception check also discovers a single red garnet worth 120 gp.

B. TREASURE ROOM

This room is Dragle's true treasure stash. Until very recently, this is where he kept the *Shroud of Olindor*.

Treasure: Dragle keeps several magic items here including: *robe of bones*, *scroll of animate dead*, *wand of extend magic aura* (ML 3rd, 23 charges), *wand of protection from good* (12 charges).

PEOPLE

This is the cast of characters which the player character may interact with in the course of the adventure.

MOST PEOPLE

Several thousand people live in the town of Kendleton. Most know very little about the murder, but may provide information about the town or its inhabitants. Most people can give a general overview of the major characters and locations. They know that Constable Eldun is tough but fair, Mother Olannae is a caring healer, and Quarillos Starwhisper is a respectable wine merchant.

GATHERING INFORMATION

Instead of simply revealing a line or two of information, a successful Diplomacy check to gather information might send the player character to the NPC who can provide the answer. For example a player charter who asks about poison might be referred to Alhans.

THE TOWN GUARD

The town guard reports directly to constable Eldun. They do not know much more than a typical citizen, but it is quite possible that the guards may come to the PC's aid (or be forced to attack). If guards are incapable of dealing with a situation, they know enough to retreat and seek reinforcements.

TOWN GUARD (36)

LN male and female human warrior 1

Init -1; Senses Perception +4

CR 1/2

200 XP

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 15 (1d10+5)

Fort +3, Ref -1, Will +1

OFFENSE

Spd 30 ft.

Melee longsword +2 (1d8+1/19-20) or

Melee sap +2 (1d6+1 non-lethal)

STATISTICS

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +2; CMD 12

Feats Alertness, Toughness

Skills Climb +5, Intimidate +3, Sense Motive +3

Languages Common

Gear Chain shirt, heavy wooden shield, longsword, sap, 5 gp, 10 sp, 20 cp

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

ADVANCED GUARD (8)

LN male and female human warrior 2/expert 2
Init +0; Senses Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)
hp 30 (2d10+4 plus 2d8+2 plus 4)
Fort +4, Ref +0, Will +4

OFFENSE

Spd 30 ft.
Melee masterwork longsword +5 (1d8+1/19-20) or
Melee sap +4 (1d6+1 non-lethal)

STATISTICS

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +4; CMD 14
Feats Alertness, Persuasive, Toughness
Skills Bluff +4, Climb +6, Diplomacy +6, Disable Device +4,
Handle Animal +3, Heal +5, Intimidate +6, Linguistics +4,
Profession (guard) +6, Ride +4, Sense Motive +8, Survival +5
Languages Common, Elven
Gear Breast plate, heavy steel shield, masterwork longsword,
sap, *potion of cure light wounds* (2), *potion of see invisibility*,
tanglefoot bag (3), 10gp, 25 sp, 50 cp

ALHANS

The Apothecary (Indifferent)
CN male gnome expert 9

This portly gnome is dressed in fine velvet clothes. His brown hair curls about his head, his eyes twinkle, and he has Cheshire grin on his face.

Alhans is a natural genius, who never struggled to achieve his goals, but rather just let his life fall into place. At one point he considered a career in magic, but when a group of adventures paid him a hefty fee for crafting alchemical items, he gave up the notion and became a businessman.

Similarly he never planned to traffic in illegal poisons, but one day he happened to have recovered a vial of black lotus extract, and a customer came by the same day offering several thousand gold pieces for just such a thing. Seeing the profits he could make, Alhans quickly established a side business.

Roleplaying Tips: Alhans is generally friendly fellow, who does his best to meet his customers' needs. He does not see himself as a bad person. He's a merchant who sells a product. What his customers do with the product is none of his business.

Attitude Adjustments: Alhans will never share knowledge of his illegal activities unless he trusts the character to keep the information secret, even if his attitude is helpful. To convince Alhans the character must make succeed either a Bluff or Diplomacy check opposed by Alhans's Sense Motive.

WHAT HE SAYS

Lord Dragle's Murder

(Indifferent) "A man who draws that much attention to himself is bound to make a few enemies."
(Friendly) "What is death anyway? Is a man condemned to oblivion once his heart stops beating? Not in this world."
(Half true)

CR 3
800 XP

(Helpful) "A few weeks before the Lord's 'death' he sent his man over for a draught of Slumber Root Essence. A wondrous little elixir that gives a body all the illusion of death for a day or so, and then... I don't know why he wanted it. I don't ask."

Poison

"This is a respectable establishment. We don't sell that sort of thing around here." (Lie)
(Friendly) "I might know somebody who knows somebody who has what you are looking for." (See Attitude Adjustment)
(Helpful) "I think it's possible we can come to an arrangement." (See Attitude Adjustment)

Quarillos Starwhisper

(Indifferent) "The elf is quite popular. But then it's easy to be popular when you supply the wine"
(Friendly) "Yes, Quarillos has been in the shop a few times. Buying tindertwigs, sunrods and the like." (Half true)
(Helpful) "He's a valuable customer, and occasionally buys a little something from my special inventory." (See Attitude Adjustment)

What He Knows: Alhans has sold illegal materials to both Lord Dragle and Quarillos Starwhisper (the latter by way of Gurt and Sable).

Places: The alchemist's shop (not detailed)

ALHANS

CN male gnome expert 9
Init +2; Senses Low-light vision; Perception +11

CR 8
4,800 XP

DEFENSE

AC 13, touch 13, flat-footed 11 (+1, size, +2 Dex)
hp 71 (9d8+27)
Fort +5, Ref +7, Will +7; +2 racial bonus vs. illusion

OFFENSE

Spd 20 ft.
Ranged alchemist fire +9 (1d6 fire)
Spell-Like Abilities (CL 9th)
1/day—*dancing lights* (DC 11), *ghost sound* (DC 11),
prestidigitation, *speak with animals*

STATISTICS

Abilities Str 6, Dex 14, Con 15, Int 17, Wis 12, Cha 12
Base Atk +6; CMB +3; CMD 15
Feats Far Shot, Lightning Reflexes, Point Blank Shot, Quick Draw, Skill Focus [Craft (alchemy)]
Skills Appraise +15, Bluff +9, Craft (alchemy) +19, Craft (poisonmaking) +16, Diplomacy +9, Knowledge (arcana) +7, Knowledge (local) +10, Sense Motive +9, Stealth +14
Languages Common, Dwarven, Elven, Gnome, Orc and Sylvan
SQ gnome traits
Gear alchemist fire (x4), acid (x2), tanglefoot bag (x2), smokestick, thunderstone rod, sunrod, antitoxin, 20 gp, 50 sp, 100 cp

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

AUGUANDO AND NIZU

The Reluctant Guardians (Friendly)
N Water mephits

Until several days ago, Auguando and Nizu lived separate uneventful lives on the elemental plane of water. Then, much to their horror, the mephits were torn from their home and bound by Lord Dragle to protect the *Shroud of Olindor*. They are already bored beyond belief. To make matters worse, the two mephits can barely stand each other's company (but they will still unite against a common enemy).

Roleplaying Tips: Auguando and Nizu are bored, sick of each other's company, and bitterly resent Lord Dragle. They are eager to talk anybody else, and answer the character's questions with little reserve. However they will undercut each other, and quibble over minor details (such as whether Lord Dragle's waistcoat was maroon or burgundy).

WHAT THEY TELL

Lord Dragle: "That magma-filled son of efreeti bound us here and ordered us to 'Attack anybody other than him who tries to open the door.'" (He's worse than an efreeti. He's more like the backside of a thoqua.)

The Shroud of Olindor: "The inky black cloth? The insufferable salamander brought it with him through the door, but I don't think he had it when he came out." ("It was more of a coal black.")

The Door: "We haven't been through, but the Azer's toenail brought a trio of earth mephits through the door and left them there."

The Basins: "The little jars are about all we have to remind us of home."

Where are they from?: "We hail from the elemental plane of water, the greatest plane that there ever was. Not like this speck of a dust." ("I'd say it's more of a dirt ball.")

Place: The catacomb

WATER MEPHIT (2)

N small outsider (extraplanar, water)

Init +0; **Senses** Darkvision 60 ft., Perception +6

DEFENSE

AC 16, touch 11, flat-footed 16 (+1 size, +5 natural)

hp 19 (3d10+3); fast healing 2 (while underwater)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Spd 30 ft.; fly 40 ft. (average); swim 30 ft.

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15 ft. cone, 1d8 acid damage, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day — *summon* (level 2, 1 water mephit 25%), *stinking cloud* (DC 15)

1/hour — *acid arrow*

STATISTICS

Abilities Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Stealth +12, Swim +9; **Racial**

Modifier +8 Swim

Languages Common, Aquan

SPECIAL ABILITIES

Breath Weapon (Su): An earth mephit can unleash a 15-foot cone of acid every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus

BELINAL

The Bastard Princess (Friendly)
CG female half-elf bard 4

This woman is fair and slender. Her ears are pointed more than a human's but not quite as much as an elf's. Her eyes are blue, and her hair is platinum blond, except for a few streaks that are dyed blue. She wears an elaborate dress containing every color of the rainbow.

Belinal was raised by her human mother, a traveling actress who never seemed to have time for her daughter. Fortunately she found friends and role models among the other members of the troupe.

When she was twenty her mother passed away, and in addition to a few boxes of stage jewelry, Belinal inherited an ancient platinum ring, shaped like a feathered serpent, whose eyes were set with sapphires. After months of research Belinal discovered that the ring had been the symbol of the ruling family of Olindor. Belinal believes that one of her elven ancestors was the child of one of the last princes of Olindor and a human commoner from a nearby village.

Roleplaying Tips: Belinal is a people person. She enjoys networking and making new contacts. She is generally an excellent judge of character but tries to give everybody a chance, even when she has misgivings. She treats everybody with decency and respect and believes even criminals should be spared death whenever possible.

WHAT SHE SAYS

The Shroud of Olindor

"It's one of the three legendary treasure from the city of

Olindor, worn by a hero famous for his trickery and guile."

(Helpful) "The hero that once owned the *Shroud* was a master of disguise. While it remains unworn, the *Shroud* radiates magic, but when a person dons it, the aura disappears."

Her Ring

"It is an ancient family heirloom, left to me by my mother before she passed beyond."

(Helpful) "It is the symbol of the family that once ruled to city of Olindor."

Joining the Party: If her attitude is shifted to helpful, Belinal offers to accompany the PC during her investigation. She will almost always follow the character's lead (unless it conflicts with her nature). She uses the aid another action to help the character's skill checks, and in combat she uses her spells and bardic music to improve the player character's abilities.

Places: Golden Bough Inn

BELINAL

CG female half-elf bard 4

Init +2; **Senses** Low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 25 (4d8+4)

CR 4

LORD DRAGLE

The Finder of the Shroud (Indifferent)

CN male elite human aristocrat 4/expert 3

The man before you is familiar. He is a tall man who might have been muscled at one time, but middle age has made him soft and doughy. His black hair is grown gray around the edges. He wears the same black suit in which he was buried. "How clever you are," he says, "finding me before all the others. Nothing left to do but have a drink."

Lord Dragle was born into a family that granted him an aristocratic name and a mountain of debt. Rather than be content to live on credit as his parents and grandparents had, Lord Dragle strived to improve his family fortune, occasionally bending the law to do so. He married relatively late in life, primarily because of the capital his new bride would bring. Unfortunately the wife died during the birth of their only child.

After he split with his son, Lord Dragle's schemes for wealth grew increasingly dangerous, until he reached his most recent and potentially deadly gambit: the *Shroud of Olindor*.

Roleplaying Tips: Lord Dragle is a smooth talker and a clever schemer. He relies primarily on his charm and his intellect to get him through conundrums. He uses humor to disarm his opponents, and self-deprecation to lure his rivals into a false sense of superiority. He values his own hide above all else, and will sacrifice gold, friends, and even family to preserve it.

WHAT HE SAYS

Caspian Dragle

"He's a good lad, except for refusing to talk to me for the last three years. I was glad to see him home again."

(Friendly) "He's my son of course. At least that's what his mother claimed."

(Helpful) "I'm not sure what went wrong between us, but I've tried to make certain that he inherits more than the family's debts."

Constable Eldun

"The local law man? He tries so hard."

His Death

"Ah, yes that. As you may have surmised, rumors of my death were greatly exaggerated."

(Friendly) "A light slight of hand—I wanted to take a break from my unbridled popularity."

(Helpful) "A trick accomplished with the help of slumber root. You'll find it's much cheaper than diamond dust. Some former allies have become less than hospitable."

Quarillos Starwhisper

"We've done business on a number of occasions, most of the time he's been fair."

(Friendly) "It's common knowledge that he has a hand in crime throughout the city."

(Helpful) "I suspect if I hadn't arranged for my own demise, he would have done it for me. And he probably would have been a great deal more thorough."



Fort +1, **Ref** +6, **Will** +5 ; +2 racial bonus vs. enchantment
Defensive Ability immune to magic sleep effects, well-versed

OFFENSE

Spd 30 ft.

Melee dagger +2 (1d4-1/19-20) or

Ranged dagger +5 (1d4-1/19-20)

Special Attacks cantrips, bardic performance (13 rounds/day) (countersong, distraction, *fascinate*, inspire courage +1, inspire competence +1)

Spells Known (daily casting 2/4)

2nd—*cat's grace*, *minor image* (DC 16)

1st—*cure light wounds*, *feather fall*, *hypnotism* (DC14), *unseen servant*

0—*detect magic*, *ghost sounds* (DC 14), *light*, *lullaby*, *prestidigitation*, *summon instrument*

STATISTICS

Abilities Str 10, Dex 14, Con 10, Int 13, Wis 12, Cha 16

Base Atk +3; **CMB** +3; **CMD** 15

Feats Persuasive, Skill Focus [Perform (string instrument)]^B, Spell Focus (illusion)

Skills Bluff +8, Diplomacy +8, Knowledge (history) +7, Linguistics +5, Sense Motive +10, Perform (string instrument) +12, Spellcraft +9, Use Magic Device +10

Language Common, Draconic, Dwarven, Elven, Sylvan

SQ bardic knowledge, half-elf traits, versatile performance (string instruments)

Gear Mithral shirt, dagger, *scroll of delay poison*, *scroll of eagle's splendor*, *wand of cure light wounds* (46 charges), *gray bag of tricks*, masterwork lute, disguise kit, light horse, Ring of Olindor, 50 gp

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)



The Shroud of Olindor

"During life it caused me nothing but trouble. Hopefully my son will find a better use for it." (Lie)

(Friendly) "The *Shroud* is safe. Perhaps in my son's hands, perhaps in the church's vault, perhaps someplace else all together."

(Helpful) "It is safe within the church's vault. But there are vaults, and then... there are vaults."

Vancing

(while alive) "She's the best help money can buy. I'm not sure how you got past her, but I hope she'll recover quickly."

(after death) "She traded her life for mine. I will never forget that."

Places: Dragon Hunter's Lodge (until day 5), Lord Dragle's House (day 5 to day 7)

LORD DRAGLE

CN male human aristocrat 4/expert 3

Init +1; **Senses** Perception +12

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection)

hp 46 (4d8+8 plus 3d8+3)

Fort +5, **Ref** +3, **Will** +7

OFFENSE

Spd 30 ft.

Melee masterwork rapier +8 (1d6-1)

STATISTICS

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 16

Base Atk +5; **CMB** +4; **CMD** 15

CR 6

2,400 XP

Feats Great Fortitude, Magic Aptitude, Persuasive, Weapon Finesse, Weapon Focus (rapier)

Skills Appraise +9, Bluff +12, Diplomacy +14, Intimidate +12, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +9, Sense Motive +10, Sleight of Hand +7, Use Magic Device +11

Language Common, Elven, Undercommon

Gear Masterwork rapier, *ring of protection* +1, *scroll of hold monster*, *wand of detect magic*, *wand of sleep*, personal key, crypt key, church key, jewelry worth 1,000 gp

CASPIAN DRAGLE

The Icy Child (Indifferent)

N male human aristocrat 2

This man is of average height and slender build. His red hair is cut short, and his green eyes seem to stare at something just beyond view. He is dressed in brown earth tones, with an accent of golden jewelry.

Caspian Dragle is Lord Dragle's only child. The two always had an icy relationship, and three years ago Caspian left home with no explanation. He returned only days before the auction, ostensibly to visit his father.

Roleplaying Tips: Caspian is an introvert, almost to the point of emotional withdraw. He tends to answer questions literally, with little explanation or follow up. He does not intend to be evasive; he merely has his mind on other things.

WHAT HE TELLS

Lord Dragle's Murder

"I know what people are saying. I had nothing to do with it."

(Friendly+) "He had enemies. The last time I saw him he told me to beware elves; they hold long grudges."

Marly

"My father treated him like dirt. I think Marly came to believe it."

(Friendly) "His family was once aristocracy. He still wears a gold chain with his family pendant."

Vancing

"She has been in my father's employ for six years. Before that I think she was a mercenary."

Why he parted with his father

"I'd rather not talk about it."

(Helpful) "I slowly discovered who my father truly was. He was not a nice man."

Places: Lord Dragle's House (days), Golden Bough Inn (evenings)

CASPIAN DRAGLE

N male human aristocrat 2

Init +0; **Senses** Perception +8

CR 1

400 XP

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 14 (2d8+2)

Fort +0, **Ref** +1, **Will** +4

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

OFFENSE

Spd 30 ft.

Melee dagger +1 (1d4)

STATISTICS

Abilities Str 10, Dex 12, Con 11, Int 13, Wis 12, Cha 8

Base Atk +1; CMB +1; CMD 12

Feats Alertness, Skill Focus (Sense Motive)

Skills Handle Animal +4, Knowledge (engineering) +6, Knowledge (history) +6, Ride +6, Sense Motive +11

Language Common, Dwarven

Gear dagger, *potion of cure light wounds*, *everburning torch*, light horse, riding saddle, 75 gp

CONSTABLE ELDUN

The Law (Indifferent)

LN male human urban ranger 6

The man is of medium height with broad shoulders. His face is weathered, and he bears a large scar across his right cheek. His brown hair is short if a little uneven, and his sideburns reach nearly down to his chin. On his left breast, he bears a golden shield, the sign of the law in these parts.

Constable Eldun is the chief law enforcer in Kendleton. He grew up nearby, but while he was still a teenager, war broke out, and Eldun enlisted. During the course of the war, he served his kingdom nobly and earned several promotions. After the war, he worked briefly as a mercenary before returning to his hometown. He easily landed a job as one of the constable's deputies, and it soon became clear that he was more talented than the former constable. Thus few people were disappointed when the old constable retired and Eldun assumed the mantle.

As constable, Eldun has kept crime mostly under control in the city. The notable exception is Quarillos Starwhisper and his guild, which prove a constant thorn in Eldun's side.

Roleplaying Tips: Constable Eldun is a gruff but professional man. He is often hard to warm up to, but once he does, he is helpful and trustworthy. He is reluctant to ask the help of wandering adventurers, but not out of arrogance. On several instances well meaning adventurers just got in his way. If a character can prove her usefulness, Eldun is happy to have assistance.

Attitude Adjustments: Any time the character comes to Constable Eldun with a useful clue, allow the character to make an automatic Diplomacy check to increase his attitude. Such checks should have a cumulative +2 bonus for every clue that the player has found. A major breakthrough in the case (such as a confession from Marly) should automatically increase his attitude one level.

Joining the Party: For the most part, Constable Eldun maintains a parallel investigation, occasionally exchanging information. However if the player tells Eldun that she has located either the *Shroud* or Lord Dragle, Eldun will want to accompany the character to the scene. If his attitude is indifferent or worse, he will attempt to go to the scene, and demand the character remain behind (for "safety" reasons).

WHAT HE SAYS

Alhans

(Indifferent+) "He's our local alchemist, and he's good at what he does. Even the constable's office occasionally buys supplies from him."

(Friendly +) "There are rumors that he runs a side business dealing in poisons. I'm looking into it."

Caspian Dragle

(Friendly+) "Most murders are committed by people who knew the victim well. He had the motive."

Dragle's Murder

(Indifferent+): "The means of death seems to be poison."

(He's not sure which kind.)

(Friendly+) "The list of suspects is pretty long. Dragle's relationship with his son has always been icy, he's never gotten along well with Leandra, and the fact that he died just before the *Shroud of Olindor* went up for auction is too convenient to ignore."

(Helpful) "I've got a hunch that Quarillos Starwhisper might have something to do with it. No proof, but I trust my gut."

Gurt and Sable

"Be careful around those two. They're dangerous and slippery as eels."

(Friendly+) "They work for Starwhisper as his top enforcers. If it wasn't for his schemes the two would've seen the gallows long ago."

(Helpful) "They're more than just business partners. They claim to be married, but it's not been consecrated by any god I recognize."

Leandra

"She's run the Golden Bough for almost nine years now, and never caused any trouble."

(Friendly +) "Years ago she and Dragle had a pretty bad spat. It's been calm for a long time, but it might be worth taking a look."

Quarillos Starwhisper

"He's a wine merchant. A lot of people like him. A lot of people don't."

(Friendly+) "Everybody with more than two rocks in their head knows that Starwhisper's got his finger in every dirty honey pot in town."

(Helpful) "If any body ever had to put the elf down 'in self defense' I'm not sure the investigation would last too long."

Places: About town (days), his office (evenings, not detailed)

CONSTABLE ELDUN

LN male human ranger 6

Init +2; Senses Perception +11

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +1 enhancement, +1 deflection)

hp 43 (6d10+6)

Fort +5, Ref +7, Will +4

OFFENSE

Spd 30 ft.

Melee masterwork quarterstaff +7/+2 (1d6+1) and masterwork quarter staff +7/+2 (1d6) or

Melee masterwork quarterstaff +9/+4 (1d6+1)

Special Attack favored enemy (animal), favored enemy humanoid (human), hunter's bond, spells

Spells Known (CL3)

1st — *delay poison*, *longstrider*

CR 6

2,400 XP

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

STATISTICS

Abilities Str 12, Dex 15, Con 10, Int 14, Wis 14, Cha 10

Base Atk +6; **CMB** +7; **CMD** 19

Feats Endurance^B, Expertise, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting^B, Two-Weapon Fighting^B, Weapon Focus (quarterstaff)

Skills Climb +10, Diplomacy +6, Handle Animal +6, Intimidate +9, Knowledge (local) +8, Ride +8, Stealth +10, Sense Motive +8, Swim +10

Language Common, Dwarven, Elven

SQ favored terrain (urban), favored terrain (underground (dungeons)), hunter's bond (allies), track, wild empathy

Gear +1 chain shirt, masterwork quarterstaff, ring of protection +1, cure light wound potion (x2), 35 gp

GURT AND SABLE

The Enforcers (Unfriendly/Hostile after Event A)
NE male and female human rogue 5

These two are dressed in black clothes designed for easy movement. The man has bleach blond hair, fair skin, and crystal blue eyes, while the woman has brown eyes, olive skin, and raven-dark locks. On the man's left arm, and the woman's right they display mirror images of the same tattoo, a design made of broken and solid black lines.

Gurt and Sable were both orphaned at an early age and grew up in the slums of Kendleton. When they were in their early teens the two met, fell in love, and have been inseparable ever since. Not long after, they joined Quarillos Starwhisper as he established himself as the crime lord of the city. Their aid was instrumental, and they have been Quarillos's top enforcers and assassins ever since.

Roleplaying tips: Gurt and Sable are people of action rather than words. When it comes time to talk, they keep it direct and to the point. They often finish each other's sentences or answer questions directed at the other. The two are fiercely loyal to each other, and each would die to save the other (they have killed to save the other, but they have killed for lots of other reasons). They are moderately loyal to Quarillos. They won't betray him, but are not afraid to skip town when the winds of change start blowing.

WHAT THEY SAY

Constable Eldun

(Indifferent+) "He's the local lawman."

(Friendly+) "If he wants to do good, why's this town's full of empty stomachs?"

Lord Dragle's Murder

(Indifferent+) "So sad. Word is his kid did it."

Quarillos Starwhisper

(Indifferent+): "He's a good guy."

(Friendly+): "Shoots us a job every now and then."

What They Know: Gurt and Sable know of many criminal enterprises, including Quarillos Starwhisper's desire to kill Lord Dragle, and the idea that Dragle might not be dead.

Places: Don't Matter's Tavern (days), about town (nights).



GURT AND SABLE

NE male and female human rogue 5

Init +3; **Senses** Perception +9

CR 5

1,500 XP

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +1 enhancement, +3 Dex)

hp 31 (5d8+5)

Fort +1, **Ref** +7, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee masterwork rapier +8 (1d6+1/18-20) or

Ranged masterwork hand crossbow +7 (1d4/19-20)

Special Attacks bleeding attack, sneak attack +3d6

TACTICS

During Combat Gurt and Sable move to continually flank the PC (using Acrobatics if necessary).

Morale If either is reduced below 6 hit points, they both quaff their *potions of invisibility* and flee the scene. If one is dropped, the other will not abandon his or her companion.

STATISTICS

Abilities Str 13, Dex 16, Con 10, Int 14, Wis 12, Cha 8

Base Atk +3; **CMB** +4; **CMD** 17

Feats Dodge, Mobility, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +11, Appraise +10, Bluff +7, Climb +9,

Disable Device +11, Disguise +7, Escape Artist +11,

Intimidate +7, Sleight of Hand +11, Stealth +11

Languages Common, Elven, Goblin

SQ fast stealth, trapfinding

Gear +1 studded leather, masterwork rapier, masterwork hand crossbow, 10 bolts, *dust of tracelessness*, *potion of cure light wounds*, *potion of cat's grace*, *potion of invisibility*, grappling hook, masterwork thief's tools, silk rope (50 feet) 175 gp

KIP AND RAK

The Pet Chokers (hostile)
LE male and female chokers

These two are fairly typical chokers, except that Lord Dragle manages to control them as something between pets and employees.

Roleplaying Tips: Keep in mind that chokers have very low Intelligence scores. They use improper grammar, their vocabulary is limited, and they often refer to people by descriptions rather than name.

WHAT THEY SAY

Dragle (aka Big Boss Man)

(Indifferent+) "He tell us what to do. Not seen in days."

(They saw him last the morning of the auction.)

(Friendly+) "Boss man say we hurt people. Not know why. Not care."

Quarillos Starwhisper (aka Point Ear Mean Head)

(Friendly+) "Boss say we kill Point Ear Mean Head one day. But not yet."

Shroud of Olindor (aka Pretty Black Cloth)

(Friendly+) "Big Boss keep Black Pretty in wall for long time, but last time we saw, he take cloth from wall."

Place: Lord Dragle's house (the secret room)

KIP AND RIP

CE small aberration

Init +6; **Senses** darkvision 60ft.; **Perception** +1

CR 2

600 XP

DEFENSE

AC 17, **touch** 13, **flat-footed** 15 (+2 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Spd 20 ft., **climb** 10 ft.

Melee 2 tentacles +6 (1d4+3 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+3), strangle

TACTICS

During Combat Kip and Rip attack with their tentacles and use Improved Grab. Once an opponent is grabbed, they Constrict squeezing the life from their prey. There is a reason their kind are called chokers.

STATISTICS

Abilities Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7

Base Atk +2; **CMB** +4 (+8 grappling); **CMD** 16

Feats Improved Initiative, Skill Focus (Stealthy)

Skills Climb +16, Stealth +13

Languages Undercommon

SQ quickness

Gear Kip and Rak covet treasure, but they have not quite grasped the idea of currency. Thus Dragle pays them entirely in copper pieces. To date they have amassed 3,265 such coins. A DC 20 Perception check also discovers a single red garnet worth 120 gp.

SPECIAL ABILITIES

Strangle (Ex): Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su): A choker is supernaturally quick. It can take an extra move action during its turn each round.

LEANDRA

The Jealous Innkeeper (Friendly)

NG female elf expert 6/wizard 3

This petite elven woman has fair skin, and fine golden hair pulled up into a topknot. On either side of her blue eyes are small tattoos that resemble small stylized crescent moons.

Leandra is a restless soul at heart. Every five to ten years she settles in a new territory and takes up a new profession. She has been an artist, an animal trainer, and (for a very brief time) an adventurer. For the moment she is an innkeeper, but she has been at the job for almost nine years, and will probably move on before the year is out.

Not long after she first arrived in Kendleton, Leandra was romanced by Lord Dragle. While she developed genuine feelings for the human, he was using her to secure resources for an important business transaction. When the deal was complete Lord Dragle "decided he wanted to be friends." Leandra soon realized her folly, which sparked a bitter feud between the two of them. For about a year they fought, then both moved on with the rest of their lives. While they do not actively seek to harm each other, they also do whatever they can to avoid each other.

WHAT SHE SAYS

Lord Dragle's Murder

"It is always sad to see a sentient creature die."

(Friendly+) "Several years ago we had an involvement that ended poorly. But I put that in the past long ago."

Quarillos Starwhisper

"I don't know where I would be without his imports.

Nothing like a favorite libation to remind one of home."

(Friendly) "I've heard the gossip of course, but if were true he would have been arrested long ago."

Vancing

"She visited here on several occasions. She is not the loquacious sort, but I feel she appreciated the atmosphere."

(Friendly+) "To be honest I'm surprised she chose to reside at the Lodge since Lord Dragle's unfortunate demise."

LANDRA

NG female elf wizard 3/expert 6

Init +6; **Senses** Low-light vision; **Perception** +14

CR 8

4,800 XP

DEFENSE

AC 14, **touch** 14, **flat-footed** 12 (+2 natural, +2 Dex)

hp 43 (3d6+3 plus 6d8)

Fort +3, **Ref** +5, **Will** +9; +2 racial bonus vs. enchantment

Defensive Abilities immune to magic sleep effects

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)



OFFENSE

Spd 30 ft.

Melee masterwork quarterstaff +5 (1d6-1)

Special Attacks cantrips, illusion school powers (opposition schools: evocation, necromancy), spells

Spells Prepared (CL3)

2nd—*minor image* (DC 17), *mirror image*, *hypnotic pattern**

1st—*color spray* (DC 16), *expeditious retreat*, *ventriloquism*, *silent image**

0—*detect magic*, *ghost sound* (DC 15), *prestidigitation* (x2)

School Powers *extended illusion*, *blinding ray* 6/day

STATISTICS

Abilities Str 8, Dex 14, Con 10, Int 17, Wis 13, Cha 14

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness, Animal Affinity, Eschew Materials, Improved Initiative, Persuasive, Scribe Scroll^B

Skills Climb +8, Craft (painting)+12, Diplomacy +8, Handle Animals +13, Intimidate +8, Knowledge (arcana)+9, Knowledge (geography)+9, Knowledge (history)+11, Knowledge (local)+11, Linguistics +12, Profession (innkeeper)+8, Ride +13, Sense Motive +12, Spellcraft +9

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

SQ Arcane Bond (crescent earrings), elven traits

Gear masterwork quarterstaff, *amulet of natural armor* +2, *hat of disguise*, *deck of illusions*, 30 gp

MARLY

The Servant (Indifferent)

N male human commoner 2

The short and slender man is probably less than thirty years old, but those years have not been kind to him. His posture is stooped, his skin is calloused, and his hair has almost completely deserted his head.

If the character speaks to Marly before dark on Day 2, a DC 15 sight-based Perception check notices a golden chain beneath his tattered clothes. After Marly helps dig up Dragle during the night of Day 2, he loses this necklace. A character who has noticed the chain before will notice its absence with a DC 15 sight-based Perception check. If the character has not talked to Marly before, a DC 25 sight-based Perception check notices a pale band of skin around his neck that managed to avoid the harsh conditions that tanned and weathered the rest of his skin.

Generations ago, Marly's ancestors were a prosperous wealthy family, but they long ago fell on hard times. By the time Marly was born, they had been reduced to waiting upon those who still enjoyed the privilege of wealth. Marly has worked for Lord Dragle ever since he was twelve years old. He is tasked with nearly every domestic duty in Dragle's house, and he knows of little beyond those walls.

Roleplaying Tips: Marly has been told that he is dirt that now believes it. Marly is a very meek man who does what he is told because he doesn't know any other way.

Attitude Adjustments: Marly suffers a -3 penalty to checks to resist Intimidate. If successfully intimidated he gives information one level higher (for example, as Helpful rather than Friendly).

WHAT HE SAYS

Lord Dragle

"He's the best lord I've ever known, a good and fair master."

Dragle's Murder (The first one)

"Such a shame. I don't know what I'll do." (Half true)

(Friendly) "Perhaps he won't stay dead. There's always hope." (Half true)

(Helpful) "Murdered? Truth is, he just needs people to think that."

The Church

(Helpful) "Lord Dragle would sometimes go to the church in the dead of night. I never knew why."

His Necklace

"It's the only thing left to me by my dear ma"

(after exhuming Lord Dragle's body on day 2) "I must've lost it somewhere." (Partial truth)

(Helpful) "Last time I remember having it was in the graveyard"

Places: Don't Matter's Tavern

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

MARLY

N male human commoner 2
Init +0; **Senses** Perception +7

DEFENSE

AC 10, touch 10, flat-footed 10
hp 13 (2d6+4)
Fort +1, **Ref** +0, **Will** -1

OFFENSE

Spd 30 ft.
Melee unarmed strike +2 (1d3+1 non-lethal)

STATISTICS

Abilities Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 8
Base Atk +1; **CMB** +2; **CMD** 12
Feats Alertness, Skill Focus (Profession [servant])
Skills Handle Animal +4, Profession (servant) +6
Languages Common
Gear golden necklace with ruby pendant (800 gp, before Event 3), 1 gp, 5 sp, 15 cp

MOTHER OLANNAE

The Wise Priest (Friendly)
NG female human cleric 8

This tall solid woman has long dark hair and a half upturned smile, but her most striking feature is her unnaturally violet eyes. She dresses in simple brown robes, and around her neck hangs an amulet depicting the golden sun.

Mother Olannae showed that she was divinely blessed when she performed her first healing at the age of ten. Her parents, being devout follower of the church of Leolus entrusted her education to the local temple. Since reaching adulthood she has traveled from temple to temple going "wherever she is needed." She took over the church in Kendleton when the previous high cleric passed away, and while she has only been there a few months, she has already befriended most of the populous.

Roleplaying Tips: Mother Olannae is a friendly priest who tries to see the good in everyone, though she is far from naive. While she is relatively young (27 years old) she has wisdom beyond her years. Mother Olannae also has a thirst for knowledge, and enjoys nothing more than an intellectual debate, whether about religion and philosophy, or the best recipe for apple pie.

WHAT SHE SAYS

Constable Eldun

"The constable is an expert of law and order, but I sometimes fear that he will become so focused on the path that he forgets where he is going."
(Helpful) "He keeps a great pain buried within his soul. I have yet to tease it out."

Quarillos Starwhisper

"He hides himself in layers of mystery. I do not know the true Starwhisper, and I'm sure he wants it that way."

Lord Dragle's Murder (first one)

"I am always saddened to see the depth humanity will sink to for personal gain. If the *Shroud* is the motive then anybody could be a suspect."

CR 1
400 XP

(Helpful) "I suspect there may be something more. Whoever killed him did not end up with the *Shroud of Olindor*. Perhaps their plan failed, or perhaps there was another plan all together.

Lord Dragle's Murder (second time)

"The night of the murder one of the sisters informed me that she thought she noticed somebody moving in the shadows. I used a spell to observe and saw Quarillos Starwhisper entering the church vault and removing the black cloth."

Words

(before death) "A quiet fellow. He's a hard worker, but he keeps mostly to himself."

(after death) "I can't imagine who would want to kill him. He did all he could to avoid trouble."

The Temple

"It's a beautiful structure. The building you see today is less then twenty years old, but it was built upon the foundation of a far older monastery."

The Catacombs

"A remnant of ages passed. Alas I know very little about them, save that they are the resting place of clergy who once occupied a much older monastery built on this site.

The Shroud of Olindor

"A wonderful reminder of ancient times, but I doubt it is worth the price that some would pay for it."

Dragle's Crypt Key

"That looks like a key to our catacombs. How did it find its way into your hands?"

Places: The Church

MOTHER OLANNAE

NG female human cleric 8
Init +0; **Senses** Perception +9

CR 8
4,800 XP

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 armor, +1 enhancement, +1 deflection)
hp 55 (8d8+16)
Fort +7, **Ref** +2, **Will** +10

OFFENSE

Spd 30 ft.
Melee +1 morningstar +7/+2 (1d8+3)
Special Attack Channel positive energy, orisons, spells
Spells Prepared (CL8)

4th — *discern lies, divination, tongues, cure critical wounds**
3rd — *dispel magic, remove blindness/deafness, remove curse, remove disease, cure serious wounds**

2nd — *augery, calm emotions, delay poison, zone of truth, detect thoughts**

1st — *bless water, cure light wounds, divine favor, remove fear, sanctuary, comprehend languages**

0 — *detect magic, light, mending, purify food and drink*

Domain Powers (Healing/Knowledge)

lore keeper, remote viewing, rebuke death, healer's blessing

STATISTICS

Abilities Str 10, Dex 11, Con 12, Int 14, Wis 18, Cha 13
Base Atk +6; **CMB** +6; **CMD** 16

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

Feats Brew Potion, Craft Wand, Craft Wondrous Item, Scribe Scroll

Skills Diplomacy +9, Heal +11, Knowledge (arcana) +6, Knowledge (history) +8, Knowledge (local) +8, Knowledge (religion) +9, Knowledge (planes) +6, Linguistics +9, Sense Motive +11, Spellcraft +11

Languages Common, Celestial, Draconic, Dwarven, Elven, Gnome, Halfling

Gear +1 chain shirt, +1 morningstar, ring of protection +1, wand of cure light wounds, bird feather token, scroll of heal, crypt key, church key, vault key, 10 gp, 30 sp, 50 cp

QUARILLOS STARWHISPER

The Lord of Crime (Unfriendly)

LE male elven rogue 5/assassin 3

This elf is tall as elves go, and his build is lean, but well-toned. His dark brown hair is pulled back in a tight ponytail, and his hazel eyes twinkle. His clothes are of conservative style and color, but are of excellent craftsmanship. Near the tip of his right ear he wears three golden hoops.

Quarillos Starwhisper presents the front of a respectable wine merchant, but in truth he is the leader of the local thieves' guild. For a long time he maintained an operation in the nearby elven kingdom, but when life there became too dangerous, he relocated to Kendleton to start anew.

A character who has seen Belinal's ring can make a DC 10 Perception check to notice that Quarillos Starwhisper wears an identical ring among his many rings.

Roleplaying Tips: Quarillos uses any means necessary to accomplish his ends. He prefers to settle disputes with words, either flattery or threats, but he does not hesitate to stab a former ally in the back with a poisoned dagger. Quarillos typically feigns cordialness to those he meets and offers assistance as long as it does not run counter to his goals. He has no friends, only pawns that he manipulates to achieve his ends.

WHAT HE SAYS

Alhans

(Indifferent+) "Alhans is quite skilled with alchemical creations and offers them at a fair price."

(Helpful): "He occasionally carries an item or two that is not available to the general public. If you ask nicely I might be able to put in a good word for you."

Constable Eldun

(Indifferent+) "A competent lawman, but a little too paranoid if you ask my opinion."

(Friendly+) "He seems to have developed a grudge against me. I don't think he can forgive me for being born an elf."

Gurt and Sable

(Indifferent+) "I've employed the two before, mostly for manual labor or other menial tasks." (Half-true)

(Friendly+) "Those two are such a cute couple, madly in love and fiercely loyal to each other."

The Shroud of Olindor

(Indifferent+) "Yes I hoped to purchase the *Shroud*, as did many people. I had nothing to do with his death if that's what you imply."

(Friendly+) "Truth be told, I have a personal interest in the *Shroud*. I've traced my lineage and discovered one of my ancestors survived the destruction of Olindor."

His Ring

(Indifferent+) "This is an old family heirloom passed down through the generations."

(Friendly+) "This is a ring of Olindor, once worn by the ruling family of the city, and it proves that their blood courses through my veins."

Places: His house (not detailed, visitors not admitted unless his attitude is friendly or better).

QUARILLOS STARWHISPER

NE male elf male rogue 5/assassin 3

Init +8; **Senses** low-light vision; **Perception** +10

CR 8

4,800 XP

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 armor, +1 enhancement, +4 Dex)

hp 52 (5d8+10 plus 3d8+3)

Fort +3, **Ref** +10, **Will** +2 (+2 vs. enchantment, +1 against poison)

Defensive Abilities evasion, immune to magic sleep effects, trap sense +1, uncanny dodge, improved uncanny dodge

OFFENSE

Spd 30 ft.

Melee +1 dagger +10 (1d4+1 plus poison/19-20)

Special Attacks bleeding attack, death attack (DC 15), poison (DC 18), sneak attack +5d6, spells

STATISTICS

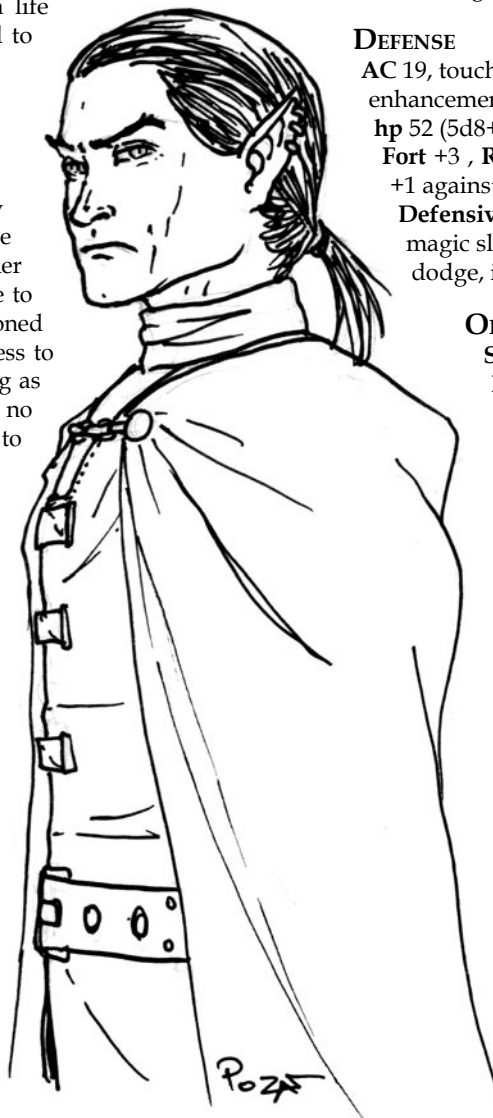
Abilities Str 10, Dex 18, Con 12, Int 15, Wis 10, Cha 12

Base Atk +5; **CMB** +5; **CMD** 19

Feats Combat Expertise, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +12, Appraise +10, Bluff +9 (+14 when feinting), Climb +8, Diplomacy +9, Disable Device +12, Disguise +9, Escape Artist +14, Intimidate +9, Linguistics +8, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +14

Languages Common, Dwarven, Elven, Giant, Goblin, Orc, Sylvan
SQ elven traits, fast stealth, poison use, trapfinding



THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

Gear +1 mithral chain shirt, +1 dagger, ring of deception (see sidebar), *potion of cure light wounds* (x2), giant wasp poison (x3), masterwork thieves' tools, 468 gp

GIANT WORM POISON

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

RING OF DECEPTION

Aura faint transmutation; **CL** 5th

Slot ring; **Price** 3,750 gp; **Weight** –

DESCRIPTION

This ring grants a +5 bonus to Bluff checks for the purposes of feinting in combat. In addition, 3 times per day you may feint as a swift action.

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in Bluff; **Cost** 1,8750 gp

RAVID LURK

The Retired Adventurer (Indifferent)

N human fighter 6/expert 1

This man's nose is bent to the left, as though it were broken and never set properly. His top leftmost incisor has been replaced with a gold one. His hair is dark brown cut to ear length. He is dressed in studded leather armor, and he carries a sword at his side.

Ravid Lurk is an ex-adventurer who gave up the trade after his compatriots were slain. However during his career Ravid gained a small amount of prominence, and he decided to capitalize on this when establishing his tavern. While he can still pack a decent punch, his weapons and armor are primarily for show.

Since Dragle's supposed death, Ravid has allowed Vancing to use the secret store room in his kitchen. While he makes a point of not asking why she wants it, he has correctly concluded that Lord Dragle is living within.

Roleplaying Tips: Ravid Lurk is an overall friendly man who sometimes puts on a gruff attitude to maintain his adventuring appearances. He is always happy to tell a tale of his former glory days.

WHAT HE SAYS

Leandra

"Ah the competition. She keeps me on my toes."
(Friendly+) "It's probably nothing, but I hear she and Dragle had a big fight a couple of years back."

Lord Dragle's Murder

"I've seen too much death in my time. It never gets easier."
(Helpful) "If you need to get a message to him, let me know. I'll see if I can pass it along."

Vancing

"She's a tough bird, but don't expect her to talk."
(Helpful) "Every now and then I agree to store something for somebody, I don't ask what it is."

Development: After Vancing is killed on day 5 (event 4), Ravid Flees Kendleton and never returns.

RAVID LURK

N male human fighter 6/expert 1

Init +0; **Senses** Perception +5

CR 6

2,400 XP

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 enhancement)

hp 48 (6d10+6 plus 1d8)

Fort +5, **Ref** +2, **Will** +5 (+6 against fear)

Defensive Abilities armor training, bravery

OFFENSE

Spd 30 ft.

Melee +1 longsword +12/+7 (1d8+7/19-20)

Special Attacks weapon training (blades)

STATISTICS

Abilities Str 16, Dex 10, Con 10, Int 13, Wis 12, Cha 14

Base Atk +6; **CMB** +9; **CMD** 19

Feats Cleave, Combat Expertise, Great Cleave^B, Mounted

Combat, Power Attack^B, Ride by Attack, Run, Weapon

Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +12, Bluff +6, Diplomacy +6, Handle Animal +11, Intimidate +9, Profession (inn keeper) +5, Ride +9, Sense Motive +5, Survival +8

Languages Common, Dwarven

Gear +1 studded leather, +1 longsword, *potion of cure moderate wounds*, 30 gp

TASKER

The Collector (Indifferent)

LN male dwarf aristocrat 7

The dwarf has long black beard, but his head is devoid of hair. Instead, the left side of his cranium is covered by large cloudlike birthmark the color of port wine. He wears a fine chain shirt, a glowing axe strapped to his belt, and gold jewelry studded with gems.

Tasker was born into wealth, and his shrewd business sense has only increased his personal holdings. Having far more money than he will ever need, Tasker turned his home into a small museum filled with valuable antiques. Tasker cares little for artistic beauty or historical significant. His primary motivator is to have the most expensive item possible.

Tasker never travels anywhere without his bodyguard, Darlock (fighter 7/dwarven defender 2). He rarely speaks, and if questioned he defers to Tasker.

Roleplaying Tips: Despite his enormous wealth, Tasker eternally feels as though he is a victim. All those around him are jealous of his talent and hope to destroy his good fortune, fate conspires against him, and he only survives through constant struggle and eternal vigilance.

Because he lacks true confidence, Tasker tries to fake it by talking as loudly as he can about subject he knows nothing about. He refuses to change his opinions, even in the face of overwhelming evidence.

WHAT HE SAYS

Belinal

"She's another one. Just because she's half an elf doesn't mean she's any more trustworthy. She was by here earlier, trying to use her feminine wiles to talk me out of getting the *Shroud*."

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)

Constable Eldun

"That excuse for a law man? There can only be two reasons why he's not solved this case. Either he's completely incompetent, or he's on the take. I've seen it time and again among the weaker races. Giving up law and order for a few coins of gold."

Dragle's Murder

"If you ask me, it was that brat of his that did it. Or maybe one of those elves. They knew they could never get the *Shroud*, but could they let a dwarf get it? No, anything would be better than that. Even taking the life an innocent man."

The Shroud of Olindor

"I've heard all the tales of the ancient city and the elven prophecy. Nice fairy stories. All I know is that it will look good draped above my mantle."

Quarillos Starwhisper

"That smarmy elf thinks he's the cock of walk, but I know his type. He's up to something no good. Probably some kind of criminal mastermind."

Vancing's Murder

"I don't know anything about that" (Lie)
(Helpful) "Okay, I saw something, but you can't breathe a word of this to anyone else. I don't want to end up the way she did." (He describes either Gurt and Sable or Quarillos Starwhisper murdering Vancing.)

What he knows: For the most part, Tasker has no idea what he is talking about.

Development: Despite his claims of urgent business elsewhere, Tasker remains in Kendleton for the whole adventure.

TASKER

LN male dwarf aristocrat 7

Init +0; **Senses** Darkvision 60ft.; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 enhancement)

hp 56 (7d8+21)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities hearty, stability

OFFENSE

Spd 20 ft.

Melee +1 adamantite warhammer +7 (1d8+2)

STATISTICS

Abilities Str 12, Dex 11, Con 15, Int 12, Wis 12, Cha 6

Base Atk +5; **CMB** +6; **CMD** 16

Feats Great Fortitude, Lightning Reflexes, Skill Focus (appraise), Skill Focus (Knowledge [engineering])

Skills Appraise +12, Bluff +6, Diplomacy +6, Knowledge (engineering) +12, Knowledge (history) +9, Sense Motive +9

Languages Common, Dwarven, Gnome

SQ dwarven traits

Gear +1 mithral chain shirt, +1 adamantite warhammer, 3,000 gp worth of jewelry, 50 gp

DARLOCK

LN male dwarf fighter 7

Init +4; **Senses** Darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 11, flat-footed 20 (+8 armor, +1 enhancement, +1 deflection)

hp 57 (7d10+14)

Fort +6, **Ref** +2, **Will** +4 (+5 against fear)

Defensive Abilities armor training, bravery, hearty, stability

OFFENSE

Spd 20 ft.

Melee +1 dwarven waraxe+13/+8 (1d10+7/x3)

Special Attacks weapon training (axes)

STATISTICS

Abilities Str 16, Dex 10, Con 12, Int 10, Wis 14, Cha 8

Base Atk +7; **CMB** +10; **CMD** 20

Feats Cleave, Great Cleave^B, Improved Bull Rush^B, Improved Initiative, Improved Overrun, Improved Sunder^B, Power Attack^B, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +8, Intimidate +6, Knowledge (dungeoneering) +6, Profession (bodyguard) +8, Survival +8

Languages Common, Dwarven

SQ dwarven traits

Gear +1 half plate armor, +1 dwarven waraxe, ring of protection +1, potion of cure moderate wounds, 30 gp

VANCING

The Bodyguard (Unfriendly)

LE female half-orc monk 6

This half-orc mass of muscle has a vaguely feminine appearance. Her hair forms black dreadlocks. She is dressed in loose fitting robes and a cloak, and a necklace of teeth dangles from her neck.

Vancing was abandoned as an infant on the steps of a monastery. The monks took her in and trained her in their arts, which focused more on the ways of combat than on philosophical enlightenment. As she was the only half-orc in a monastery primarily of humans, the other children tormented her, and she had no true friends.

Vancing left the monastery as soon as she reached adulthood and took up the life of a wandering mercenary. Several years ago she arrived in Kendleton looking for work. As luck would have it she was hired by Lord Dragle and has worked as his bodyguard ever since.

Roleplaying Tips: Despite her impressive martial abilities, Vancing always thinks of herself as inferior to those around her. She is a person of few words. She prefers to follow her instincts than listen to reason.

WHAT SHE SAYS

Vancing does not even acknowledge the character's presence unless her attitude can be shifted to indifferent or better.

Lord Dragle's Murder

(Indifferent+) "I do not wish to speak of it." (Hiding something)

(Helpful) "When I pledged my allegiance, I swore that he would live as long as I did. I do not break my promises."

THE SHROUD OF OLINDOR (LEVEL 7-9 ROGUE)



The Church

(Indifferent) "It is a large building. People worship there."
(Friendly+) "The Lord visited the church at night. I walked him to the door, but he entered alone."

What she knows: Vancing knows almost every detail of Lord Dragle's plan. While she knows the "Shroud" to be auctioned is a fake, she does not know the location of the true *Shroud*.

VANCING

LE female half-orc monk 6
Init +5; **Senses** Darkvision 60 ft.; Perception + 11

DEFENSE

AC 16, touch 15, flat-footed 15 (+4 armor, +1 Dex, +1 deflection)
hp 54 (6d8+24)
Fort +9, **Ref** +7, **Will** +8 (+10 versus enchantments)
Defensive Abilities evasion, purity of body, still mind

OFFENSE

Spd 50 ft.

Melee unarmed strike +7/+7 (1d8+2) or

Melee unarmed strike +8 (1d8+2) or

Ranged shuriken +5 ranged (1d2+2)

Special Attacks flurry of blows, ki pool (magic), maneuver training

STATISTICS

Abilities Str 14, Dex 13, Con 16, Int 10, Wis 14, Cha 8

Base Atk +4; **CMB** +8; **CMD** 19

Feats Deflect Arrows^B, Improved Grapple, Improved Initiative, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Improved Trip^B, Weapon Focus (unarmed strike)

Skills Acrobatics +10, Climb +11, Intimidate + 10

Languages Common, Orc

SQ half-orc traits, high jump, slow fall 30 ft., unarmed strike

Gear belt of resistance +1, bracers of armor +1, cloak of resistance +1, ring of protection +1, elixir of love, potion of barkskin (+2), potion of cure moderate wounds, potion of haste, 50 shuriken, 54 gp

CONCLUDING THE ADVENTURE

Assuming all go well, the player character should eventually discover the *Shroud of Olindor* and defeat Quarillos Starwhisper. Constable Eldun is thankful to be rid of a persistent thorn in his side. For solving the mystery and bring the culprits to justice, either Caspian or Mother Olannae grants the possession of the *Shroud of Olindor* to the player character, to do with what she will. Most of the NPCs who were interested in the auction are willing to pay a healthy price for the *Shroud*.

There are several NPCs who may be imprisoned as a result of their actions in the adventure, including Alhans, Lord Dragle, Gurt and Sable, Marly, Quarillos Starwhisper, and Vancing. The player character may be asked to testify at any of their trials.

Should the player keep the *Shroud* and return with it to Thail Donnodol there are two possible outcomes. If you are playing **1 on 1 Adventures #6: The Shroud of Olindor** as a self contained adventure, or as part of your own campaign, Thail is pleased to see the shroud, and gives the character the promised reward.

If, however, you plan to run this adventure with its sequel, **1 on 1 Adventures #10: The Vengeance of Olindor** you instead find that Thail Donnodol is missing. His son explains that Thail has been arrested for crimes that he did not commit and was sent to the inescapable prison of Granite's End.

THE SHROUD AND WEALTH

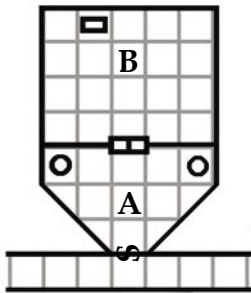
The *Shroud of Olindor* puts the player character well above the standard wealth for a character of her level, however it comes in handy in the next adventure in this trilogy (**1 on 1 Adventures #10: The Vengeance of Olindor**) when the player character will be stripped of most of her treasure gear.

If you are not running this adventure as part of the trilogy, you may wish to find another way of disposing of the *Shroud* such as auctioning it off, and donating the money to the poor. In this case, the PC should receive at least a portion of these proceeds, in the neighborhood of 5,000 gp.

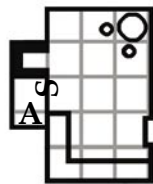
Alternatively you may weaken the *Shroud* by decreasing the skill bonuses and/or changing *greater invisibility* into *invisibility*.

MAPS

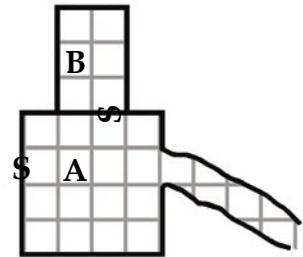
CATACOMB VAULT



DRAGON HUNTER'S LODGE KITCHEN



LORD DRAGLE'S CELLAR



PRE-GENERATED CHARACTER

AGATHA WHITLEY

Female human rogue 8

CG Medium Humanoid (human)

Init +7; Senses Perception +11

DEFENSE

AC 22, touch 15, flat-footed 22 (+3 armor, +3 enhancement, +1 natural, +3 Dex, +2 deflection)

hp 60 (8d8+24)

Fort +4, Ref +9, Will +2

Defensive Abilities evasion, uncanny dodge, improved uncanny dodge, trap sense +2

OFFENSE

Spd 30 ft.

Melee +1 keen rapier +11/+6 melee (1d6+2/16-20) or

Ranged shortbow +9/+4 (1d6/x3)

Special Attacks rogue talent (bleeding attack), sneak attack +4d6

STATISTICS

Abilities Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 12

Base Atk +6; CMB +7; CMD 20

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (rapier)^B, Weapon Focus (rapier)^B

Skills Acrobatics +15, Appraise +10, Bluff +11, Climb +12, Diplomacy +10, Disable Device +14, Escape Artist +14, Knowledge (dungeoneering) +7, Knowledge (local) +7, Linguistics +7, Sense Motive +8, Stealth +17, Swim +10, Use Magic Device +11

Languages Common, Dwarven, Elven, Gnoll, Goblin

SQ rogue talent (fast stealth, finesse rogue) trapfinding, weapon training

Gear arrows (20), amulet of natural armor +1, backpack, boots of elvenkind, cat's grace potion, cloak of elvenkind, cure serious wounds potion, glamered studded leather armor +3, invisibility potion, +1 keen rapier, 2 rations, ring of protection +2, rope (silk), shortbow, 5 sunrods, thieves' tools (masterwork), 50 gp

SPECIAL ABILITIES

Evasion (Ex): Agatha can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes

CR 8

no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Agatha can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): Agatha can no longer be flanked. This defense denies another rogue the ability to sneak attack her by flanking her, unless the attacker has at least four more rogue levels than Agatha does.

Trap Sense (Ex): Agatha gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Bleeding Attack (Ex): Agatha can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 4 additional point of damage each round. Bleeding creatures take that amount of damage at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage.

Sneak Attack: Agatha deals an extra 4d6 points of damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. Should Agatha score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Fast Stealth (Ex): This ability allows Agatha to move at full speed using Stealth without penalty.

Finesse Rogue: Agatha gains the Weapon Finesse feat in place of a rogue talent.

Weapon Training: Agatha gains the Weapon Focus feat in place of a rogue talent.

Trapfinding: Agatha can use the Perception skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 10, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Agatha can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. If she beats a trap's DC by 10 or more with a Disable Device check can study a trap, she can figure out how it works, and bypass it (with her party) without disarming it.

ONE ON ONE ADVENTURES #6.66

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

BY DOUG DOUGLASON

AN ADVENTURE FOR ONE BARBARIAN LEVELS 7-9



The Pleasure Prison of the B'thuvian Demon Whore: the adventure that is, quite frankly, too strong for the mere hobbyist gamer! A desert caravan ambushed! An incognito Queen elnapped and taken to some sandy hideaway! A hero of epic proportions! Within these covers is the greatest adventure ever told. Will the dangerous renegade B'thuvian Demon Whore Alayshia have her way with our hero or will he have her to his way? Which way will the having be? Only you, playing the role of Krunk barbarian of the frozen wastes, will ever know...

This adventure is designed for Krunk, barbarian of the frozen wastes, a 7th-Level barbarian, but if you play it with anyone other than Krunk, you'd best be a few levels higher. Krunk is a god among men.

CREDITS

Author: Doug Douglasson
Cover Artists: Todd Lockwood and Claudio Pozas
Artists: David Esbri, Ash Jackson, V. Shane, Jason Walton
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Layout: Joseph Browning and Suzi Yee

One on One Adventures are for one player and one GM.
However, they are easily modified for a traditional party of four players and one GM.

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THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

INTRODUCTION

Welcome Elite Gamemasters! You hold in your hands the best single module you will ever own. Packed with adventure, intrigue and women of questionable morals, *1 on 1 Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore* delivers on all expectations. Expect the unexpected, and prepare to be amazed by the masterwork before you! When we approached Mr. Douglason about releasing his work into the mainstream, he was at first hesitant, knowing his work to be too strong for the hobbyist gamer. And in this respect he showed an understanding of the business-side of the creative endeavor called role-playing games; for many FLGS throughout the nation refuse to carry *1 on 1 Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore* because it is too strong for their store. That, my gentle readers, is their own decision, but I feel they are missing a unique opportunity to be part of something truly creative. So if you hold this work in your hands through a purchase from your FLGS, know that your store recognizes brilliance and understands the desires of its gamers: it is a truly an Elite Gaming Store!

I'd like to thank YNG Turk Films and Ryan Wood for *Fear of Girls*, the wonderful short documentary that introduced me, and the gaming world, to Doug Douglason.

Joseph Browning
Expeditious Retreat Press, 2006

Think, for a moment, about the power of the mind—the power of the pen. The power of the pen put to paper with some ink and a force of personality. Think in that moment, the highest achievement possible: a new world! What you hold in your hands is but a slice, a smidgen, a wafer-thin portion of a complex thematic tapestry created over decades of unceasing labor. And it is this labor that you will see in every sentence of *The Pleasure Prison*—a labor of creative energy, a labor of mental acuity, a labor of love.

And remember, Elite Game Masters don't just create adventures, they become them! You must weave this adventure into your existing campaign, reinforcing your multi-layered tapestry of themes and subject matter that is, quite frankly, simply too strong for the "hobbyist gamer."

Doug Douglason
Elite Gamemaster, 2006

*This adventure fueled by Mountain Dew and the entire re-mastered collection of Judas Priest albums. And their new one too for that matter, now that Rob's back in the band. You should listen to it. It rawks!

ELITE GAME MASTER TIPS AND TRICKS!

Not everyone is an Elite Game Master—far from it! Most GMs are, at best, capable story tellers, hardworking men crafting their tales with what skills they've haphazardly acquired. But Elite Game Masters are a breed apart: GMs who've studied and practiced their skills by daily stretching their boundaries in both role-playing and roll-playing. For those of you reading this who fear you might be just an average GM, I present a few tips and tricks that may help you push yourself into the realm of mastery, into the realm of real power!

Role-Play. This may be an obvious thing to many of you, but I never cease to be amazed at the lack of role-playing I see in so many games. Take on the persona of the person or creature your PCs are encountering and make it your own. As Sir Lawrence Olivier once told Dustin Hoffman during the filming of *Marathon Man*, "I'm an actor." And you should take such good advice in hand and move your encounters into the realm of acting based upon the written script before you. Don't be afraid to ad lib occasionally, but remember, the writer is as much an artist as you and solemnly consider his efforts and work before making any substantial changes.

The 5 Senses. We're sensual creatures, full of senses and sensations. Use this to your advantage! If your player enters a bright cave after a long run underground, shine a flashlight in his eyes as you read the room's description. If your player's PC is at an elven ball, throw on some Enya or Loreena McKennit and bounce the night away in gay ministrations. After discovering a new treasure map, place your handmade map in front of them as they debate if it's real or merely a clever ruse. During their discussions have your player's taste the delicious pot roast served in the inn (don't forget the rosemary) and after a long fight with a pair of ogre blackguards, have your players dig through your unwashed laundry for the key they need to open the next chest. Remember the five senses and your role-playing will move to the next level.

The Adventure is the Process. Lao Tzu once said, "A good traveler has no fixed plans and is not intent on arriving." This is perfect advice for the Elite Game Master! Lao Tzu could have easily said to a new game master, "An Elite Game Master has no fixed plans and is not intent upon railroading his PCs into following every plot and theme nook-and-cranny especially when the players would rather head off east for a bit until this whole thing settles down." Remember, an adventure is a guideline, a single plot, a background upon which the stars of the show prance and disembowel.

The Voice as Medium. The best weapon in any Elite Game Master's arsenal is his voice. You should learn to rumble like a rock giant, twitter like a grig, babble like a gibbering mouther, and lustfully seduce like the most brazen strumpet. Immersive game play begins when you open your mouth, so be certain what comes out is guaranteed to evoke an emotional response from your players. They want to be taken on a fantasy trip into realms of heroic and villainous deeds so make sure your voice is ready for the journey! I recommend a steady stream of Mountain Dew to keep the palate alert and ready for duty.

ADVENTURE BACKGROUND

Alayshia (a renegade B'thuvian demon whore) has stumbled upon the ritual for creating more demon whores. Unfortunately she hasn't yet been successful and her attempts have only created the creatures she calls "the corrupted." After additional research, Alayshia believes she needs a daughter of a noble family and three very powerful magic items as focuses during the ritual to guarantee success. For this she has targeted the traveling Elf Queen as a good source of many noble daughters and Krunk, a young barbarian from the frozen wastes.

Alayshia eventually plans to create an army of demon whores who are all bound to their masters but who are also bound to one great controlling ring that can override the lesser rings. Alayshia plans to use the simple gold ring that once controlled her as the great ring. Once her demon whores have achieved courtesanships with all the major heads of government, she plans to activate her ring and create a new world order!

In pursuit of her goals, Alayshia has solidified her hold over a small tribe of kobolds and overseen the construction of a proper ritual chamber. She has recruited the Elf Queen Arwewynnin and a prostitute familiar to Krunk. The Elf Queen sets her caravan up for an ambush along the great east-west caravan route, the prostitute tells Krunk of a good business proposition, and the plan is in motion. Word of the deed will reach the ears of Krunk through the lovely courtesan familiar to his barbarian might and sense of adventure and coin. Alayshia longs for his arrival, looking forward to the chaos and cleansing he'll cause among her kobold tribe before eventually succumbing to her terrible allures. And if he falls in the process, he wasn't the man she thought he was. But if he lasts until the final battle, his fall and enslavement will be ever more the sweeter...

Krunk is led to a mostly abandoned kobold lair to kill most of the tribe (Alayshia tires of them and wants them gone), and then eventually to the pleasure prison where the rest of the tribe is taken care of. There, Arwewynnin tricks Krunk and sends him to the Plane of Naughty where Alayshia spends most of her time petulantly biting off bits of her chocolate golem guardian and vainly trying to create more demon whores. In the plane of naughty, Krunk may fail and be beaten senseless by Alayshia's staunchest defender, her precious chocolate golem, or become food for K'thy and Syndi, but more than likely, he will triumph over both those problems if he's clever.

ADVENTURE SYNOPSIS

The adventure finds Krunk, Barbarian of the Frozen Wastes lounging in a tavern in Anguran, the last stop on the grand east-west trade route. After serving a year in the guards in Isfala, Krunk has mustered out and wandered towards Anguran to sell-sword his way to the exotic lands of the Far East. But little does Krunk know that dark plans are being hatched with each swill of date wine he takes and each illicit kiss "stolen" from barmaids all too willing.

While drinking, Krunk is approached by a woman he has frequented before who informs him of a recent attack on a caravan. Although this is not too unusual, she tells him an Elf Queen was traveling incognito in the small caravan and has been captured. Rescuing such a prize would certainly be worth a lot of coin and she'd only like 10% of the reward Krunk would receive. And perhaps another night's pleasure as well?

Krunk, of course, cannot resist the smell of adventure, and he heads off to rescue the stolen Elf Queen. He approaches Uz-Kala, a slaver stronghold, but they claim to have done nothing to the caravan in question. Krunk continues east along the trade route until discovering the site of the battle. There he is led south by kobold tracks to a mostly abandoned lair where he finds some small sport before going further south to find the location of the Elf Queen. He quickly finds the hidden pleasure prison of the B'thuvian demon whore Alayshia.

Fighting his way through their defenses, he eventually fights the last of the kobold tribe and rescues the Elf Queen who is so thankful she transports him to the Plane of Naughty to fight the two corrupted, a chocolate golem, and eventually Alayshia herself.

AREAS OF INTEREST NEAR THE CITY-STATE OF ISFALA

The following entries provide you some background information on the areas in which this adventure occurs. Availability of goods is left entirely in your hands, but it is suggested that Krunk be allowed to purchase any services/goods which have a reasonable chance of being found at the location in question. Healing, magic, and other more unique requests should be viewed from exactly that light, but shouldn't be entirely absent. If Krunk takes a beating and wants to retreat, allow him to do so, but think of adding a few additional difficulties to reflect on his actions.

THE CITY-STATE OF ISFALA: THE BIRTHPLACE OF QU'TUN

At the mouth of the Baladeh River lies the city-state of Isfala whose shell-encrusted towers and gleaming mother-of-peal twin fortresses shine in the reflected sunlight from Neytak Bay. Isfala is an old city, an old, old city with thousands of years of history and many more in legend. Isfala was the birth place of the great prophet Qu'Tun and has played an important role in spreading his word through the radical clerics of Isfala.

But don't expect the birth-place of the great prophet to be a holy city, far from it! It is a bustling cesspit of iniquity, where from one side of the mouth holy chants are incanted and through the other wine, lotus powder and the reluctant kisses of slaves pass. Isfala is a two-faced city at best, but truly it a multi-faced city willing to present whatever necessary to continue living in sin while commanding others not too. Anything a heart desires can be found in Isfala as it is the final stopping point of the vast east-west trade route moving weapons, armor, magic items, slaves, horses, camels, and jewelry.

But the most valuable commodity in Isfala is knowledge. The great sage college of Isfala trains the world's sages in knowledge ranging from the uses and meaning of the rudraksha bead to what blood is best for a gris-gris charm. Blue Domes, the local name of the sage college given by the bright blue domed minarets lining the walls of the campus, is the place to study for the 3rd sons across the civilized world.

But all of this focus on debauchery and knowledge has resulted in diminishing military control for the city-state. Now, after years of inward-focusing thoughts and actions, Isfala controls only the southernmost part of Neytak Bay and maintains its hold in the food producing lands solely out of a nigh-dormant sense of self-preservation. Isfala's grasp reaches inland only to the oasis communities of Kojur and Anguran, where loyalty to Isfala is sworn and mostly followed. But beyond the walls of Kojur and Anguran, a vast empty no-mans land stretches filled with slavers, traders, and humanoid tribes.

ISFALA

Metropolis Conventional and Magical; AL (see below)

GP Limit 1,000,000 gp; **Assets** 239,500,273 gp

DEMOGRAPHICS

Population 47,906

Type mixed (human 80%, half-elf 9%, elf 5%, halfling 4%, half-orc 1%, other 1%)

POWER CENTERS

Conventional City Council (LE),
Conventional Grand Council (LN),
Conventional Merchants' Guild (LE),
Magical Radical Clerics of Isfala (LN)

2: KALIK: THE PICKLED CITY

At the mouth of the Varaki River lies Kalik, a small city famous for its pickled freshwater dogfish and theology. Kalik swears obedience to Isfala and the two cities maintain friendly relations, trading pickled fish and theological dogma in almost equal amounts. Kalik has just recently started plastering its buildings with shells and mother-of-pearl like those found in Isfala, but it is far from complete and the town looks something like a leprous dog; parts healthy and parts falling off.

But whatever appearances may suggest, Kalik is a prosperous town taking the

Anguran Date Wine trade upriver from Anguran and shipping it out across all of Neytak Bay. This trade, coupled with the native pickled freshwater dogfish trade, means most goods are readily found at Kalik, as it is an important stop on the vast east-west trade route.

KALIK

Small City Conventional; AL (see below)

GP Limit 15,000 gp; **Assets** 5,077,500 gp

DEMOGRAPHICS

Population 6,776

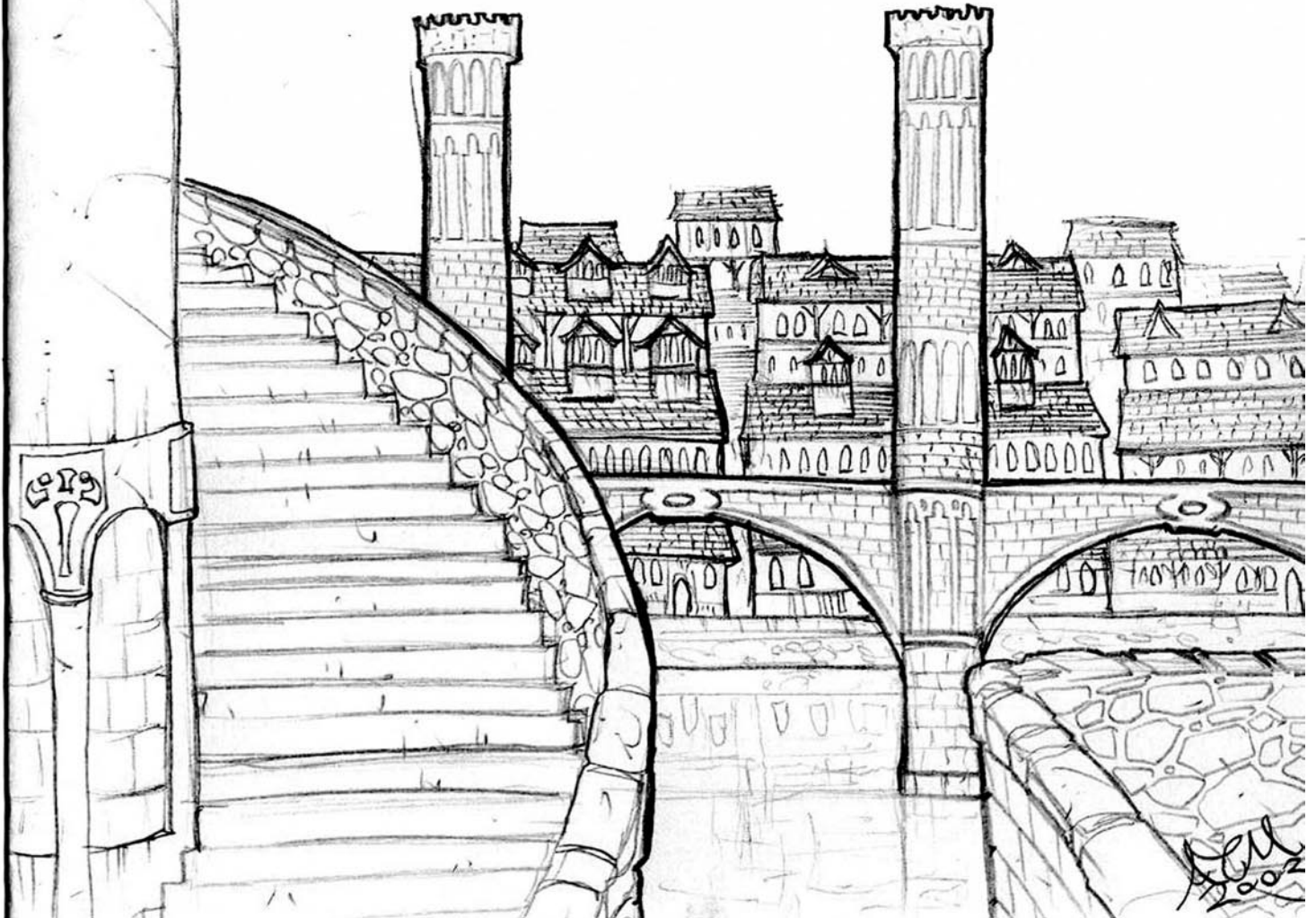
Type mixed (human 85%, half-elf 4%, elf 4%, halfling 4%, half-orc 2%, other 1%)

POWER CENTERS

Conventional City Council (LN), Conventional Fishers' Guild (NG)

3: KOJUR: THE QUIET OASIS

Kojur, sleepy Kojur. This small town in a sea of sand relies upon its oasis for wheat and dates: both of which are plentiful and successfully grown. Outside of these two products, however, Kojur offers little to an adventurer. A quiet bed, soft conversation, and a glass of fresh oasis water do not an adventure make! The only point of interest in Kojur is the Inn of the Blitzed Bugbear, where the fiery liqueur "The Tongue of Qu'Tun" is distilled, drunk, and vomited in almost equal amounts. So far, other more rational communities have failed to acquire a taste for "The Tongue" (as the locals call it), and all attempts to turn it into a trading commodity have been unsuccessful.



KOJUR

Small Town Conventional; **AL** LN
GP Limit 800 gp; **Assets** 49,200 gp

DEMOGRAPHICS

Population 1,231

Type mixed (human 90%, half-elf 4%, elf 3%, halfling 1%, half-orc 1%, other 1%)

4: ANGURAN: THE LAST STOP

Of all the communities within Isfala's sphere of control, Anguran benefits the most from the large amount of trade flowing along the great east-west trade route. It is at Anguran that the majority of caravans stop and unload their goods to local merchants who take them Kalik and eventually Isfala itself. Anguran is a rowdy town full of roustabouts and merchants, travelers and caravan guards. Its streets flow heavy with the luxurious local Date Wine as well as the local luxurious ladies-of-the-night. Which, if truth be told, are more like ladies-of-whatever-time-you-like in Anguran.

The Varaki River flows through the walls of Anguran and lowers the killing temperatures to merely brutal while providing a waterway for goods moving downriver to Kalik. Along the river, inn after inn and tavern after tavern ply their trade to the rough-and-ready who typically frequent Anguran, The Last Stop.

ANGURAN

Large Town Conventional; **AL** (see below)
GP Limit 4,000 gp; **Assets** 966,000 gp

DEMOGRAPHICS

Population 4,831

Type mixed (human 75%, half-elf 5%, elf 5% dwarf 4%, halfling 4%, half-orc 3%, gnome 2%, other 2%)

POWER CENTERS

Conventional Town Council (LN), Conventional Merchant's Guild (LE)

5: UZ-KALA: THE BLOOD TOWER

The Blood Tower is known throughout the area as the best location to purchase slaves. The Uz-Kala (both the name of the tower and the name of the brotherhood of slavers who run the tower) are treacherous, lecherous, and always willing to ply they trade upon the unsuspecting. Most merchants pay a passage fee to the Uz-Kala and their red sandstone fortress to insure safer passage through the nearby lands, but some merchants find it more profitable to hire additional guards for protection. And these merchants have a brutal fiscal point: any guard slain fighting the Uz-Kala is one less guard to pay in Anguran!

Individuals wishing to speak to, bargain with, or purchase a slave from the Uz-Kala must wear a bright red turban when approaching the Blood Tower and the personal safety of these individuals is sacred to the Uz-Kala. Any one found injuring a red-turbaned individual within sight of The Blood Tower will be subject to a slow and painful death, their blood used as redwash upon the darkened sandstones of Uz-Kala. This is common knowledge and known to all in the area, including Krunk.

The Uz-Kala are also known to be unusually open in their activities for the right price. They feel no need to hide their activities and find the fiscal advantage in being so more beneficial than the advantages of secrecy.

STARTING THE ADVENTURE

The adventure starts in a tavern called the Greased Goblin. Krunk has been drinking and boisterously betting (and generally losing) on the cock fights when he's approached by Rowinna, a barmaid/prostitute with which he's had relations.

Read the following boxed text to start the adventure.

After a long year in the guards of Isfala, you've decided something more adventurous suits your tastes. Spending day in and day out watching the goods of the far east enter the gates of jeweled Isfala lends itself to deep thoughts concerning the lands of the far east: what are they like? Are the men there like the men here, or are they one-legged monstrosities with faces on their chests?

Such questions led you to Anguran, the last stop on the great desert trade route, with a small purse of gold and the tavern before you. A head light with date wine and a purse even lighter from two loosing bets on the tavern's cock fights makes the approach of Rowinna the barmaid/prostitute even more appealing than normal, but her face tells you she's come with something to say. From the hard-glint in her brown eyes, it's something to do with money.

She sits next to you and tells you a tale you find hard to believe, but coming from this source you know you must believe. Her colored lips tell of a caravan traveling with an incognito Elf Queen in its midst, a caravan that was ambushed – a caravan whose queen is now missing and assumed captured. An elf queen's ransom would surely be more than a month's work of caravan guard duty, wouldn't it? And all Rowinna wants in return is a 10% finders fee and perhaps a few more long, sweet nights of companionship.

She hands you a long red cloth as you agree to the deal. Make a turban of this cloth and offer 100 gp to the slavers at Uz-Kala and they'll tell you if they're involved in the ambush. Perhaps you could simply buy the Elf Queen right from under their noses as they would have no reason to suspect they're holding a queen in their underground pens.

To the east then, along the trade route for nearly twenty miles of sandy travel to Uz-Kala, the Blood Tower! But before then, a night's pleasure awaits!

Allow Krunk to enjoy the rest of the night and, if he wishes, purchase Rowinna's attentions for 25 gp. Any material he wishes to purchase for the trip to Uz-Kala should be purchased early the next day. There is a large caravanserai at Uz-Kala where Krunk can find lodgings.

UZ-KALA: THE BLOOD TOWER

Read the following as Krunk approaches the tower:

A hard and thirsty ride puts the last rays of the sun at your back and against the bloody fortress called Uz-Kala. The Uz-Kala (both the name of the tower and the name of the brotherhood of slavers who run the tower) are treacherous, lecherous, and always willing to ply they trade upon the unsuspecting. But you are not unsuspecting! And you also bear upon your head the red turban – the sign of one approaching Uz-Kala with intent to bargain or converse.

Moving through the massive gates along with a few straggling caravans you enter the giant courtyard to a bleating serenade of spitting camels and spitting men. The auction block is empty now, what with the auctions occurring only in the direct rays of the mid-day sun, but all around you is the stench of slaves and of those who deal in constrained flesh.

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE



As you turn your horse to the large caravanserai located near the far corner of the courtyard, you're approached by one of the Uz-Kala. He hails you and asks your business.

The Uz-Kala representative is named Eslamshar. He's dressed in a long white robe, and a scimitar is strapped to his waist. His eyes are dark under his blood red turban. Eslamshar is willing to discuss Uz-Kala business and will inform Krunk that they haven't raided any caravans in several weeks and that there are no elf females in their current slave stock for a reasonable price.

Eslamshar will answer all Krunk's reasonable questions, but he won't spend more than a half hour in discussion as he has others to speak with as well. He'll point Krunk towards the caravanserai's boarding house for the night's lodging and suggest he travel east along the trade route in the morning to find what he's looking for, if it's even happened at all.

THE CARAVAN AMBUSH

Read the following as Krunk approaches the ambush scene:

Before you lies the carnage of battle: bodies face down in blood-stained sands and the all too familiar acrid scent of fear and voided bowels. The bodies of 10 camels, 5 handlers, and 5 guards scatter the area, like a poorly assembled children's puzzle made by some mad toymaker. Odd that the camels were killed, but the footprints of the assailants explain the action: kobolds!

A lot of information can be gleaned from the battle depending on the success of Krunk's Survival attempt from studying the tracks. Given the nature of the scene, allow Krunk to make a new Survival check for every 10 minutes he spends assessing what happened. Up to 3 checks can be made in this process. After this period, nothing new can be learned from the bloody sands. Following the group of traveling kobolds through the sands only requires a successful DC 0 check. This check will be modified based upon terrain, so note any changes in this check under each individual encounter area. The DC 0 check will eventually lead Krunk to the mostly abandoned kobold lair.

SURVIVAL DCs AT THE CARAVAN AMBUSH

DC 0: The caravan was ambushed by kobolds. It looks like to be at least 20.

DC 5: The caravan was ambushed by 21 kobolds who attacked from the south and fled south-southwest.

DC 10: Mixed among the kobold tracks heading south are several humanoid tracks. They look to be either human or elf.

DC 15: There are both human and elf tracks heading south among the kobolds. Given the strange lines near the tracks they appear to have had their ankles loosely tied together.

DC 20: There were three humans taken and one elf. The elf's ankles were not tied like the humans. The footprints are rather small, suggesting they were all female.

DC 25: The small caravan moved slowly westward, trudging under the harsh sun. Suddenly they were surprised by yipping kobolds swarming over the tops of the nearby southern dune. The camels and handlers went down quickly as they were clumped together while the guards, faced by poisoned missiles, charged up the dune to little avail, their light armor scant protection against the withering fire of over a score of kobolds. The three

human women huddled amongst the camel corpses before being picked up like the chattel they are.

DC 30: The elf woman tied the human females together. Afterwards, among the carnage, the kobolds had a small congratulatory meal composed of dried pickled freshwater dogfish.

DC 35: The elf woman is a noble with long gold-spun blonde hair and a penchant for pomegranates.

THE MOSTLY ABANDONED KOBOLD LAIR

The kobolds are expecting a response based upon Alayshia's notification. They have a small tunnel through which the smallest and stupidest kobold (named Gipper) watches the long gully leading up to their lair's entrance. Although Gipper is really a fool among kobolds, he is an excellent watchkobold, unable to be distracted in his retarded persistence of his task. Gipper has a +10 to his Perception checks. If Krunk fails to sneak up on the lair (which is more than likely), Gipper will slide down his tunnel and notify Ikutu (the sub-chief) of Krunk's approach. Spotting Gipper in his hidey-hole requires a DC 30 Perception Check as it's very well hidden. If combat starts, Gipper retreats all the way up his hidey-hole where even he has to squeeze to enter. He may be a fool, but he's not suicidal.

MOSTLY ABANDONED KOBOLD LAIR GENERAL TRAITS

The lair is carved out of sandstone, so it is tough, but not as tough as granite would be. It is crudely carved out as is the want of kobolds, and the areas and passageways connecting the areas are roughly 7 feet tall. The kobolds use this unnecessary height to plant tripwires for tall creatures that the kobolds simply pass right under. Tricky buggers, huh?

The majority of the quality fighting-types are at the pleasure prison, but a small force has remained in the lair along with the women and children and the clan's pit of monstrous centipedes. The lair shouldn't prove too difficult to such a doughy warrior as Krunk, but the dice can be fickle and remember to be tough, but fair, even if the dice fall creating the most outrageous arrows of ill fortune.

The broach of Alayshia found on many kobolds is a small sculpture not dissimilar to the illustration found on the front of this adventure, they prove important later on in the pleasure prison as any creature wearing a broach of Alayshia is protected from the ash guardian (see area 5 of the pleasure prison). All potions in the kobold lair, as are all potions in this adventure, are clearly labeled in Common and Draconic (Alayshia tired of not knowing what everything was).

There is no light within the mostly abandoned kobold lair, so Krunk will need to break out the torches once he's deep enough into the complex.

SUVIVAL DCs IN THE MOSTLY ABANDONED KOBOLD LAIR

DC 15: Krunk notices the west passage actually has more traffic. The west passage leads to the real kobold lair while the east side leads to some fake passages the kobolds use to lure the more unobservant to their demise. Regardless of which direction Krunk chooses however, he'll face a trap: these are kobolds we're talking about, after all.

DC 20: Krunk notices the above plus tracks going into the cave complex and then exiting, heading south through the mountainous terrain.

DC 25: Krunk can identify several humanoid footprints (human and elf) going into the cave complex and then exiting heading south through the mountainous terrain.

LAIR TACTICS

The lair will remain quiet and ready for Krunk, hoping that he'll fall victim to one of the traps in the first few areas. Ideally, he'll go east into areas 2 and 3 first before going into area 1. If he triggers the trap in area 1, there is a 50% chance the kobolds quietly waiting in area 7 won't maintain discipline and bring the fight to him via a quick flurry of missile weapons. Ikutu hopes Krunk goes through the centipedes first, and the reserve force he placed with the women and children weakening Krunk before he shows up in front of the sub-chief.

Of course, the kobolds are in for a nasty surprise as Krunk's prowess has been greatly downplayed by Alayshia. She's planning for all of them to be slain. She's tired of the kobolds and has set her sights higher, hoping to infiltrate Uz-Kala once she has successfully summoned at least one demon whore under her complete control.

1. ENTRANCEWAY

Read the following when Krunk stands outside the entrance to the mostly abandoned kobold lair.

The musky, dog-like reptilian scent seems stronger in this direction and you're certain this path leads to the majority of the sniveling kobolds. A wide passageway (almost 10 feet across) continues north curving to the east around 40 feet away while a smaller passage heads northwest and appears to open into a larger area.

This area is trapped with a very thin tripwire about chest high on a tall human. A DC 16 Perception Check will discover the trap before triggering it and it is easily bypassed by bending down lower than the tripwire once discovered. If triggered, it rings a small bell and releases a poisoned arrow at +12.

POISONED ARROW TRAP

CR 2

Type mechanical; **Perception** DC 16; **Disable Device** DC 14

EFFECTS

Trigger touch; **Reset** manual; **Bypass** bending down

Effect Atk +12 ranged (1d8 plus Centipede Venom)

CONCENTRATED CENTIPEDE VENOM

Type poison, injury; **Save** Fortitude DC 14

Frequency 1/round for 4 rounds

Effect 1 Dex damage; **Cure** 1 save

2. FAKE LAIR

The odor of the yapping dogs is a bit less in this room, and it looks as if it hasn't been used in a while by the thin layer of dust on all but one of the beddings scattered next to the wall in the roughly 30 by 20 cavern. A small passage leaves the chamber to the south.

The kobolds constantly walk through this passage to give it the appearance of use, but it is really just a big and quite dangerous trap.

Everything collecting dust in the room is as it seems, leaving the apparently "safe" bedding to trap the unwary. If

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

any part of the bedding is touched without succeeding on a DC 20 Perception Check first, a pit opens beneath the bedding. And it's a deep pit, a deep spiky pit. Any creature falling down the pit triggers several tripwires that, thankfully, only ring bells alerting the kobolds that dinner is served. Even if they have to drag it out of an 80 ft. deep pit first.

SPIKED PIT TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 80 ft. deep pit (8d6 falling damage) plus 1d4 pit spikes (atk +10 melee, dealing 1d4+5 damage) each; DC 20 Reflex, Climb DC 15 to scale pit.

Treasure: At the bottom of the pit is a single ruby (500 gp) that has been overlooked by the kobolds as it is lodged in a crack in the floor. A successful DC 25 Perception check will discover the lodged gem.

3. POISONED TREASURE

This small cave is filled with rubbish. Shredded bedding mats, bits of clothing, rotted leather, and broken equipment are a testament to the kobold's long inhabitation of the cave complex. Worthless and discarded material possessions from the kobold's victims pile up along the walls leaving a small path to the back of the cave where a small chest rests. The chest looks well-used, and shows no signs of a lock.

The kobolds mostly use this room as a rubbish heap, piling up the worthless bits and pieces they accumulate through normal everyday kobold life.

The chest is filled with copper pieces (350 cp) which have been coated with a diluted and slow acting contact poison. Unlike normal crawler brain juice, this diluted variety takes 1d10 minutes to activate after initial exposure. This has more than once resulted in an untimely paralysis and resultant death for an intruder in the lair.

POISONED COPPER COINS

CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger touch; **Reset** manual

Effect poison

CRAWLER BRAIN JUICE

Type poison, contact; **Save** Fortitude DC 13

Frequency 1/round for 5 rounds

Effect paralysis; **Cure** 1 save

4. CENTIPEDE CORRAL

Rounding a corner, you see a small wall-like structure roughly two and a half feet tall partially blocking the hallway. On the nearside of the wall is a small covered ceramic pot. You can hear skittering noises coming from behind the wall, and you know something with multiple legs is on the other side.

These kobolds have recently managed to almost tame a family of monstrous centipedes to use as a poison supply, a lair defense system, and a reserve food source. The kobolds have built a small wall, roughly 2½ feet tall surrounding this area and have coated the wall with a rather obnoxious material (centipede dung, to be precise) which the centipedes avoid. Passing through this area unharmed requires an application of dung (found in small pots in areas 5 and 6 and in the hallway from area 1) around the legs which keeps one safe from centipede attacks for 48 hours upon which a new application is required.

The centipedes are fed once a day from the hallway leading to area 1. The kobolds usually feed them small mammals, but sometimes a prisoner or two is feed to them on special holy occasions. After such a feast, they don't have to be fed for several days.

Crossing the wall is easily done and if opened, the ceramic pot contains a noxious black paste (monstrous centipede dung) that's also spread thinly along the inside walls of the corral. If Krunk approaches the wall and looks farther down the corridor, read the following:

Looking past the small wall, you see several moving shapes: monstrous centipedes! You count at least 5 of the poisonous arthropods as they approach you slowly, but without apparent aggression. Most of them are small, measuring five feet in length, but one, the largest, is over ten feet long. About twenty feet away the hallway tees with a passageway leading north.

If Krunk spends more than a few rounds standing at the edge of the corral the centipedes will wander off because if no food is coming there's nothing interesting enough for them to stay next to the smelly wall. However, a handful of small monstrous centipedes will arrive from the northern area (the corral section near area 6) looking for food. All in all, there are 1 large monstrous centipede, 4 medium monstrous centipedes, and 6 small monstrous centipedes in the corral. If Krunk enters without applying centipede dung around his calves, he will be attacked in two rounds.

SMALL MONSTROUS CENTIPEDE (6)

CR 1/4

N small vermin

100 XP

Init +2; **Senses** Darkvision 60 ft.; **Perception** +4

DEFENSE

AC 14, **touch** 13, **flat-footed** 12 (+1 size, +2 Dex, +1 natural)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Spd 30 ft., **climb** 40 ft.

Melee bite +3 (1d4-3 plus poison)

Special Attacks poison

STATISTICS

Abilities Str 5, Dex 15 Con 10, Int —, Wis 10, Cha 2

Base Atk +0; **CMB** -4; **CMD** 8

Feats Weapon Finesse^B

Skills Climb +8, **Stealth** +14

SPECIAL ABILITIES

Poison (Ex): Bite — injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



GIANT CENTIPEDE (4)

N medium vermin

Init +2; **Senses** Darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Spd 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 plus poison)

Special Attacks poison

STATISTICS

Abilities Str 9, Dex 15 Con 12, Int —, Wis 10, Cha 2

Base Atk +0; **CMB** -1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Stealth +10

SPECIAL ABILITIES

Poison (Ex): Bite — injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

LARGE MONSTROUS CENTIPEDE

N large vermin

Init +2; **Senses** Darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural)

hp 16 (3d8 +3)

Fort +4, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Spd 40 ft., climb 40 ft.

Melee Bite +3 (1d8+1 plus poison)

Space 10 ft. **Reach** 5 ft.

Special Attacks poison

STATISTICS

Abilities Str 13, Dex 15 Con 12, Int —, Wis 10, Cha 2

Base Atk +2; **CMB** +4; **CMD** 16

Feats Weapon Finesse^B

Skills Climb +12, Stealth +6

SPECIAL ABILITIES

Poison (Ex): Bite — injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

5. EMPTY LIVING QUARTERS

The following boxed text assumes Krunk views the area while still in the centipede corral (area 4).

Over the small corral wall, the cave before you is empty and dark as far south as you can see.

This used to be the living quarters for many of the tribe's warriors, but as they are now split between the lair and the pleasure prison of the B'thuvian demon whore, it is empty. There is nothing of value here.

6. CAVE OF MANY FUNCTIONS

Here the kobold women and children spend their time. This area is almost unnaturally quiet, considering it houses women and children. Unlike the sniveling brats of most other humanoid races, kobold babies are naturally quiet. Coupled with a rapid reproduction rate, silent babies are a tremendously useful survival mechanism. There is a small fire pit in the northwestern branch of the cave where part of the tribe's food is prepared while the women's bedding is along the eastern wall.

The following boxed text assumes Krunk views the area while still in the centipede corral (area 4).

Before you stand the women and whelps of the dark lair's masters. Kobold women and children scatter quickly and quietly away from you towards the far end of the cave. Suddenly, from the darkness in the north, flying bolts seek your flesh!

The lair is certainly ready for Krunk and five feet south of the northern wall, out of torch range, are 4 kobold crossbowmen. In front of them are 4 kobold spearmen set to receive a charge. The women and children run to the wall behind the menfolk. The women load their slings and join the fray as soon as possible while the children try and stay out from underfoot.

If, for some odd reason, Krunk wants to talk with these kobolds, he'll get nowhere fast. These are the dregs of the tribe and know no useful information.

KOBOLD WOMAN (4)

LE female small humanoid (reptilian)

Init +1; **Senses** Darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 3 (1d8-1)

Fort +1, **Ref** +1, **Will** -1

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Ranged sling +2 (1d6)

CR 1/4

100 XP

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

STATISTICS

Abilities Str 7, Dex 13, Con 8, Int 10, Wis 9, Cha 8

Base Atk +0; **CMB** -3; **CMD** 8

Feats Alertness

Skills Sense Motive +1, Stealth +6

Languages Draconic

SQ crafty

Gear Sling, 10 bullets, 5 cp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold.

KOBOLD SPEARMAN (4)

LE male small humanoid (reptilian) warrior 1

Init +1; **Senses** Darkvision 60 ft.; Perception +4

CR 1/4

100 XP

DEFENSE

AC 16, touch 12, flat-footed 15 (+2 armor, +1 Dex, +1 natural, +1 shield, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** -1

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee spear +1 (1d6-1/x3)

Ranged sling +3 (1d6)

STATISTICS

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Stealth +6

Languages Draconic

SQ crafty

Gear leather armor, buckler, sling, 20 bullets, spear, 5 sp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold.

KOBOLD CROSSBOWMAN (4)

LE male small humanoid (reptilian) warrior 1

Init +1; **Senses** Darkvision 60 ft.; Perception +1

CR 1/4

100 XP

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** -1

OFFENSE

Spd 30 ft.

Ranged small light crossbow +4 (1d6)

Melee spear +1 (1d6-1/x3)

STATISTICS

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Weapon Focus (light crossbow)

Skills Craft (trapmaking) +6, Stealth +6

Languages Draconic

SQ crafty

Gear Small light crossbow, 20 bolts, spear, leather armor, silver broach of Alayshia (10 gp), 5 gp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold

Treasure: If Krunk so wishes, there is enough (questionable!) food here for several weeks worth of rations. However, it is kobold food and would require a successful DC 8 Fort save to consume without immediate regurgitation.

7: PREPARED WARRIORS

This area holds the most powerful wave of warriors Ikutu is planning to use against the invading barbarian. Ikutu has placed 4 footmen, 4 soldiers, 4 crossbowmen, and 2 elite soldiers in this area. This area is populated with bedrolls and is the main place where tribal interactions occur.

Read the following when Krunk rounds the corner from the passageway leading from area 1 to area 7.

Before you stands a battle ready group of 14 kobold warriors. The four crossbowmen let loose and the dogs of war are barking once more!

Kobold Spearman (4): 5 hp, AC 16, see area 6.

Kobold Crossbowman (4): 5 hp, AC 15, see area 6.

KOBOLD SOLDIER (4)

LE male small humanoid (reptilian) warrior 1/fighter 1

Init +1; **Senses** Darkvision 60 ft.; Perception +3

CR 1

400 XP

DEFENSE

AC 16, touch 12, flat-footed 15 (+2 armor, +1 Dex, +1 natural, +1 shield, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +1, **Will** -1

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee small longsword +5 (1d6+1/19-20)

Ranged sling +4 (1d3)

STATISTICS

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Base Atk +2; **CMB** +2; **CMD** 13

Feats Toughness, Weapon Focus (longsword)

Skills Craft (trapmaking) +7, Stealth +7

Languages Draconic

SQ crafty

Gear sling, 20 sling bullets, small longsword, leather armor, buckler, silver broach of Alayshia (50 gp), 20 gp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

KOBOLD ELITE SOLDIER (2)

LE male small humanoid (reptilian) warrior 1/fighter 2 600 XP
Init +1; **Senses** Darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 16 (+3 armor, +1 Dex, +1 dodge, +1 natural, +1 shield, +1 size)

hp 25 (3d10+9)

Fort +6, **Ref** +1, **Will** -1 (+0 against fear)

Defensive Abilities bravery

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee small masterwork longsword +7 (1d6+1/19-20)

Ranged small light crossbow +5 (1d6)

STATISTICS

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Base Atk +3; **CMB** +3; **CMD** 14

Feats Dodge, Toughness, Skill Focus (Perception), Weapon Focus (longsword)

Skills Craft (trapmaking) +7, Intimidate +4, Stealth +7

Languages Draconic

SQ crafty

Gear buckler, masterwork studded leather armor, small light crossbow, 20 bolts, small masterwork longsword, *potion of cure light wounds*, gold broach of Alayshia (150 gp), 30 gp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold

Tactics: The footmen and the soldiers will engage the barbarian as soon as they can while ensuring the crossbowmen can keep plunking away at the towering human. The two elite soldiers hang back ensuring the others don't flee and will engage to keep Krunk off of the crossbowmen or if they see an opening that must be taken advantage of. If Krunk retreats into the hallway, he'll have a tactical advantage but the kobolds will press the fight regardless.

If captured, all of these kobolds know of the location of the pleasure prison and will attempt to bargain their life for the information.

Treasure: A hidden gem worth 150gp can be found among the bedding (Perception check DC 12).

8: IKUTU

Here Ikutu and his two guards wait for Krunk's arrival. Ikutu has decided this room, typically used as a sleeping quarter, will be the location of his last stand if possible. Gipper is also in this room, but if Ikutu joins in combat, he'll retreat; squeezing his slight frame down the long tunnel to the lookout from which he first spotted Krunk. Only small or smaller creatures can enter this tunnel and even then, it's a tight fit. More than likely, poor dumb Gipper will be the only kobold left of his tribe by the time Krunk meets Alayshia, but don't worry about him, he's a survivor and there are great things in the future for the observant kobold...

Elite Kobold Soldier (2): 25 hp, AC 16, see area 7.

CR 2

IKUTU, KOBOLD SUB-CHIEF

LE male small humanoid (reptilian) warrior 1/fighter 3 800 XP
Init +1; **Senses** Darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 17 (+4 armor, +1 Dex, +1 dodge, +1 natural, +1 shield, +1 size)

hp 33 (4d10+11)

Fort +6, **Ref** +2, **Will** +0 (+1 against fear)

Defensive Abilities armor training, bravery

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee +1 *small longsword* +8 (1d6+2/19-20)

Ranged small masterwork light crossbow +7 (1d6)

STATISTICS

Abilities Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 10

Base Atk +4; **CMB** +4; **CMD** 15

Feats Dodge, Mobility, Skill Focus (Perception), Toughness, Weapon Focus (longsword)

Skills Craft (trapmaking) +7, Intimidate +7, Stealth +7

Languages Common, Draconic

SQ crafty

Gear buckler, masterwork studded leather armor, small masterwork crossbow, 20 bolts, +1 *small longsword*, *potion of cure light wounds*, gold broach of Alayshia (250 gp), 100 gp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold

9: TREASURE CHAMBER AND ELITE FEMALES

This chamber is where Ikutu sleeps with his two females since Kriiptip and roughly half the tribes warriors have moved into the pleasure prison. This room is also where part of the tribe's treasure is kept in a large locked, but surprisingly untrapped, chest. The women will fight until death. However, if captured, they know the location of the pleasure prison and will try to bargain their life for the information.

Rounding the sharp corner, you're surprised to see two female kobolds silently twirling slings in the far end of the cave near a large, locked chest. As they see you, they release, and pick up nearby spears.

KOBOLD ELITE WOMAN (2)

LE female small humanoid (reptilian) 100 XP
Init +1; **Senses** Darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 size, +1 natural, +1 Dex)

hp 4 (1d8)

Fort +1, **Ref** +1, **Will** -1

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Ranged sling +2 (1d6)

Melee spear +0 (1d6-1)

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STATISTICS

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 12

Base Atk +0; **CMB** -2; **CMD** 11

Feats Alertness

Skills Sense Motive +1, Stealth +6

Languages Draconic

SQ crafty

Gear Sling, 20 bullets, spear, 5 sp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold.

Treasure: In the locked chest (DC 20 Disable Device) is 1,102 cp, 756 sp, 540 gp, 4 gems (100 gp, 75 gp, 250 gp, 10 gp), a *wand of lightning bolt* (5 charges), a *potion of cure serious wounds*, and 2 *potions of lesser restoration*. Perhaps of greater importance is a map with the location of the pleasure prison of the B'thuvian demon whore clearly marked. Alayshia created this map to make sure Krunk would find his way if all else failed. The chest has 15 hp, a hardness of 5, and a break DC of 23.

THE PLEASURE PRISON OF THE RENEGADE B'THUVIAN DEMON WHORE ALAYSHIA

Read the following as Krunk approaches the pleasure prison:

Before you stands a newly built entrance into a cliff side. The stone's had little time to erode in the blasting desert winds, and the mortar has yet to take the dark yellow color common to the area. A curved staircase leads up to a double door. The tracks you've been following end on the stairway. Perhaps at last you've reached the location of the Elf Queen.

The pleasure prison isn't really much of a prison or much a place for pleasure — yet. Alayshia has great plans however and she considers the current form of the pleasure prison merely the first step to creating a worldwide source of domination: a headquarter from which she can rule the material world's 37½ kingdoms.

The ritual of creating/summoning a demon whore first requires access to a rarely known plane called the Plane of Naughty. It's not quite evil, but it's not quite good. And forget about it being neutral—it has an agenda. The Plane of Naughty is itself sentient, and it wants to get a bit bigger than it currently is and is using the demon whores to further its goals. In this way, a permanent portal to the Plane of Naughty has been established in the pleasure prison and a small portion of the plane set aside as residence for Alayshia, unwitting champion to the Plane's cause.

Unless otherwise specified the following holds true for the interior of the Pleasure Prison of the Renegade B'thuvian Demon Whore Alayshia: all stone doors (1 inch thick, 8 hardness, 60 hp, Break DC 28, unlocked); light is provided by torches on wall hooks in every room occupied by living creatures; area 1 is made of masonry while all other areas are dug out of solid stone, all rooms in the pleasure prison are 10 feet tall to the ceiling.

1. ENTRANCE CHAMBER

This roughly octagonal chamber is still unfurnished. When completed it will be an antechamber where those allowed entrance will wait for hours until Alayshia deems to see them for 5 minutes. Read the following when Krunk opens the doors.

The heavy stone door opens against your push relatively easily and beyond it you see a lit interior area. The immediate room is roughly octagonal twenty by twenty. A ten-foot-wide corridor progresses westward and opens up on the north and south forty feet from you and beyond that another octagonal chamber is counterpoint to the one before you. They are all lit by torches on the walls, and the far chamber looks to have an assortment of great axes hanging on crude iron hooks.

There's nothing of interest in this room currently.

2. DHOOMTAS THE OGRE

Dhoomtas is an average ogre, content with belching, farting, eating and fighting. He's the entrance guardian to the pleasure prison and, most unusually for an ogre, takes his job pretty seriously. He likes the pretty lady who occasionally makes him tougher in a nice way and is willing to lay down his life for her. And of course, Alayshia expects him to...

When Krunk enters the hallway between area 1 and 2 read the following.

You hear a sudden loud shuffling of over-large feet and around the southern corner lumbers an ogre ready to fight. Roll for initiative!

DHOOMTAS THE OGRE

NE male large humanoid (giant) **CR 3**
800 XP
Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +1

OFFENSE

Spd 30 ft.

Melee masterwork greatclub +9 (2d8+7)

Space 10 ft.; **Reach** 10 ft.



TACTICS

During Combat Dhoomtas is not a subtle fighter, but he listens and follows orders. He's been told to slowly retreat back to area 3 while using his reach to his advantage and to try and set up Krunk's disarming in area 3, although Dhoomtas is unaware of the impending disarming attempt.

STATISTICS

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Toughness, Weapon Focus (greatclub)

Skills Intimidate +4

Languages Common, Giant

Gear Masterwork greatclub, hide armor, large gold broach of Alayshia (230 gp), 5 gp

3 & 4. THE DISARMING & KOBOLDS!

Although Alayshia's set up the kobolds to all die before the might of Krunk, Vrithip the kobold healer/shamen is quite suspicious about the demon whore's motives and has kept one of his magic items secret from her: a *lesser rod of disarming*. Although he's not certain she's trying to set the tribe up, he has made his concerns known to Kriiptip (the kobold chief), and they've agreed to unleash holy hell upon Krunk if he manages to get past Dhoomtas.

Read the following when Krunk enters area 3 but before he can look down the hallway to area 4:

The far side of this octagonal chamber is adorned with many hanging great axes. Some are obviously very old and of questionable fighting integrity, but most are solidly constructed pieces of metallic death. There's a ten-foot-wide passageway heading south.

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When Krunk enters the area enough to see down the passageway read the following.

Looking down the passageway you're surprised to see so many absolutely silent kobolds. Lined up in the three-rows-deep formation you've grown accustomed to, the front two ranks are composed of longsword and spear wielders, while the final rank is crossbowmen who let loose their bolts. Behind them is a powerful looking martial kobold and a smaller kobold wearing a headress made of human ears aiming a rod at you. From the rod, a dire red ray shoots!

If the lesser rod of disarming hits Krunk and he fails the DC 25 Reflex save, read the following.

The terrible red ray pulls the mighty Greatsword of Kvim-T'Shar from your hands—it flies straight to the kobold with the rod and falls to the ground behind him with a solid thunk heard even over the cries of triumph from the yapping dogs before you.

If the lesser rod of disarming hits Krunk, but he succeeds the DC 25 Reflex save, read the following.

The terrible red ray hits your chest and runs to the mighty Greatsword of Kvim-T'Shar vainly trying to pull the puissant sword from your heavy hands.

Tactics: The kobold spearmen and soldiers rush towards Krunk if he's disarmed by the rod, but if he maintains his weapon, they hold their formation, planning to surround and flank him as much as possible. The crossbowmen will continue to fire until that isn't possible. Krriptip will wait until Krunk approaches him or Vrithip. Vrithip will open with a *sound burst* if Krunk retains his sword, but will hold off on the spell if it requires hitting too many of his own kobolds. If he can't open with *sound burst* he'll try *doom*. He'll follow up with a *hold person* and then, if necessary, focus on healing Krriptip or himself, trying to make sure he's the last to fall if necessary.

None of the kobolds in this fight will retreat. They've been encouraged (or at least threatened) by their leader to stand and fight and since Krriptip is in the rear, it may end up being fatal to retreat anyway.

If Krunk slays all the kobolds here, read the following.

The last of the kobold tribe has no time to scream as the force of your blow reduces it to a pink mist! The once-proud kobold tribe now lies in diminutive severed limbs at your feet. Carnage drips victoriously from the ripples of your tanned and enormously muscular chest!

Kobold Spearman (4): 5 hp, AC 16, see area 6.

Kobold Crossbowman (4): 5 hp, AC 15, see area 6.

Kobold Soldier (4): 18 hp, AC 16, see area 7.

KRRIPTIP KOBOLD CHIEF

CR 4

Male kobold warrior 1/rogue 1/fighter 3

1,200 XP

LE Small humanoid (reptilian)

Init +2; **Senses** Darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 13, flat-footed 17 (+4 armor, +1 enhancement, +1 Dex, +1 dodge, +1 natural, +1 size)

hp 39 (4d10+11 plus 1d8+2)

Fort +6, **Ref** +4, **Will** +1 (+2 against fear)

Defensive Abilities armor training, bravery

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee +1 small longsword +8 (1d6+2/19-20)

Ranged small masterwork light crossbow +8 (1d6)

Special Attack sneak attack +1d6

STATISTICS

Abilities Str 12, Dex 15, Con 12, Int 11, Wis 10, Cha 11

Base Atk +4; **CMB** +4; **CMD** 16

Feats Alertness, Dodge, Mobility, Toughness, Weapon Focus (longsword)

Skills Appraise +4, Climb +5, Craft (trapmaking) +7, Disable Device +6, Intimidate +7, Knowledge (dungeoneering) +4, Linguistics +4, Sense Motive +4, Stealth +7

Languages Common, Draconic

SQ crafty, trapfinding

Gear +1 studded leather armor, small masterwork light crossbow, 20 bolts, +1 small longsword, *potion of cure light wounds*, *potion of cure serious wounds*, thieves' tools, platinum broach of Alayshia (750 gp), 50 pp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold.

VRITHIP KOBOLD HEALER

CR 3

Male kobold cleric 3

800 XP

LE Small humanoid (reptilian)

Init +2; **Senses** Darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+1 size, +3 armor, +1 natural, +2 Dex)

hp 23 (3d8+6)

Fort +5, **Ref** +3, **Will** +6

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee small masterwork heavy mace +4 (1d6)

Ranged small masterwork light crossbow +6 (1d6)

Special Attack Channel negative energy, orisons, spells

Spells Prepared (CL3)

2nd — hold person (DC 15), sound burst (DC 15)

1st — bless, cure light wounds, doom (DC 14)

0 — detect magic, read magic, resistance, stabilize

Domain Powers (Evil/Healing)

2nd — cure light wounds, protection from good

1st — rebuke death, touch of evil

STATISTICS

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 12

Base Atk +2; **CMB** +1; **CMD** 13

Feats Brew Potion, Combat Casting

Skills Appraise +5, Diplomacy +5, Heal +7, Knowledge (religion) +5, Profession (healer) +7, Sense Motive +7, Spellcraft +7 (+11 when defensive casting)

Languages Common, Draconic

Gear small masterwork light crossbow, 20 bolts, small masterwork heavy mace, masterwork studded leather armor, headdress made of human ears, *potion of bull's strength*, *potion of cure light wounds*, *lesser rod of disarming* gold brooch of Alayshia (250 gp) 50 gp

SPECIAL ABILITIES

Crafty (Ex): Craft (trapmaking) and Stealth are always class skills for a kobold.

ROD OF DISARMING

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 (lesser), 11,000 gp, 24,500 gp (greater); **Weight** —

DESCRIPTION

This slick metal rod, covered with many small etchings of weapons, is a bane to all melee combatants. It can emit a red ray (range 50 ft.) as a ranged touch attack. If the ray hits its target, the target must succeed on a DC 25 Reflex save or have his weapon taken out of his hands, attached to the red ray. The user of the rod must then move the weapon (as a move action) to any location within 50 feet of the user or the weapon simply falls to the ground in front of its former wielder. For example, a target 50 feet in front of the user fails his save and is disarmed. The user can then move the disarmed weapon to the ground 50 feet behind him, putting a total of 100 feet between the weapon and its former user. If the user chooses not to move the weapon, it will drop in the square directly in front of its former wielder.

CONSTRUCTION

Requirements Craft Rod, Improved Disarm Feat; **Cost** 1,500 gp (lesser), 5,500 gp, 12,250 gp (greater)

5. THE CUBE GUARDIAN

When Krunk leaves area 4 via the south door, he'll enter a series of passageways. In the alcove near the secret door leading to area 5, there is a stone platform upon which is a small golden cube. This golden cube, when placed on the cube-like indentation on the floor in area 6 opens the portal to the Elf Queen's bedroom, area 7. The cube is guarded however; when it is lifted off of its stone platform, the secret

door to area 5 opens and the ash guardian is tasked with attacking the creature holding the cube if it is not wearing a broach of Alayshia (any type).

Read the following when Krunk first sees the stone platform with the golden cube.

In a five by five alcove to the west, you see a stone platform upon which rests a small golden cube, no bigger than your thumbnail.

If Krunk removes the cube from the platform, read below.

You easily lift the small cube from the platform and it is heavy for its size. In the distance you hear something open but suddenly, a secret door in the alcove right next to you opens and behind it you see a whirling mass of hot ash. In the whirl, two lines of black power stare fiercely out at you.

The ash guardian will look Krunk over and attack if he is not wearing a broach of Alayshia. If Krunk is wearing a broach read the following.

A voice like a thousand dead fires speaks to you from the whirling ash, "You have a mere five minutes to complete the portal opening, mortal. If you do not do so, I will hunt you down and slay you unless you return the golden cube to me peaceably."

Area 5 proper is totally empty, covered with a thin layer of ash, and the stones weathered from the constant whirling of the ash guardian. The secret door into this area is well hidden (DC 30 Perception Check) and it opens when the golden cube is removed from its platform. Removing the cube also causes the secret door in area 6 to open alerting Graluz of an impending visitor. The secret door to area 6 closes when the cube is replaced or after ten minutes have passed.

Treasure: Hidden under a pile of ash in the corner (Perception DC 15 to find) is a *potion of cure serious wounds*. How it got here is a mystery. The golden cube is made of lead washed with gold and is only worth 1 gp.

ASH GUARDIAN

CR 3

N Medium Outsider (air, earth, fire, elemental, extraplanar)

800 XP

Init +9; **Senses** Darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural) **hp** 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits, fire; **Vulnerable** cold

OFFENSE

Spd Fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attack ash lash (DC 14), whirlwind (DC 14)

STATISTICS

Abilities Str 14, Dex 21, Con 14, Int 16, Wis 11, Cha 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (the Planes) +7, Stealth +10

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Languages Auran, Ignan, Terran

Environment Elemental Plane of Ash

Advancement 5-7 HD (Medium); 8-15 HD (Large), 16-20 HD (Huge)

SPECIAL ABILITIES

Air Mastery (Ex): Airborn creatures take a -1 penalty on attack and damage rolls against an ash guardian.

Ash Lash (Su): An ash guardian can lash out once per round as a full-round action with its deadly ash, filling an adjacent 5 foot square with whipping hot ash. Any creatures in the affected area must succeed on a DC 14 Reflex save or take 1d6 points of slashing damage plus 1d6 points of fire damage. A successful save reduces the damage in half. The save is Constitution-based.

Whirlwind (Su): The ash guardian can transform itself into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. In this form, the ash guardian can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the ash guardian's size. The ash guardian controls the exact height, but it must be at least 10 feet tall.

The ash guardian's movement while in whirlwind form does not provoke attacks of opportunity, even if the ash guardian enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the ash guardian moves into or through the creature's space.

Creatures one or more size categories smaller than the ash guardian might take damage when caught in the whirlwind (see the table for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if its save is successful. The DC for saves against the whirlwind's effects varies with the ash guardian's size (see the table). The save DC is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the ash guardian carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The ash guardian can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The ash guardian can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned ash guardian always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the ash guardian and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An ash guardian in whirlwind form cannot make slam attacks and does not threaten the area around it.

Elemental	Height	Weight	Save DC	Damage	Height
Medium	8 ft.	25 lbs.	14	2d6	10-30 ft.
Large	16 ft.	50 lbs.	18	2d6	10-40 ft.
Huge	32 ft.	100 lbs.	21	2d8	10-50 ft.

Ash guardians are a form of elemental from the Plane of Ash, that intersection of earth, air, and fire. Guardians are usually summoned to guard valuables, and they enjoy their task as they were bred by the Ash Masters for just such purpose.

In combat ash guardians attack either by slamming, whirlwinding, or ash lashing. The smaller guardians prefer ash lashes while the larger guardians prefer whirlwinding.

6. THE GATE GUARDIANS

This room creates the magical entryway to the Elf Queen's quarters. It is guarded by Graluz, a former servant of Yarbles, the now-dead master of Alayshia. Graluz decided to stay with Alayshia instead of venturing off by himself as Alayshia seemed to have a lot going for her; better to be with a winner than alone in a unusual world.

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Graluz has a twin brother, Grulaz. They are crystal twins born of the same parent crystal on the elemental plane of earth. They remain in constant touch with each other, and they summon each other whenever they need help or just before ending of a day to talk and chat for a while before either is pulled back to his respective plane. So far they've done well for each other as demonstrated by their paired *rings of elemental resistance (minor, fire)*.

This unusual relationship means that Graluz has a 100% chance of summoning his brother. And you better believe that's just what Graluz does when he sees Krunk. Use Graluz's stat block below for Grulaz.

The secret door into this area from area 4 has a DC 20 Perception check to find, but is easy to open when found (just press the right place on the wall next to it). This door also opens when the golden cube in area 5 is removed from its platform (see area 5 for more information).

Read the following if Krunk finds the door and opens it by himself without the cube.

The door opens smoothly. Before you is another roughly octagonal room, but this one has four pillars surrounding a small raised piece of beautiful marble set in the floor. On the marble a small, winged gray creature sits. It sees you and starts muttering and moving its hands.

Read the following if Krunk opens the door by picking up the golden cube.

Looking through the secret door, you see another roughly octagonal room, but this one has four pillars surrounding a small raised piece of beautiful marble set in the floor. Two small, winged gray creatures fly over the marble. They wave their hands at you and you feel all the moisture in the area sucked out by their foul magic! Make two Fort saves!

The marble slab in this room has a small indentation exactly the same size as the golden cube. Any creature placing the cube in the slab is teleported to area 7, appearing next to the southern wall. The cube then teleports back to its platform near area 5.

GRALUZ, SALT MEPHIT

N small outsider (earth, extraplanar)

Init +6; **Senses** Darkvision 60 ft., Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (while in arid environs)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Spd 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15 ft. cone, 1d4 slashing damage plus sickened for 3 rounds, Reflex DC 13 for half damage and negate sickened), dehydrate

Spell-Like Abilities (CL 6th)

1/hour — *glitterduct*

STATISTICS

Abilities Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Stealth +12

Languages Common, Terran

Gear *Ring of energy resistance (minor, fire)*, silver broach of Alayshia (10 gp), 5 gp

SPECIAL ABILITIES

Breath Weapon (Su): A salt mephit can unleash a 15-foot cone of salt every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Dehydrate (Su): Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; CL 6th). This effect is especially devastating to plant and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Tactics: If Krunk uses the cube to open the secret door, Graluz darts out, sees the carnage and immediately summons his brother. If Krunk opens the door without the cube, Graluz will have to spend a round summoning his brother. Either way, Krunk will quickly face two mephits. Both mephits will use their moisture attack right away and then hit Krunk with their breath weapons until he fails a save. They'll then move in with their claws, trying to set up flanking attacks.

7. THE ELF QUEEN ARWEWYNNIN

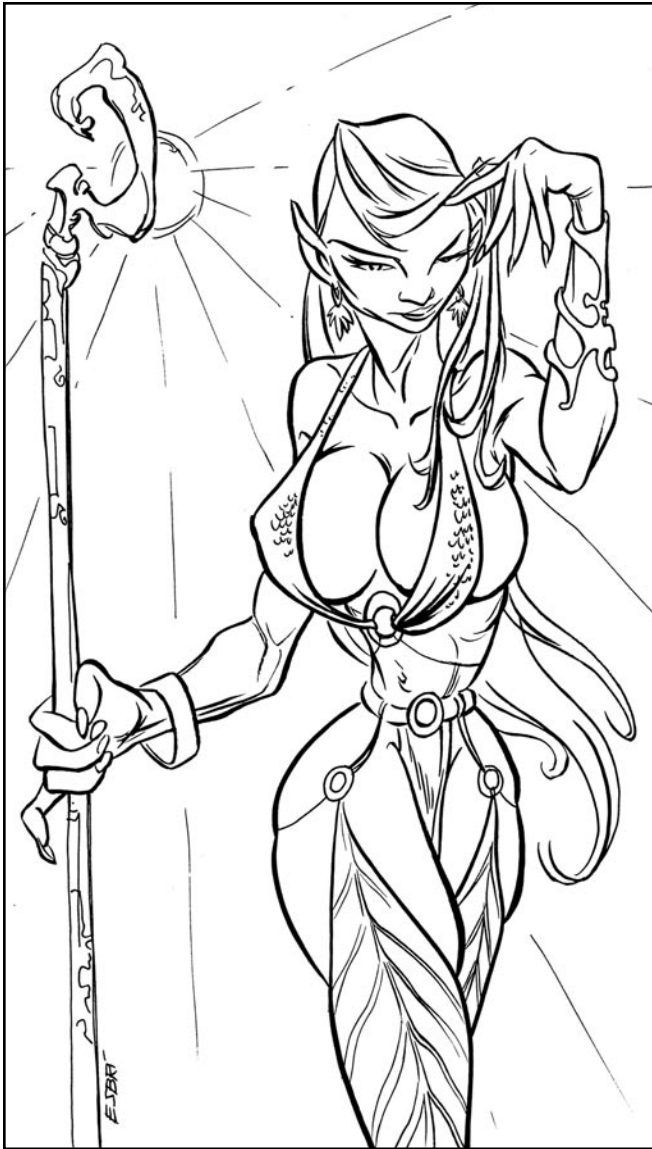
Read the following when Krunk appears next to the southern wall.

There's a sudden flash of light coupled with a soft tinkling of bells, and now you stand in a room with no apparent exits. But it could be much worse than it sounds for you have entered the bedchambers of the Elf Queen. She stands before you and speaks, "Hold, Krunk, barbarian of the frozen waste! You shall pass no further!" Her gold-spun blond hair spills past her alabaster shoulders like springs of honey mead. Her full, ample breasts are barely covered by a sheen of magical elven chainmail. Leather leggings hug her butter-supple loins.

Arwewynnin's role in Krunk's adventure is brief, but important. She's just finished linking herself to the Plane of Naughty and can now travel back and forth (as can Alayshia) with an hour of concentration. Arwewynnin is the bait in Alayshia's trap, and she's willing to play her role to the hilt. Her responsibilities are fairly easy: she must get Krunk to touch her bed which will then send Krunk to the Plane of Naughty. Neither Alayshia nor Arwewynnin expect any difficulty in this matter. To do this, Arwewynnin has decided to play the role of the defiant, yet pliable, adversary. She'll make a ploy of appearing angry while still trying to send signals to Krunk that any advances are welcomed. If Krunk wishes to have sex with the Elf Queen, he'll have to make the normal roll to succeed, but regardless of his role, he'll succeed and the queen will lie upon the bed waiting for him to arrive. As soon Krunk touches any part of the bed (which is not really a bed at all, see Traps below) he'll be transported to the Plane of Naughty.

While Krunk is a barbarian of action and not words, there is the possibility that he will ask the Arwewynnin some questions. In general, the Elf Queen will be vague, feign ignorance, or say whatever necessary to divert the attention away from words and toward the bed.

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Now that Arweyninn has attuned herself to the Plane of Naughty, she can escape from her bedchamber via touching the southern wall and saying, "Do what thou wilt." This sends her into area 6. Like everyone else, she must use the cube to return to this area.

If Krunk wants further description of the room, read below.

The bedroom is roughly cross-shaped with a large four-poster bed in the northern section, an artfully created stone washing area big enough for three in the western section, and a beautiful tapestry bearing a sylvan scene in the east. The southern end is barren stone, oddly out of place in such pleasant surroundings.

ARWEYNNIN, ELF QUEEN

CN medium humanoid (elf)

Init +2; **Senses** Low-light vision, Perception +10

CR 4

1,200 XP

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 32 (5d8+10)

Fort +2, **Ref** +3, **Will** +4; +2 racial bonus vs. enchantments

Immune magic sleep

OFFENSE

Spd 30 ft.

Melee +2 *flaming quarterstaff* +5 (1d6 +2 plus 1d6 fire damage)

STATISTICS

Abilities Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 14

Base Atk +3; **CMB** +3

Feats Alertness, Persuasive, Skill Focus (Perform[acting])

Skills Appraise +8, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +6, Knowledge (nobility) +8, Perform (acting) +12, Sense Motive +10

Languages Common, Draconic, Elven, Sylvan

SQ elf traits

Gear *Elven chain*, +2 *flaming quarterstaff*, fine boots, jade comb (125 gp), lion skin purse (100 gp)

Traps: Any creature touching the bed in this room that is not linked to the Plane of Naughty is immediately transported to area 8 in the Plane of Naughty. The bed is actually extra dimensional pseudopodia of the plane with several unique characteristics having a lot to do with pleasure. But now is not the time for such matters for they are not to be! On with Krunk to the Plane of Naughty!

THE PLANE OF NAUGHTY

The Plane of Naughty is Alayshia's refuge from the mundane. It is here that new B'thuvian demon whores are created, and it is here she spends most of her time. It is an odd plane that builds itself to suit its observers. Each individual sees the plane as something different. But there is always the platform (see below), the initial mists, the sounds unique to each individual, and then something created apparently from nothing. Each viewer will see a different creation process and a different end creation.

Alayshia thinks she has found a way to solidify part of the plane into a series of rooms, but in reality the plane has made an area for her out of its own free will. She plans on expanding the area once she controls more demon whores and create a pan-dimensional world capital dedicated to herself and to pleasure.

The plane provides all its living occupants with the supernatural ability Fast Healing 1.

THE ARRIVAL

Read the following when Krunk is transported to the Plane of Naughty.

You stand on a five foot wide cobblestone floor over a vast abyss of nothingness. Blackness upon blackness surrounds the floating platform. Before you the narrow floor stretches at least 300 feet until it is lost in the black fog that limits your vision beyond this distance. Behind you there is nothing; the platform ends. Oddly enough, there are short iron rails along the edges of the platform which come up to your mid-calf.

You feel the blood pumping in your veins stronger than ever before. Your bruises slowly fade away and the cuts on your body slowly knit themselves together!

Anything dropped over the edge falls as if under normal gravity. However, when it reaches 290 feet away from the platform it is incinerated in a massive blast of fiery energy that rocks the entire platform. A successful DC 10 Reflex check is necessary to avoid falling prone onto the platform from the blast.

As soon as Krunk travels more than 50 feet along the floating pathway read the following.

As you proceed down the platform you detect motion in the mists all around you. Suddenly the mist seems to thin and behind it you see something unlike anything you've ever seen before. It is as if the entire universe is being built piece by piece in front of you. You hear voices calling your name: the pleased calls of all the women you've known, the curses of the enemies slain at your feet, the sound of your mother's voice almost forgotten, and your own voice calling to you from the depths of your naming ceremony when you were but a lad among your people.

Are these things coming from you and going out to it, or is it sending it back to you from some recorded depth unknown?

The universe around you is arranging itself into familiar rooms – rooms of pleasure, torture, food, bathing, trading, and death. Each brick falls precisely into place with a clang not unlike the ring of a blacksmith's hammer on the anvil. Now you are completely surrounded by rooms built from nothingness yet still 300 feet from where you stand on a floating passageway leading to a single door. The door is set against a wall that stretches 35 feet.

Anything dropped over the edge falls as if under normal gravity. However, when it is within 10 feet from one of the newly constructed rooms the object is incinerated in a massive blast of fiery energy that rocks the entire platform. A successful DC 10 Reflex check is necessary to avoid falling prone onto the platform from the blast. Are the rooms real or imaginary? Krunk could jump and try to find out, but that wouldn't be very prudent, now would it?

8. THE SWEET GUARDIAN

This barren room holds Alayshia's most trustworthy servant: her chocolate golem. Another servitor from her old master Yarbles, the chocolate golem "attached" its service to her once its original master was dead. Unusual for a golem, but this is no mere golem, gentle reader! Alayshia and Arwewynnin often commiserate together over some wine and small pieces of chocolate taken from the trusty servant.

Read the following when Krunk opens the door to this area.

The heavy stone door before you opens easily to reveal a large empty room. Empty of furniture, trappings, or anything indicating life, but not empty of magic! For in the center of the room, standing still while assessing your presence is the darkest, foulest, most evil creation ever spawned by the stygian minds of the Black Wizards of the coastline on the Isle of Declining Fortune: a chocolate golem. To be slain by 300 pounds of the finest criollo single-bean chocolate in the 37½ kingdoms is a fate worthy of only mockery.

The shiny golem makes its decision as its eyes flare from underneath its giant cherry-topped head: "Death! Death to the intruder!"

Tactics: The chocolate golem will activate his death by chocolate ability first and then engage Krunk with an emulsifying touch. After that, he will simply try to pound Krunk to paste counting on his combat prowess and his bane of acne ability to win the combat.

CHOCOLATE GOLEM

N medium construct

Init +0; **Senses** Darkvision 60ft., lowlight vision, Perception +0

CR 5

1,600 XP

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +2, **Will** +2

Defensive Abilities transferring gloss (DC 13)

DR 5/magic; **Immune** construct traits, magic

Weakness vulnerability fire

OFFENSE

Spd 30 ft.

Melee 2 slams +9 (1d8+3)

Special Attacks bane of acne (DC 13), death by chocolate (DC 15), emulsifying touch (DC 13)

STATISTICS

Abilities Str 17, Dex 10, Con —, Int —, Wis 11 Cha 1

Base Atk +6; **CMB** +9; **CMD** 19

Feats Ability Focus (death by chocolate)^B

SPECIAL ABILITIES

Bane of Acne (Su): When a chocolate golem succeeds on a standard attack, it can choose to deal no bludgeoning damage and instead causes the target to succeed on a DC 13 Fortitude save or suffer a -2 penalty on all rolls and a -2 to AC, as painful acne bursts out, covering the target's body. A successful save reduces the effect to a -1 penalty to all rolls and a -1 to AC. The acne lasts for 10 rounds and then subsides. The save DC is Constitution-based.

Death By Chocolate (Su): Referred to in the Black Wizard's native tongue as Tod durch Schokoladen, this is a chocolate golem's greatest weapon. Any living creature within 30 feet of a chocolate golem using this ability must succeed on a DC 15 Fortitude save or have delicious and aphrodisiacal pheromones flood their systems. These pheromones cause the target to suffer a -4 on all attacks and make them further susceptible to another dose of death by chocolate the next round.

For every failed DC 15 Fortitude save, the penalty increases by 1. For example, a target that has failed three sequential saves is at a -7 on all attacks. A successful first save renders the target immune to further uses of this ability for one day. A successful save after the first save ends the penalty progression, but does not remove its effect. For example, a target that succeeds at the 5th save is at a -8 on all attacks, but is now immune to any further effects for one day. Death by Chocolate is a supernatural ability that the golem can use as a free action every round (up to 2 hours per day) and that lasts as long as the chocolate golem isn't destroyed and the target is within 1 mile of the chocolate golem. The save DC is Constitution-based and increased by Ability Focus (death by chocolate).

Emulsifying Touch (Su): To use this ability, a chocolate golem must hit an opponent up to one size larger than itself with its bane of acne attack. Regardless if the target saves against the bane of acne attack, it suffers 1d4 points of acid damage per round for the next 5 rounds, as the emulsifying agents in the chocolate golem attempt to turn the target into a goo of remarkably smooth consistency. A successful DC 13 Fortitude save reduces the acid damage to 1d2 per round for 5 rounds. The save DC is Constitution-based.



Transferring Gloss (Su): Any combatant that hits a chocolate golem with a melee weapon must succeed on a DC 13 Reflex save or have their weapon coated with a shiny, soft gloss. This gloss reduces the weapon's damage dice (2d6 becomes 2d4, 1d10 becomes 1d8, 1d8 becomes 1d6, etc.) as if the weapon had become one size smaller than it actually is. The gloss wears off after 10 rounds. The save DC is Constitution-based.

Immunity to Magic (Ex): A chocolate golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *disintegrate* spell affects it normally. A *munching mouth* or *animate chocolate* spell deals 1d8 points of damage to the chocolate golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d8 points of damage). A *mending* spell heals the chocolate golem of 2d6 points of damage. Fire-based effects and spells affect it as it is vulnerable.

Chocolate golems are constructed from only the finest chocolate found on the far southern Isle of Declining Fortune. Harvested by primitive monkey-men, these beans are taken to the Black Wizards of the coastline and turned into small card-sized bars of pure indulgence. Although most are shipped north to the decadent kingdoms some chocolate cards are reconched, molded, and magiced into ever-faithful, and piquant guardians. These chocolate mastercrafters weave dark and powerful protections into their animate creations.

Most chocolate golems are hollow. This saves on construction cost, but results in a weaker construct; however, it does allow the creator to put a special surprise inside, like the head of a lover who betrayed you for another man. The few solid chocolate golems are advanced golems.

In combat chocolate golems attack by moving towards their prey until the target is within their death by chocolate special ability's range. They then use a bane of acne attack coupled with their emulsifying touch. After that they simply pummel their foes, relying upon their transferring gloss ability and damage reduction to see the combat through.

Construction: A chocolate golem's body is created from 300 pounds of finest criollo bean chocolate. Special emulsifiers and 200 gp worth of materials are used in the process. Assembling the body requires a successful Craft (chocolate), Profession (Candymaker), or Profession (Cook) check (DC 16).

Caster level 8th; Craft Construct, *animate chocolate*, *geas/quest*; caster must be at least 8th level; Price 14,200 gp; Cost 7,200 gp +560 XP

9. THE FAILURES

Alayshia keeps her two failures in this room, surrounded by comfort, silks, and garish makeup. They make excellent guardians and Alayshia knows they will never betray her in the night, unlike just about everyone else given half a chance. K'thy and Syndi spend their time babbling to each other, putting on cosmetics and changing cloths: caught in a madness of repetitive meaningless action interrupted only when Alayshia brings something in for them to eat.

Read the following text when Krunk opens the door to this area.

Again the heavy stone door opens easily, but this time the large chamber before you is filled with the trappings of life—rich trappings in fact, silks, fine woods, expensive furniture and two very attractive women..., not women on a bed, most definitely not women on the bed. But even with skin similar to an alligator's, eyes those of a cat, and long nails hard as iron you find yourself strangely aroused yet utterly repelled at the same time.

You have but a moment to assess the situation before the two harridans pounce from their bed with foul and incomprehensible shrieks, their claws seeking out your sensitive places...

K'THY AND SYNDI, THE CORRUPTED

CR 4

CE medium outsider (chaotic, evil, native)

1,200 XP

Init +1; **Senses** Darkvision 60ft., Perception +13

DEFENSE

AC 24, touch 12, flat-footed 22 (+1 Dex, +1 dodge, +12 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

DR 5/—; **Immune** electricity, poison; **Resist** acid 5, cold 5, fire 5; **SR** 12

OFFENSE

Spd 40 ft., fly 60 ft. (average)

Melee 2 claws +9 (1d6+5)

Special Attacks rend (1d6+7)

TACTICS

During Combat K'thy and Syndi really have no concept of combat tactics greater than full frontal assault. They do that pretty well, however.



STATISTICS

Abilities Str 20, Dex 13, Con 15, Int 3, Wis 10, Cha 3

Base Atk +4; **CMB** +9; **CMD** 20

Feats Dodge, Mobility

Skills Acrobatics +4, Climb +8, Escape Artist +4, Stealth +7;

Racial Modifiers +8 Perception

Languages Common

Gear 4 silk outfits (200 gp total), 2 lbs. of garish cosmetics (50 gp)

A corrupted is 5 feet 8 inches tall and weighs about 150 pounds. Its measurements are typically 38C, 28, 36. A corrupted is utterly insane, mumbling only gutter rhymes and only enjoying the thrill of tearing screaming flesh from bone. However, a corrupted will not attack or injure the wearer of its controlling ring or any non-living creature except in self-defense. Corrupted are fastidious of their appearance and wear only the finest clothing they can find (however, they ignore bloodstains). Strangely enough, given their nature towards others, corrupted will not attack other corrupted. Instead, they spend all their time together grooming, muttering nonsense words back and forth as if they were some hidden meaning in their rambling, applying the most garish cosmetics possible, and putting on and taking off various outfits they possess.

In combat a corrupted closes with her foe and attempts to kill them with her claws. Usually, that's enough. A corrupted's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Treasure: Ironically, most of the valuable mundane materials in the pleasure prison are here with those who cannot appreciate them. The bed K'thy and Syndi share is worth 1,250 gp to the right buyer and the divan, chairs, and tables are worth 1,800 gp together. All the silks piled in the corner are worth 500 gp,

the three large rugs are worth 800 gp each, and hidden in a rolled-up rug worth 400 gp under the bed is a small bone scroll case worth 40 gp. In the case is a large pile of gems (all that remains of Yarble's hoard) worth 9,550 gp spread out over 20 different gem types and 80 individual gems.

10. THE MISTRESS

Alayshia wants Krunk to both fail and succeed. She's torn between the two outcomes and cannot win the fight with her inner nature, both demon and woman. So she's thrown the decision to fate. It is this indecision that has caused all the death and bloodshed so far, and she's still uncertain when Krunk arrives. Should she try and snare him for herself and use his muscle to reinforce her guile, or should she eliminate him now and take what she needs? But he's so pretty!

Read the following when Krunk opens the door to area 10.

Before you waits the mastermind behind your adventure: Alayshia the renegade B'thuvian demon whore on her throne carved from the very stuff of this strange realm. In her eyes you see a longing greater than anything you've seen in your life, but that longing is tempered by a ruthless streak wider than the hips of a Gundarmian Breeding Marm. Surrounding her are items not unlike those surrounding the two demon-women you encountered in the previous room, but here the items are not so rich, but obviously more used.

Alayshia allows you a moment to survey your surrounding and then she speaks, her voice the sound of falling rain, "Welcome Krunk, I had not expected you to come so far, so fast, but yet I knew you must—for that is your nature and that nature is what will eventually fulfill my grand plans."

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

She stands with a movement reminiscent of the Dancing Girls of Arquillon and continues, "I offer you one choice, barbarian of the frozen wastes: surrender your items of power and rule beside me over an empire spanning the length and breadth of the entire world, or suffer death, defeat, and despair."

What happens from here is solely up to Krunk. Does he join with Alayshia and hand over his items of power, or does he disdain her offer knowing that he will eventually have a kingdom of his own making? If Krunk does hand over his items of power, Alayshia smiles and offers herself as a treasure, knowing that he will fall to her powers and eventually rule beside her, if she doesn't become bored with him before then and slits his throat in the night.

ALAYSHIA

B'thuvian demon whore sorcerer 7 **CR 9**
6,400 XP
CNaughty female medium outsider (chaotic, native, naughty)
Init +5; **Senses** Darkvision 60ft.; Perception +17

DEFENSE

AC 26, touch 13, flat-footed 24 (+4 armor, +1 Dex, +1 dodge, +1 insight, +9 natural)
hp 51 (2d10+2 plus 7d6+14)
Fort +6, **Ref** +6, **Will** +10; +2 bonus vs. poison
Defensive Ability Bloodline (Abyssal) demon resistances;
DR 5/magic; **Immune** electricity, poison; **Resist** acid 5, cold 5, and fire 5; **SR** 12

OFFENSE

Spd 30 ft., fly 50 ft. (average)
Melee 2 claws +6 (1d8+1)
Special Attacks bloodline bonus spells, bloodline (claws), cantrips, energy transference tie (Will DC 21)
Spell-Like Abilities (CL 12th)
At Will — *detect good, detect evil, ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration).
Spells Known (CL 7th)
3rd (6/day) — *displacement, fireball* (DC 21), *rage*
2nd (8/day) — *alter self, bull's strength, invisibility, summon swarm*
1st (8/day) — *cause fear* (DC19), *charm person* (DC19), *comprehend languages, magic missile, shield, ray of enfeeblement* (DC19)
0 — *daze* (DC 18), *detect magic, mage hand, mending, ray of frost* (DC 18), *read magic, stabilize*

TACTICS

During Combat If Krunk decides to fight, Alayshia will do her best to destroy him, starting first with *invisibility*, and following up with *displacement* and *fireball*. She'll then *summon swarm* to keep Krunk occupied while trying to avoid physical combat using combinations of *invisibility* and then an attack spell. However, if it is obvious that she must fight melee, she will use her last spells to cast *bull's strength* and *rage*, attacking with her claws.

STATISTICS

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Base Atk +5; **CMB** +6 (+8 vs. grappling); **CMD** 17 (19 vs. grappling)

Feats Augment Summoning^B, Eschew Materials^B, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Stealthy

Skills Acrobatics +9, Bluff +15, Diplomacy +15, Escape Artist +18, Fly +9, Knowledge (arcane) +10, Knowledge (planes) +10, Knowledge (sexual pleasure) +11, Sense Motive +10, Spellcraft +10, Stealth +9, Use Magic Device +15

Language Abyssal, B'thuvian, Common, Elven

SQ energy transference (Will DC 21), tongues

Gear +4 bracers of armor, iron stone (dusty rose +1 insight bonus AC), ring of mind shielding, ring of controlling the corrupted K'thy, ring of controlling the corrupted Syndi, arcane scroll of detect magic, obscuring mist and mage armor, mithral binding ring (doesn't work 1,000 gp), golden yellow topaz (550gp); chrysoberyl (45gp); sard (55gp); pink pearl (100gp); azurite (10gp); freshwater pearl (190gp); hematite (10gp); topaz (1,200gp); 2,345 cp, 1,256 sp, 956 gp, 121 pp.

SPECIAL ABILITIES

Energy Transference Tie (Sp): Any creature that receives an energy transference from Alayshia functions as if under a *charm monster* (as the spell, CL 12 except duration is 1 week) spell unless the creature succeeds a Will Save DC 21.

Energy Transference (Su): Any creature engaging in sexual activities lasting longer than 10 minutes (hetero or homo) with Alayshia must succeed at a DC 21 Will save or gain a positive level for 24 hours. This temporary positive level bestows +1 on all skill checks and ability checks, +1 on attack rolls and saving throws, +5 hit points, +1 effective level (whenever the target's level is used in a die roll or calculation, increase it by one). If the target casts spells, he gains access to additional spells as if he was one level higher. During energy transference, Alayshia moans and squeals both from pain and pleasure. The save DC is Charisma-based.

Tongues (Su): Alayshia has a permanent *tongues* ability (as the spell, caster level 12th). Demon whores usually use verbal communication with mortals.

Skills: Alayshia has a +8 racial bonus on Perception checks and a +10 racial bonus on Escape Artist checks.

*While using her polymorph ability, Alayshia gains a +10 circumstance bonus on Disguise checks.

Alayshia, renegade B'thuvian demon whore is quite a piece of work. She's immensely beautiful, immensely chaotic and quite a powerful sorceress as well. She was bound to a fat, rich, and depraved merchant named Yarbles when, on the dawning of a new year, she discovered her binding ring no longer held her. Yarbles soon gave a healthy portion of his wealth to her trying to keep her around as his lover, but she fled and explored the world for the next 50 years. It was during this time that she discovered the B'thuvian trade secret of summoning and binding demon whores.

Not long after she discovered this secret she took over control of a kobold tribe in the wastelands south of Isfala and slowly started building the proper buildings, gathering the proper components, and collecting female slaves through raiding as well as trade for the required vessels for the demon whore ritual.

After a few years, everything was finished, and the first ritual completed. It was an abject failure, resulting in a demonically possessed female slave, not a demon whore. After a few more failed attempts, Alayshia is reaching the unfortunate conclusion that she may lack the magical skill and knowledge

to successfully follow the requirements of the summoning and binding rituals as all her attempts up to this point have failed, resulting in the creatures she terms “the Corrupted.” Needless to say, she’s not happy with this, and she’s been taking out her anger and peevishness on everything around her, increasing the typical conflict level in her kobold tribe.

But Alayshia now has a new plan: capture a noble woman and use three very powerful magic items as focuses for her next summons attempt.

B'THUVIAN BACKGROUND

B'thuvia: the most decadent of the decadent southern kingdoms—the heart of the Malibat coast, the serpent kingdom that slithers along the northern edge of the dark continent. Its cities like jewels, its people swarthy-skinned and swarthy-hearted in their joys, lusts, and cruelties. Far B'thuvia: a flame to the mercenary, the scoundrel, the rogue, the slaver. It is here, millennia ago, that the first demon whores were summoned.

Even then, decadence was great in B'thuvia. Boredoms deferred by pleasures of the flesh, lotus-dreams, power, and gold would always arise again in the great merchant families. Hundreds of years of wealth and debauchery eventually gave way to demonic studies and pursuits of the darkest kind, and the B'thuvians quickly became well-known as the best scholars concerning demonic and infernal matters in the 37½ kingdoms. It was during this initial stygian phase that, deep beneath the stepped pyramids of Urlaktloc, the first demon whores were summoned and forced to submit to the dark lusts of those who summoned them. It was only a matter of a few years before the B'thuvians mixed their two greatest interests—debauchery and money—and began selling demon whores (and their controlling rings) on the open market. Slowly, they made their way across the 37½ kingdoms and even to the mighty Ghantes River, where the radical clerics of Isfala outlawed their trade and insured that they would infiltrate their kingdom like nothing before as a single demon whore became worth its weight in gold overnight.

As one would expect given their names, B'thuvian demon whores are demons trained in the arts of pleasure. Where exactly they come from in the abyssal realm is unknown to all but the elite B'thuvians who supply the trade with new product. The rituals used to bond new demon whores appear to take several years and result in a demon whore tied to a ring, the wearer of which can command utter obedience from the creature. However, over the hundreds of years of the industry, some few demon whores have managed to free themselves from their rings, and these renegades...enjoy their freedoms to the utmost of their considerable ability.

The radical clerics of Isfala speculate that the demon whores are a type of succubus twisted and weakened through the ages by the demon king Ziminari. They believe they are created with a dark purpose: the total enslavement of the realms of man—their luscious bodies used to entrap the mind and their controlling rings destined to fail. Thus spoke the great prophet Qu'Tun who foretold of a terrible time of tribulation caused by the infiltration of demon whores in all the lands of the world.

ENDING THE ADVENTURE

There are many possible ways *The Pleasure Prison of the B'thuvian Demon Whore* can end. Krunk could join forces with Alayshia and eventually be trapped by her energy transference tie, or he may even restrain himself enough to prevent such a fate. He and Alayshia could then summon a following of demon



whores and eventually rule the world, although Krunk would probably be an old man by the time Alayshia had everything ready to activate. He could slay her out of frustration, anger, or even justice if he wishes to rationalize his bloodlust.

More than likely, however, Alayshia will die by the sword for all the hassle she’s put Krunk through. If Krunk kills Alayshia, he’s made a new, unique, and rather powerful enemy: The Plane of Naughty. The plane’s put a lot of effort into Alayshia and “her” plan. If she’s killed, the plane shifts Krunk back to his native world with all his possessions, but hundreds perhaps even thousands of miles away from the pleasure prison. The plane then proceeds to start the long and arduous process of recreating Alayshia (a demonic equivalent of resurrection) but that will take several hundred years.

If Krunk is more wily and attempts to subdue Alayshia, he may succeed, but the instant she is rendered unconscious, the Plane of Naughty intercedes and sends Krunk away as if she was killed—but in this situation the plane will hold no real animosity to the barbarian.

But regardless of how the last encounter plays out, Krunk’s booted feet will eventually tread all the known world, kingdoms will fall before his mighty sword, and a mind-bendingly long list of women will warm his bed! It’s his destiny...

If you’d like, read the following description when Krunk is transported away. It’s the end of this adventure, but it is also the beginning of another adventure yet to be discovered.

THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE

THE END OR THE BEGINNING?

You wake up in some steaming jungle hellhole and brush the vermin off your legs. The last thing you remember is your triumph over the demon whore and a bright flash of light. You know you must be hundreds, if not thousands, of miles away from Isfala and the desert sands. Gods! How you tire of wizardry and foul magics! In the distance you hear ominous drumming...

PREGENERATED CHARACTER

KRUNK, BARBARIAN OF THE FROZEN WASTE

CR 7

CN male human barbarian 7

Init +4; Senses Perception +18

DEFENSE

AC 21, touch 15, flat-footed 17 (+6 armor, +4 Dex, +1 awesome)

hp 119 (7d12+35)

Fort +9, Ref +6, Will +6

Defensive Ability *guarded stance, renewed vigor, improved uncanny dodge, trap sense +2, uncanny dodge; DR 1/—*

OFFENSE

Spd 40 ft.

Melee +2 *keen greatsword of frost* +14/+9 (2d6+8 plus 1d6 cold/17-20/x3)

Ranged longbow +11/+6 (1d8/x3)

Special Attacks *powerful blow, rage*

STATISTICS

Abilities Str 19, Dex 18, Con 18, Int 18, Wis 18, Cha 22

Base Atk +7; **CMB** +11; **CMD** 25

Feats Cleave, Dodge, Mobility, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +18, Appraise +10, Climb +13, Handle Animal +14, Intimidate +15, Knowledge (nature) +12, Sense Motive +9, Stealth +15, Survival +13, Swim +13

Language Common, Kobold, Orc, Dwarven, Elven

SQ fast movement

Gear *The Loincloth of Dhavar-K'tlar, The Greatsword of Divim-T'Shar, The Helm of Dlock-G'zor, boots of elvenkind, barkskin potion, cloak of elvenkind, 4 cure light wounds potions, 3 cure moderate wounds potions, 2 cure serious wounds potions, 1 potion of cat's grace, elemental gem (light brown), arrows (20), backpack, bedroll, dagger, flint, longbow, rations (4), rope (silk), 4 torches, light riding horse, tack and harness, military saddle, saddlebags, 5 gems (550 gp, 400 gp, 100 gp, and 55gp), 100gp*

Krunk, barbarian of the frozen wastes, is an enigma. He is wise, yet foolish; intelligent, yet stupid; charismatic, yet willing to offend any and all within range. His strength is stuff of legend and his prowess, both in battle and in the boudoir, unequalled.

He was raised in one of the many scattered settlements in the frozen wastes—that land of death and danger where civilized men fear to tread. His youth was hard, like all raised in the frozen wastes, but filled with adventures that trained his skills and abilities, allowing him to master the requirements for survival in his harsh native terrain. He killed a bear when he was only three, and his first fight with a X'itchl'vim'zir'ilong ended with a trophy he deeply cared for until his manning at age 16.

After his manning, he left his village to seek adventure as a mercenary in the decadent southern kingdoms, but his plans quickly went awry. In the warmer lands south of the frozen wastes, he encountered the first foe he couldn't slay his way through: the feral giant prairie dog of The Pitted Plains. After killing feral giant prairie dog after feral giant prairie dog, he retreated in a long run.

Thankfully his hearty barbarian lungs and iron-thewed legs allowed him to avoid his pursuers for several days, but they were relentless—relentlessly pursuing him in their tunnels, their frothy maws popping up out of the pits like an ocean's wave. At last, nearly exhausted by two days of running, Krunk decided to make his last stand while he still had the strength to send dozens of barking feral giant prairie dogs to meet the god of death. Finding a lonely rock outcrop, he chose the only high ground available, and it was that wise tactical choice which was to prove his savior. For the rocky outcrop was no natural feature, but a small mountain made from the stony bones of an ancient stone dragon slain by none other than the three cousins of frozen waste barbarian legend: Dhavar-K'tlar, Dvim-T'Shar, and Dlock-G'zor.

Climbing to the top, the young barbarian's legs failed him, and he slipped into a crevice and fell deep into the remains. He landed in a small cave, and there were the corpses of the three barbarian legends, swallowed by the stone dragon. As befitting such heroes, their death accompanied that of their slayer, for although three barbarians may make a great meal, three barbarians of legend with sharp pointy metallic objects should probably be frozen, not swallowed alive and kicking.

Realizing what he'd found, Krunk quickly stripped the corpses of their powerful magic items and used what little remained as a fire to sleep beside. After a good night's rest, he climbed back to the surface to continue his journey to the decadent southern kingdoms with an all new wardrobe of feral giant prairie dog pelts, and three relics from his barbarian forefathers.

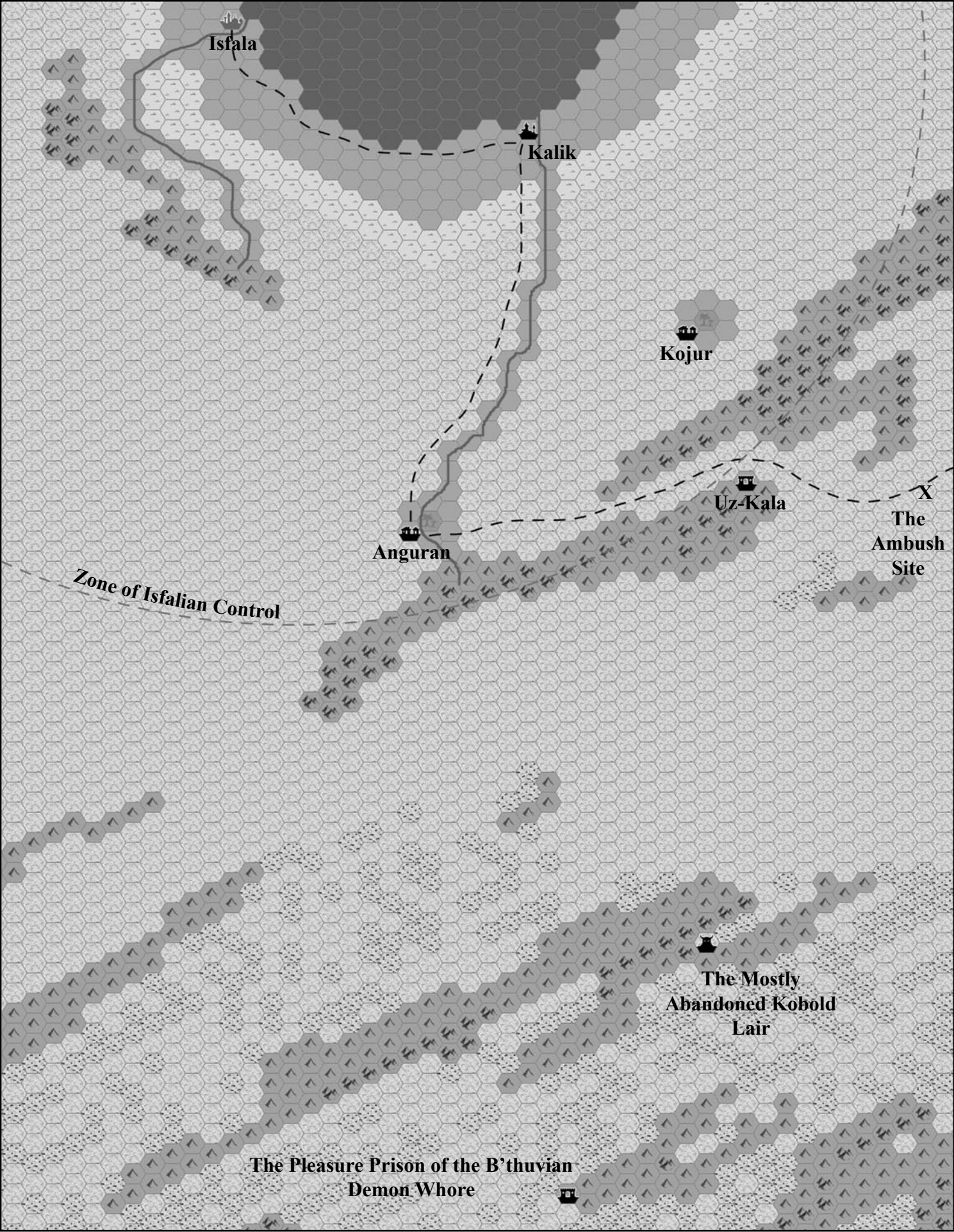
KRUNK'S ITEMS OF LEGEND

The Loincloth of Dhavar-K'tlar: This impressive loincloth belonged to the mighty barbarian Dhavar-K'tlar who ruled the frozen wastes for 50 years before quitting his furred throne and returning to the wilderness, never to be seen again. It provides a +6 armor bonus to AC and a +4 study bonus to Charisma. Weight: 2 lbs.

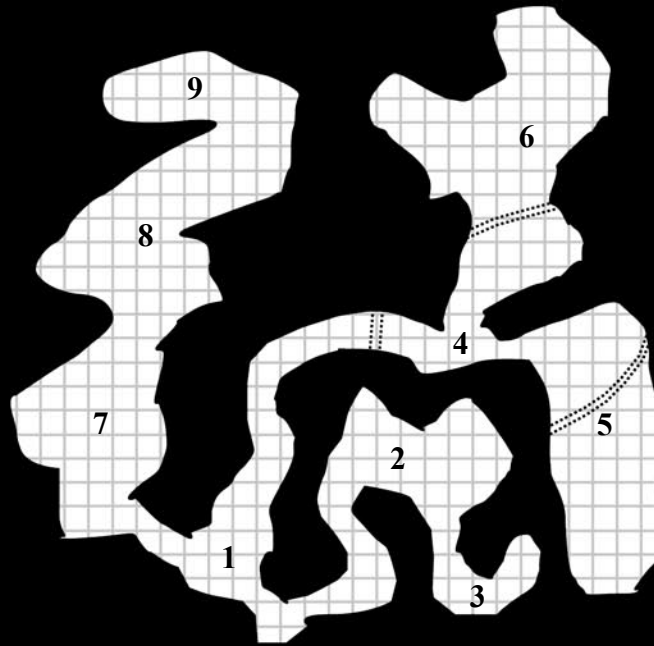
The Greatsword of Dvim-T'Shar: This weighty piece of steel death belonged to Divim-T'Shar, cousin of the great Dhavar-K'tlar. It is supremely sharp and imbued with the powers of the frozen wastes. The Greatsword of Divim-T'Shar is a +2 *keen greatsword of frost*. Weight: 10 lbs.

The Helm of Dlock-G'zor: This artfully crafted helm belonged to Dlock-G'zor, cousin of the great Dhavar-K'tlar. It served him well in battle against the feared X'itchl'vim'zir'ilong of the frozen wastes. The wearer of *The Helm of Dlock-G'zor* is immune to mind-affecting effects and to gaze attacks. It also provides a +1 awesome bonus to AC and a +5 circumstance bonus to Perception Checks. Weight: 4 lbs.

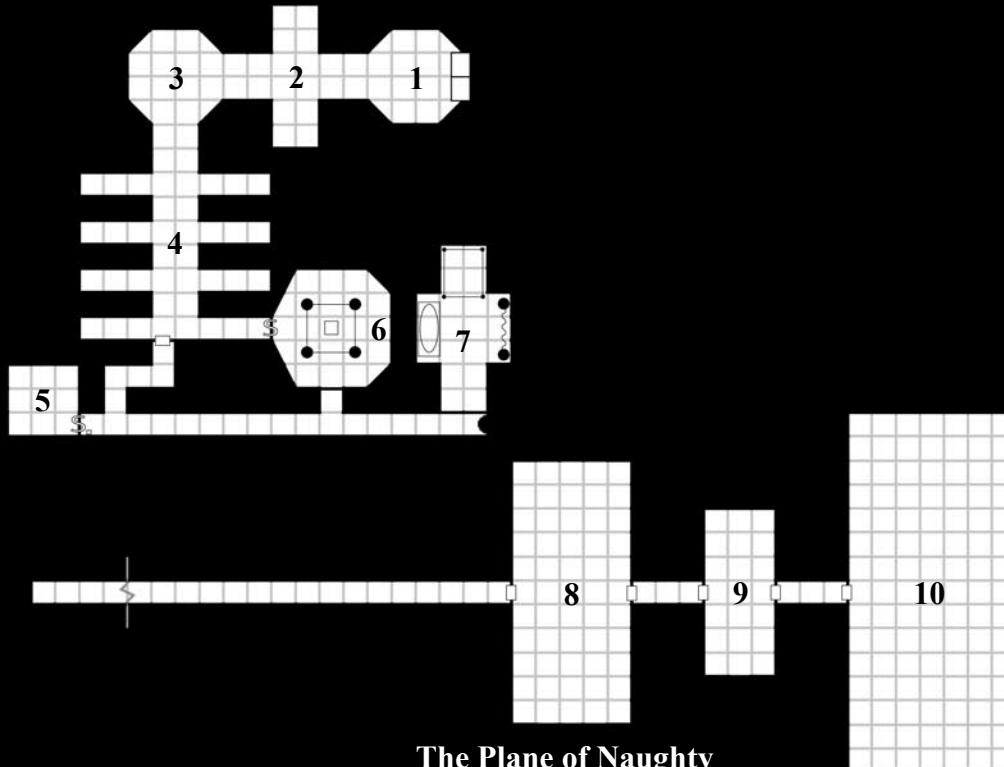
1 Hex = 1.0013 Miles



The Mostly Abandoned Kobold Lair, Mostly...



The Pleasure Prison of the B'thuvian Demon Whore



The Plane of Naughty

ONE ON ONE ADVENTURES #7

EYES OF THE DRAGON

BY MATTHEW CARSON

AN ADVENTURE FOR ONE MONK LEVEL 7-9



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ADVENTURE BACKGROUND

Long ago, the Netherworld Prince Xyrix found a way into the world from the hellish planes beyond, seeking to dominate the mortal realm. He brought pain, suffering and no small amount of death with him, reveling in the tears and souls he caused to fall like rain.

Little could be done under his tortuous yoke, until one day a magnificent celestial gold dragon came from heaven with the first rays of the dawn. He made war against the minions of Xyrix and none could withstand his holy wrath. He pressed the dark followers until the dread tyrant himself arrived to contest the righteous might of Zan-rei, the Ascendant Dragon. The two fought like angry titans, laying waste to the land around the demon lord's largest temple. At length, Zan-rei was able to defeat Xyrix, but the cost was terribly high. For Zan-rei, the ultimate cost was the greater part of his life essence. Even then, Xyrix was not fully destroyed but merely banished from the plane of men and locked in a dimensional prison. What remained of the Ascendant Dragon on this plane was far diminished and soon to fade into nothingness. He cried to the heavens for succor in his final hours.

And then the Ascendant Dragon's siblings, Celestial Crane and Perfect Tiger, arrived to help their wounded brother. They committed the remainder of his life force into two emeralds that would keep what remained of him preserved for eternity. In time, they founded a monastery upon a lonely peak where mortal monks could learn of their wise brother's teachings. They also added their own philosophies so that each monk could choose to follow the Path of Dragon, Crane or Tiger. Then they departed back to the heavens, entrusting the *Eyes of The Dragon* to the care of their followers.

Ages passed and the stories became legendary. The monks of Greenspire mountain, known as the Monks of the Enlightened Way, protected the treasured artifacts, but after a great fire that consumed much of their archives, the reasons why became unclear with the passing of years. The three figures of Dragon, Crane and Tiger became more and more abstract. While their respective Paths endured, they came to be believed less as actual beings and more as philosophical icons.

What the monks could not have known was that Xyrix was still watchful of the outside world from the confines of his prison. He could still affect the dreams of mortals, filling them

with fear, anger or delusions of grandeur. The keys to his release were the very emeralds that held the life force of his binder. Unfortunately, their protectors now believed that the true story bordered more on myth and faerie tale. There in solitude, Xyrix waits until the day he can once again bring fire and havoc down upon the mortal realm. That day is close is hand...

ADVENTURE OVERVIEW

Sacred relics of the monastery, *the eyes of the dragon*, are stolen from their rightful place in the eyes of the Ascendant Dragon statue. The elders choose one from among their ranks to go and retrieve these two, fist-sized emeralds and bring them home.

The visions of the elders direct the PC to the nearby pirate port of Darmane. After an eye-opening and uncomfortable urban experience in the seedy port, the PC finally catches the scent of the thief. He catches up to Aedon the Serpent, the foul culprit of the theft.

Unfortunately, the thief has already handed the eyes over to his employer. The employer in question turns out to be none other than a warlord that is looking to expand his own personal power through the use of the *eyes*.

Things become even more serious, however, when a trip to a musty library leads to a discovery that the *eyes* are actually a key of sorts, able to free a powerful demon from his age-long prison. The warlord wishes to bind this demon to his will, forcing it to grant him enormous power. While this is a fool's errand, the warlord is dead set on carrying it through.

The PC must procure passage across the sea to the Desert of Rakhan and then journey to a forgotten ruin where the dark ritual is to take place. Once there, the PC deals with the warlord personally. With any luck, the PC will get there in time to stop the dark ritual. If the dark ritual is completed, the Prince of the Netherworld will emerge, and the PC must face the fiendish foe before he can return the *eyes of the dragon* to their rightful home.

ADAPTING THIS ADVENTURE

This adventure can be easily modified to fit into an existing campaign or game setting. The Monks of the Enlightened Way keep to themselves and are pretty self-sufficient, so there is little need for them to leave the monastery proper. Thus,

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they can be placed in just about any mountain chain that's not terribly far away from the sea. Similarly the action that takes place in Darmane can be set in any seedy port. The desert of Rakhan can be changed to any desert or desolate area that's off the beaten path. If the PC is not from the monastery, or does not have strong ties to them, the GM should have the *eyes* place a powerful *geas* spell upon him (after borrowing their strength in the final battle) to ensure their safe return. We are talking about two, fist-sized emeralds after all...

This adventure can accommodate other martial types of characters other than a monk. If such is the case, The Monks of the Enlightened way can be modified where they are not martial but meditative in nature. The PC may have been invited to visit the monastery while on his way to someplace else, or the PC can merely be passing by. When the eyes are stolen, the monks turn to the PC for help. The GM should modify the opening encounter sequence where appropriate.

EYES OF THE DRAGON

The *Eyes of the Dragon* contain the last vestiges of the Ascendant Dragon's soul. They are both flawlessly cut emeralds the size of a human fist. They radiate strong magic fields and merely having them on your person or possession is enough to give the wielder a measure of power if they possess knowledge of the monk ways (i.e. monk levels). However, only those that follow the true path of Zan-rei (monk AL LG) can achieve the benefits of having both eyes.

Possession of one eye (must have monk levels):

- + 2 enlightened bonus to AC
- Constant *cat's grace*
- Fast healing 1
- Fire & Electricity resistance 5
- Critical reduction 25% for normal damage
- Cast *augury* x 1 day
- Wielder is immune to Stun
- As a move equivalent action, the Wielder can call the other *Eye of the Dragon* (assuming it's within eye sight) to him via *telekinesis*.

Possession of both eyes (Must have monk levels and alignment Lawful Good):

- Frightful Presence (DC is 10 + ½ wielder's level + Cha Modifier)
- Constant *owl's wisdom*
- Constant *freedom of movement*
- Fast healing 2
- Critical negation 50% for normal damage
- Cast *divination* x 3 day

SCENE 1: THE ADVENTURE BEGINS

It is night, and the PC's sleep is restless as visions of fire and torment cascade through his mind in a seemingly endless dreamscape of nightmare. A successful DC 15 sound-based Perception Check will awaken the PC. The PC will recognize the monastery's alarm, realizing there is an intruder on the temple grounds!

If the PC fails his Perception check, a DC 12 sight-based Perception check awakens the PC as the glow of many paper lanterns flitting back and forth like fireflies across his window as the monks search for their unwelcome visitor.

As the PC is looking around outside, everything is quiet except for the quiet gurgle of the traditional watercourse and the distant voices of the other monks. Allow a Perception check

DC 20 to notice that the beautifully carved wooden doors of the sanctuary stand slightly ajar. If the PC misses the check or ignores the information, then Aedon may appear on the roof of the sanctuary (an opposed roll between the PC's Perception and Aedon's Stealth skill). If the PC is alone, Aedon cannot resist taking a shot with his favorite light crossbow and poisoned barbed bolt. However, Aedon already has both eyes in his possession and will use his mask to teleport away if other monks arrive, seeking to remain unseen by most of the monastery.

If the PC investigates the sanctuary, either from a successful Perception check or an instinct to protect the sacred places of the monastery, he interrupts Aedon as he is stealing the eyes. The thief will only have time to pry one loose before the PC enters the room. If Aedon makes a successful DC 15 sound-based Perception Check, he will hear the PC make his approach over the alarm and have 1 round to hide. Read the following.

As you enter the ancient sanctuary, feathery wisps of incense spoke swirl ghostlike around the room. The statues of the three patrons of the monastery stand before you. To your left is the graceful figure of Celestial Crane, to your right is the fearsome image of Perfect Tiger. Directly in front of you is the serpentine form of Ascendant Dragon.

A successful DC 17 Perception Check will reveal to the PC that one of the eyes of the Ascendant Dragon is missing, and a successful opposed Perception check vs. Aedon's Stealth check will reveal Aedon's presence. Aedon will wait a moment to see what the PC does. Normally, it would be difficult to pry one of the Eyes from its stony socket (DC 19 Strength Check). As he has monk levels, Aedon can use the *telekinesis* ability, freeing the second eye from the stone fittings effortlessly. However, he wants to remain unseen and will not use that ability in the sight of the PC if avoidable. If the PC comes near the Ascendant Dragon Statue, Aedon will attack. Regardless of how the PC meets him, Aedon's opening gambit will be with his poisoned barbed crossbow bolt. Once the PC is aware of Aedon's presence, read the following.

Staring down at you is a figure dressed in swirling dark robes that seems poised and ready to strike like a cobra. He wears a hideous red and white mask made in the likeness of a snarling demonic lion, whose mouth looks frozen in a perpetual scream.

If the PC proves resilient against the crossbow, Aedon will enter into melee range and use his formidable unarmed skills, which are made more dangerous with his possession of one eye of the dragon. If Aedon engages in unarmed combat, allow the PC a Wisdom Check (DC 10) to recognize that the mysterious attacker is trained to fight in the Black Serpent way, a style that emphasizes the use of deceit, deadly strikes and poison, and ancient rivals of his Order. Aedon will seek to stun or incapacitate the PC so that he can procure the second *eye* and teleport away using his mask. If Aedon already possesses both gems, then he will engage the PC for a few rounds for sport, but will teleport away if things start to get rough. If the PC is starting to get the better of Aedon, he will immediately use the *telekinesis* power to call the other eye, and then teleport away.

After 1d6+1 rounds of combat, the other monks will arrive on the scene. One round before the monks actually enter, allow Aedon a sound-based Perception check DC 10 to hear their hurried footsteps outside the door and make his escape without being seen by the more monks. If Aedon is still engaged in combat when the monks arrive, he will secure the second gem using the *telekinesis* power of the first and teleport away.

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Once Aedon has left with both gems, the monks will question the PC on what has transpired and see to any wounds or ailments the PC might have incurred as a result of the fight. The PC is encouraged to rest and contemplate the evening's events.

AEDON THE SERPENT

LE male human monk 3/rogue 3

Init +6; **Senses** Perception +8

CR 6

2,400 XP

DEFENSE

AC 22, touch 20, flat-footed 16 (+2 armor, +6 Dex, +2 Wis, +2 enlightened)

hp 39 (3d8+3 plus 3d8+6)

Fort +5, **Ref** +12, **Will** +6

Defensive Ability Evasion, still mind, trap sense +1, fast healing 1, fire and electricity resistance 5, critical reduction 25% chance for normal damage, immune to stun

OFFENSE

Spd 40 ft.

Melee unarmed +11 (1d6+2) or

Melee flurry of blows +9/+9 (1d6+2) or

Ranged masterwork light crossbow +11 (1d8/19-20)

Special Attacks flurry of blows, maneuver training, sneak attack +2d6

STATISTICS

Abilities Str 14, Dex 22, Con 12, Int 10, Wis 14, Cha 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Combat Reflexes, Dodge^B, Improved Unarmed Strike^B, Quickdraw, Scorpion Style^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +15, Appraise +6, Bluff +6, Climb +11,

Disable Device +12, Escape Artist +15, Intimidate +6, Sleight of Hand +12, Stealth +12, Sense Motive +8

Language Common

SQ *augury*/day, *telekinesis* to call other *eye* within eyesight, rogue talent (fast stealth), trapfinding

Gear Backpack, bedroll, black serpent venom (x4), black serpent venom anti-toxin, 20 barbed bolts, *bracers of armor* + 2, *dust of disappearance*, *eye of the dragon* (1), grappling hook, *lion mask*, 2 masterwork daggers, masterwork light crossbow, masterwork thief's tools, *potion of neutralize poison*, *potion of cure moderate wounds* (x3), 50ft rope (silk), 1 gem (50gp), 390gp

BLACK SERPENT VENOM

Type poison, injury; **Save** Fortitude DC 16

Frequency 1/round for 3 rounds

Initial Effect 1 Dex drain; **Secondary Effect** 1d2 Dex damage; **Cure** 1 save

Lion Mask: Lent to Aedon by the warlord Kharzon, Aedon can *teleport* away once he has both eyes.

Eye of the Dragon: If Aedon has one of the *eyes*, Aedon can call the other *eye* to him via *telekinesis*.

Notes: Aedon got his start in the Disciples of the Black Serpent, an underground order of evil monks that specialize in deception, treachery and misdirection. Aedon became very adept at their ways, but was never as serious about the art as his brothers and sisters. Thus, he left their ranks and found a whole world of vice and self-indulgence that his previous masters had strenuously kept from him. Greed filled the vacuum, made all the worse when he found that he could make a lucrative career as a thief and enforcer. He's been "the serpent" for hire ever since...with a long list of victims in his wake.

SCENE 2: THE CHOSEN ONE

Shortly before dawn the next day, the PC receives a summons to the main sanctuary to speak to the three Grand Masters of the order. Read the following aloud.

As you enter the main sanctuary, the three Grand Masters are assembled, waiting for you. Beneath the statue of the Ascendant Dragon sits the venerable and wise form of Grandfather Dragon who strokes his long silver mustache in contemplation. To his left is Grandfather Crane, who sits placid and unmoving. Opposite him is Grandmother Tiger whose alert eyes seize you as you take your place before them. Grandfather Dragon reaches into his robe and produces the bolt that the attacker shot at you, his keen eyes taking in every wicked barb and fletching. "I have meditated through the night on the intruder, seeking why the eyes were stolen. Though the greed and vice of the outside world do not find a home within these walls, we know it drives the hearts of many men. And yet, I feel that the true purpose behind this act of desecration transcends mere avarice." His eyes look suddenly distant for a moment, until they focus again on you.

"The Eyes of the Dragon have been in our keeping since the founding of the order many centuries ago. We know these sacred relics contain great magical power, but the nature of that power remains unknown. Seven generations ago a great fire in the monastery destroyed many of our ancient scrolls, and sadly, much knowledge of the elder days was lost to us. Our legends of Ascendant Dragon, Celestial Crane and Perfect Tiger are but remnants of what once was." A deep sense of sadness is apparent in his voice.

"During my contemplation, I was gifted with a vision from the Ascendant Dragon. I beheld a distant place, older than most realize, which I believe is the port of Darmane. It is there the intruder has fled with his prize. In this vision, I was filled with the knowledge that forgotten lore of the eyes could be found there as well. In this I sense the hand of destiny in these events.

"We three Grandmasters have spoken, and we agree that one must be charged with bringing the Eyes of Dragon safely home where they belong. We believe this Chosen One should be you."

You glance over his shoulder towards the vacant statue of Ascendant Dragon, and your purpose becomes crystal clear. Without you having to say a word, Grandfather Dragon breaks into a rare smile. "I knew you would accept." He says proudly. "You will bring great honor to your ancestors and name."

Before the PC leaves, Grandfather Dragon will remove an ornate emerald amulet from around his neck and give it to the PC along with a bag of 300gp to offset traveling expenses. Upon putting it on, the PC will immediately know all of its powers. Grandfather Dragon explains the powers of the talisman, particularly that the emerald will glow in the proximity of the eyes. He will also give the PC the wickedly barbed bolt from Aedon's crossbow in hopes such an item will help in tracking the thief.

TALISMAN OF THE DRAGON GUIDE

This amulet is made to resemble a golden sunburst. In the center of the sun is a realistically carved dragon's face shown in profile. In the eye of this image is a faceted, thumb-nailed sized emerald. This talisman is traditionally kept by the Grandmaster of the Dragon Path, known as Grandfather Dragon. It grants certain bonuses and abilities to the wearer. When the PC dons the amulet he gains the following:

- The wearer can sense the presence of the *Eyes of the Dragon* within 2 miles.
- +2 enlightened bonus to the wearer's Wisdom score
- Cast *divination* x 1 day as the spell. Use the PC's level as the caster level.
- + 2 misc. bonus to Acrobatics, Sense Motive and Knowledge (religion) checks

SCENE 3: THE WINDING ROAD

The PC should be allowed to gather his possessions and leave as quickly as possible. When the PC finally leaves the temple grounds, read the following aloud.

As you depart from the serenity of Greenspire Monastery, you find the entire Order has lined the walls of the gate, chanting in sublime voices for your success and safe return. Descending the mountain, you are struck by the awe-inspiring landscape - the craggy, snow-capped mountains, the brilliant green of the verdant valleys below and the feathery plume of water cascading high cliff face in a perfect waterfall. There is a magic to this place, as though the erhu and bawu instruments sing their melancholy music in your heart. You know you must return to this place one day.

Typically a two week journey from the remote monastery to the city of Darmane, the PC travels swifter than most. However he is not immune to dangers on the road. There is a 50% chance of a random encounter the first half of his trip and 25% chance in the second half. Roll below to determine what dangers the PC finds on the road.

1. MOUNTAIN CAT (2)

N medium animal

CR 2

600 XP

Init +4; **Senses** Low-light vision, scent; **Perception** +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Spd 30 ft., climb 20 ft.

Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+1)

Special Attacks pounce, rake (2 claws +6, 1d3+1)

STATISTICS

Abilities Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vrs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +11, Stealth +11

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2. WILD DOGS (4)

N medium animal

Init +2; **Senses** Low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Abilities Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills Stealth +6

CR 1

400 XP

3. VIPER SNAKE

N medium animal

Init +5; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4-1 plus poison)

STATISTICS

Abilities Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2

Base Atk +1; **CMB** +0; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Weapon Finesse^b

Skills Acrobatics +9, Climb +9, Stealth +9, Swim +9

CR 1

400 XP

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

SCENE 4: THE PORT OF DARMANE

Darmane is a city of 22,000 positioned on the coast with majestic mountains to the east and fertile plains to the north. The main entrance into the city is the northern gate, but the PC will be entering from the east. Entry into Darmane is easy; the road past the eastern gate is mostly local traffic from the highlands and the guards don't seem to be paying attention, filling their time with drinking and playing dice. Upon entering Darmane, the PC will find the streets to be rowdy affairs with all sorts of debauchery going on in the streets.

While the elders instructed the PC to go to Darmane, he does not sense the *eyes of the dragon* using the power of the talisman. The PC enters from the eastern gate, and being a bustling port, there is plenty to explore and trouble to be had. However, there are only a handful of locations of importance in Darmane. If the PC is looking for lodging, the Lonesome Mermaid Tavern comes highly recommended for wandering travelers low on coin. If the PC hunts for information about the *eyes of the dragon*, he will find the Library of Amara, a font of knowledge long boarded up and rumored to hold dark secrets. The government house is where the mayor and the key to the Library of Amara reside, and the market district holds more than sellers and their wares.



TRACKING DOWN AEDON

Allow the PC a Diplomacy check to gather information to discover the following information. A successful DC 10 check reveals a roguish fellow came to town a little over a week ago that is spending lots of money at various gambling casinos and other establishments of questionable repute centered along the market district. The PC gets the vaguest of descriptions; Aedon is average height and build and wears a cloak most of the time. A successful DC 15 check informs the PC this same fellow is causing trouble for the local Thieves Guild. The PC will get a more detailed description of Aedon at this point, particularly the black serpent tattoo along his neck.

If the PC makes inquiries into the shadier characters in town (anyone affiliated with the Thieves Guild or selling poisons), they will share information for a price (50 gp), but the PC will only get information equivalent to a successful DC 10 Diplomacy check. Showing the barbed crossbow to a fletcher or guild affiliate will give the PC a +3 circumstantial bonus to Diplomacy checks due to its distinctive design.

Wherever the PC goes in Darmane, the walls have ears. The more the PC asks about Aedon, the higher chances such inquiries will get back to the rogue himself. Despite his revelry, Aedon is a paranoid sort and keeps his ear to the ground. Each time the PC makes inquiries about Aedon (successful or not), there is a cumulative 5% chance of Aedon discovering the PC is looking for him. After the first inquiry, add an additional 2% each day the PC is in town (5% if he showed anyone the crossbow bolt). No one in town knows anything about the lion mask, but such a line of questioning will tip off Aedon that someone is looking for him. If the PC mentioned the lion mask, add an additional 10% chance to discovery. If the Aedon

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hears of the PCs investigation, he will begin taking tabs on the PC and waiting for his chance to corner the PC in the winding narrow streets on the edge of the market district (see Location 2: the Market District).

LOCATION 1: THE LONESOME MERMAID TAVERN

The Lonesome Mermaid is a dive by all accounts. Its cheap beer and cheaper beds are ideal for PCs with little money, and the environment is ideal for finding those connected to less-reputable guilds.

The bartender is a scarred man with an eye-patch that will overcharge the PCs for one of the remaining rooms at 5gp per night. That price includes a bowl of stew and mug of grog.

While in the common room, the PC will attract the attention of Kayla Keen, a charming rogue who is always looking for new faces.

She works the Mermaid as a cutpurse, but finds violence extremely distasteful. If the PC is male, she will be quite flirtatious so that she can get close to them. If the PC is female, she will be overly friendly, or use the "oops I bumped into you quite by accident" routine. In either case, she will try to distract the PC enough to try to pick their pocket (opposed PC's Perception vs. Kayla's Sleight of Hand for the PC to discover the thievery). While she has an eye for suckers, Kayla is a decent sort and has a soft spot for "babes lost in the woods," especially in a rough pirate port like Darmane. If the PC is obviously out of place here, she will make an attempt, but will not carry through on her thievery. Read the following text when Kayla makes her approach.

The woman smiles coyly at you. "I can tell you're not from around here, darlin', I can spot an outlander from a mile away, mainly by how clean they are," her laugh singing silvery. "Allow me to introduce myself stranger. My name is –"

"KAYLA KEEN!" a booming voice comes from behind her. A large man in a dirty jerkin brandishes a belaying pin menacingly in one hand. His breath reeks of grog and rotten teeth, nearly watering your eyes. Next to him are nine other men in about the same state.

"I've been waiting to run into you again," the man slurs his speech.

"Wish I could say the same," the woman returns. The man's bloodshot eyes narrow dangerously.

"Get her, boys, and her friend, too!"

These men are all sailors on the ship Sun Dancer and are quite drunk. Even if the PC attempts to reason with them or distances himself from Kayla, they will also attack the PC. Kayla will defend herself, preferring to avoid damage rather than inflict it. If the PC shows martial prowess, however, they will focus on him instead. If the PC takes care of the sailors, he will find Kayla a fount of information and very helpful.

In general, patrons of the tavern stay clear of the fight, but the common room is only so large. Each round of combat, there is a 10% chance that one of the combatants (the PC, Kayla, or the 5 drunken sailors) inadvertently spill the wrong person's beer or knock over a gambling table to reveal a cheating player, causing the localized fighting to turn into a full bar brawl. Such an escalation will have two effects: the ruckus will inevitably attract the attention of the town guards and Kayla will offer the PC a chance to slip away in the confusion before the guards show up.

"We've got get out of here. You don't want to be around when the guard tries to break this up. Trust me, it won't be pretty. Come on, I know a place where we can go. Follow me!" The PC can gauge Kayla's trustworthiness with a Sense Motive check DC 10, and sense that she is honestly trying to help.

If the PC does follow Kayla, she will lead them out the back way and through a series of winding back alleys. Once she is satisfied they weren't followed, she'll stop to speak to the PC. She thanks him for holding off the fray and shares her knowledge if the PC chooses to ask (see below).

If the PC doesn't go with Kayla, then he will shortly be facing down heavily armored town guards, who love to lock up disorderlies and make them pay money to get out of jail. If the PC is captured, he will spend the night in a very dirty cell and be forced to pay 10 gold to get out in the morning.

DRUNKEN SAILOR (5)

CN male human fighter 1

Init +1; **Senses** Perception +0

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 16 (1d10+6)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Spd 30 ft.

Melee unarmed +3 (1d4+2)

TACTICS

Morale These men are drunk, very drunk. It makes them very difficult to negotiate with and they will fight until all of them are on the ground.

STATISTICS

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Improved Unarmed Strike, Toughness

Skills Climb +6, Survival +4, Swim +6

Language Common

Gear studded leather armor, 10 gp, 30 sp, 50 cp

KAYLA KEEN

CG female human rogue 5

Init +4; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 36 (5d8+10)

Fort +3, **Ref** +8, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee masterwork shortsword +8 (1d6/19-20)

Ranged light crossbow +7 (1d8/19-20)

Special Attacks sneak attack +3d6

STATISTICS

Abilities Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 12

Base Atk +3; **CMB** +3; **CMD** 17

Feats Dodge, Mobility, Persuasive, Weapon Finesse

Skills Acrobatics +12, Appraise +8, Bluff +9, Climb +8,

Diplomacy +9, Disable Device +12, Disguise +6, Escape

Artist +12, Intimidate +3, Sense Motive +8, Sleight of

Hand +12, Stealth +12, Swim +5

CR 1

400 XP

CR 5

1,500 XP

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Languages Common, Elven, Halfling

SQ rogue talent (fast stealth), rogue talent (quick disable), trapfinding

Gear Bolts, dagger, *elixir of hiding*, *elixir of love*, *elixir of vision*, grappling hook, *handy haversack*, light crossbow, masterwork shortsword, masterwork studded leather armor, masterwork thief's tools, *potion of cure moderate wounds* (2), 50ft rope (silk), 3 gems (3 50gp), 126 gp

Notes: Kayla is rogue in good standing with the Thieves' Guild in Darmane. Raised in her mother's candle shop in the edge of the market district, she soon took to more adventurous employment. Kayla is an accomplished con-artist, as well as a great source of information about the comings and goings of the port. She is a competent combatant, but generally chooses to avoid combat than fight her way out. Ironically, she has something of a soft spot for visitors to Darmane that are truly out of place. Unlike many in the town, she has a conscience.

WHAT KAYLA KNOWS

Treat Kayla as another source of information, subject to Diplomacy checks or bribery unless the PC helped her with the sailors. If the PC helped fend off the drunken sailors in the Mermaid, she becomes helpful, offering information. If the PC tells her of the quest, she will listen attentively, particularly if it's mentioned that the *eyes* are fist-sized emeralds. If the PC describes the poison the intruder used or shows Kayla the bolt, she will direct the PC to a new guy in town named Aedon that calls himself "the Serpent." He has been working Darmane for the past few weeks without clearance from the Guild, but the guild master won't touch him, saying the guy's bad news. She suggests checking out the market district, where he's been dropping a lot of coin, and gives the PC a detailed description, particularly the black serpent tattoo along his neck.

If Kayla is helpful toward the PC and the PC inquires about Warlord Kharzon, she doesn't have any information to add, but if he took a boat out of town, she says she knows someone in the dock who would know. Kayla needs a little time and money (1 day and 30 gp), but she finds out that Kharzon and his men (20+) took a ship to Balik two weeks ago.

If the PC mentions that he is looking for knowledge on the *eyes*, Kayla will say she has never heard of them but will mention that there is an old, decaying library on the west side of town. If the PC asks, she will accompany him to the library but will decline to come with the PC to face down Aedon, citing that she's a lover not a fighter.

LOCATION 2: MARKET DISTRICT

Positioned between the main gate, eastern gate and the docks is the market district. It is the upscale part of town, where coin can purchase any decadence imaginable. The market district consists of three wide streets lined with shops that fade into a network of spider-web roads and dead-end alleys. Street vendors crowd here like a bazaar, selling all kinds of questionable goods and services, which incidentally is what drew Aedon here in the first place.

If the PC is wandering the market district, there is a flat 5% chance that Aedon will recognize him if they had engaged in combat at the monastery. There is a flat 10% chance the PC will find Aedon in the market district with the information ascertained by a successful DC 10 Diplomacy check and Aedon is unaware the PC is looking for him. There is a flat 25% chance that the PC will find Aedon in the market district with the information ascertained by a successful DC 15 Diplomacy

check (or talking to a helpful Kayla) and Aedon is unaware of the PC is looking for him. If the PC approaches Aedon unaware, the thief will attempt to lure him into a back alley (either through subterfuge or by simply running).

If however Aedon has been tipped off, the PC will have enough time to wander the streets for a little while. Then allow him a Perception check (DC 21). If successful, the PC will notice that he is being surreptitiously observed by a man in a grey hooded cloak. This is, of course, Aedon who has caught wind of the PC's interest in him. Aedon attempt to cover his actions by pretending to look at something else with a contested Bluff and Sense Motive check. If the PC ignores him, Aedon will continue to follow him until he can get him away from the crowd and make a move. Whatever his approach he will attempt to use deception and trickery to maximum tactical effect.

Read the following text when Aedon and the PC are about to engage in combat.

"Yes, I know who you are," the stranger says as he pulls back his grey hood, revealing a hard-lined face. Curving down the side of his neck is a tattoo of a sinuous black serpent. The man's burning eyes bore into you like daggers. "I'm not sure how you found me," the man says in a steely voice. "But it will be the last thing you live to regret."

Without the power of the eyes, Aedon's bravado and arrogance in combat is more than slightly misplaced. If the PC subdues Aedon and attempts to question him, he will be initially belligerent, particularly if the fight was overwhelming in the PC's favor. However at the PC's mercy, he will be looking to make a deal to get himself out of danger. If that involves selling out his previous employer, then so be it.

Aedon tells the PC the following facts. He stole the *eyes of the dragon*, but he doesn't have them anymore. He gave the eyes over to Kharzon over a week ago. The warlord and his men boarded a ship the same day and left for the Rakhan Desert. He was hired by Warlord Kharzon, a young ambitious warlord that has taken hold of the hinterlands and hammered out an army of sorts. Kharzon is a ruthless SOB, and his standard is a white flag with a snarling black lion emblazoned on it.

If the PC then leaves Aedon alone after he talks, the rogue will give the PC a wide berth and probably leave town, counting himself lucky. If the PC helps himself to Aedon's money, he will let it pass (what he was carrying was a mere fraction of Kharzon's payment anyway), but Aedon will not allow the PC to take his items and choose to flee or fight instead.

If at any time Aedon manages to escape the PC, he will leave Darmane that night. However, in the process of fighting and fleeing, he drops a note from his former employer (see following text box).

If the PC kills Aedon outright, he will find that Aedon no longer has the *eyes* on his person. Instead, the PC will find a letter on his person, written in a strong, confident hand. Signed by someone called Lord Kharzon, it reads:

I understand your recent excursion to the mountains was a resounding success. You are to be commended for your swift and decisive action. I trust my finder's fee will be more than sufficient for the services you rendered on my behalf. In doing so, you have greatly furthered my cause, and that I will not forget. I prize gentlemen of fortune and initiative and you have proven yourself to be both. It is possible that I may have need of your services in the future when I return triumphant from the burning sands. Be ready if I should call for you.



AEDON THE SERPENT

LE male human monk 3/rogue 3
Init +4; Senses Perception +8

DEFENSE

AC 19, touch 17, flat-footed 14 (+2 armor, +4 Dex, +1 dodge, +2 Wis)

hp 39 (3d8+3 plus 3d8+6)

Fort +5, Ref +10, Will +6

Defensive Ability Evasion, still mind, trap sense +1

OFFENSE

Spd 40 ft.

Melee unarmed +9 (1d6+2)

Melee flurry of blows +7/+7 (1d6+2)

Ranged masterwork light crossbow +9 (1d8/19-20)

Special Attacks flurry of blows, maneuver training, sneak attack +2d6

STATISTICS

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 11

Base Atk +4; CMB +6; CMD 20

Feats Combat Reflexes, Dodge^B, Improved Unarmed Strike^B, Quickdraw, Scorpion Style^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +13, Appraise +6, Bluff +6, Climb +11, Disable Device +10, Escape Artist +13, Intimidate +6, Sleight of Hand +10, Stealth +10, Sense Motive +8

Language Common

SQ rogue talent (fast stealth), trapfinding

Gear black serpent venom (x4), black serpent venom anti-toxin, 20 barbed bolts, bracers of armor + 2, dust of disappearance, grappling hook, 2 masterwork daggers, masterwork light crossbow, masterwork thief's tools, potion of neutralize poison, potion of cure moderate wounds (x3), 50ft rope (silk), 1 gem (50gp), 390gp

CR 6

2,400 XP

BLACK SERPENT VENOM

Type poison, injury; Save Fortitude DC 16

Frequency 1/round for 3 rounds

Initial Effect 1 Dex drain; Secondary Effect 1d2 Dex damage; Cure 1 save

LOCATION 3: THE GOVERNMENT HOUSE

The government house is where the mayor resides and conducts his duties. Placed near the center of town, he can keep his eye on docks as well as the market district. The PC may consider appealing to a legal authority for help, but getting in to see the mayor immediately requires a Diplomacy check (DC 15), otherwise he may have to wait for the mayor's schedule to become available. However in Darmane money talks, and the mayor's major domo can be bribed for 20 gp to bump the PC's name to the top of the list.

The mayor is a busy man, who is polite yet frugal with his time and attention. He kindly hastens to the PC to state his purpose. The mayor does not know about Aedon, but suggests visiting the Lonesome Mermaid where the riff raff congregate. If asked about Warlord Kharzon, the mayor becomes more guarded, stating that he does not keep company with mercenaries, but if the warlord took a ship out of Darmane recently, perhaps someone in the docks would know about it. If the PC asks about the Library of Amara, read the following.

"The Library of Amara, eh? That's been closed to the public since I was a lad, ever since they burned the last librarian at the stake for being a heretic. It's not something to be taken lightly, there's a darkness that remains there, I'll tell ye that for nothing. But, I'm sure ye are well accustomed to danger, and ye seem a good sort. I'm sure we can come to some sort of an agreement, between ourselves."

EYES OF THE DRAGON (LEVEL 7-9 MONK)

If the PC requests access to the library, the Mayor will ask for a small donation to cover “administration fees” before he will relinquish the key (50gp). If the PC makes further inquiry about the library and the last librarian, the mayor reveals that 50 years ago the librarian was an old man by the name of Miller. One day he starts saying he can see the future in his dreams or speak to the dead. Everyone thought he was harmless, if perhaps a little senile, until he killed a young lass whose father was a man of enterprise. He did all sorts of terrible things to her, too, and that shocked even the folks here. So, they burned him alive for being a heretic, probably the only time that’s ever happened in Darmane. They sealed off the library after that, and most folks avoid it.

LOCATION 4: THE LIBRARY OF AMARA

The Library of Amara is a stone edifice in a sea of wooden construction. Besides the church, there is nothing more distinct in Darmane’s skies than the spire of the library. If the PC inquires about the building, townspeople will inform him it’s a library, but it’s been closed forever. “Trouble, it is,” is about all the PC can get out of common locals.

If the PC chooses to investigate the library, read the following text on his approach.

Facing the street is building made of grey stone, in sharp contrast to the dilapidated wooden structures around it. The roof is sharply vaulted, terminating in a two-story tower built into the front. A set of stairs lead up to an imposing set of double doors made from iron-bound oak. Flanking the door on either side are two grotesque gargoyle statues. Etched upon the stone above the door is the symbol of a stylized open book.

The PC will quickly find that the front doors are securely locked. A sign has been nailed to the door that reads: CLOSED BY ORDER OF THE MAYOR’S OFFICE. As the doors are facing the street, trying to break them down will bring unwanted attention. However, if the PC looks around the perimeter of the library, he will find a boarded up rear entrance. Though it’s similarly locked, it can be forced open by DC 13 Strength check, or battering it down (Hardness 5, 15 hit points). If the PC has befriended Kayla, she will offer to help “cut through the bureaucracy.” If the PC agrees to this, she will pick the lock of the rear entrance. The PC can also attempt to scale up to the second story of the tower with a Climb check (DC 15) and enter through the window. If the PC wishes to go through proper channels, he can obtain the key at the mayor’s office (see Location 3: The Government House).

Regardless how he gets into the library, as the PC enters the library read the following aloud.

The acrid smell of hundreds of musty tomes and scrolls hangs in the bone-dry air as you enter. Despite its apparent age, you see dozens of tall bookshelves that remain in meticulous order. Thick sheets of dust and cobwebs cover the books, and many of the spines are now unreadable. Just inside the door you see a spiral staircase going up to the second floor tower.

A DC 10 sight-based Perception check (DC 15 in low-light) reveals tracks of disturbed dust on the floor of the library; these are the footsteps of Kharzon, but the warlord is long gone. The footprints cover the breadth of the first floor, so they will be of little help in the PC’s search for knowledge. While

there are many books in the library, there are three points of interest to the plot of the adventure. A successful Perception check (DC 15) allows the PC to find a recent map or atlas. A successful Perception check (DC 25) reveals the **Scroll of the Dragon Saga**, and a successful Perception check (DC 20) reveals the **Book of Zaaz** among the dusty tomes.

If the PC decides to check upstairs, he will find the top of the circular tower to be similar to downstairs, but with the remains of a simple bed. There is a rotting armoire next to the staircase. It’s locked, but the door can be forced open fairly easily with a Strength check (DC 7). The lock can also be picked with an Disable Device check (DC 12 because of the rusting internal mechanism). Inside, the PC will find a covered glass case. Inside the case is the *librarian’s helper*, which will greatly expedite the process of finding the information he seeks, adding a +5 circumstance bonus to Perception checks for the scroll and the book.

LIBRARIAN’S HELPER

A useful tool for academics, it has been passed from custodian to custodian of the Library of Amara. Its last owner was Mortimer Miller who was burned at the stake for being a heretic. This item is in the shape of a miniature looking glass with cabochon lens made of crystal. The words, “Knowledge is the key to understanding” are marked on the handle in archaic Common. It has the following abilities:

- The possessor can read any written language as though under the influence of a *comprehend languages* spell. This functions for written text only (not spoken).
- If the possessor is in the Library of Amara, they can instantly know the location of any text, volume or scroll within its walls. They need only think of the topic or subject and they will know where any and all references within the library are located.
- Within the Library of Amara, the possessor can read aged or damaged texts as though they were new. (This includes reading the spines of old books).

THE SCROLL OF THE DRAGON SAGA

The first piece of useful information the PC finds is a large scroll with beautifully carved posts. Once it is removed from the case, the PC sees it is perfectly preserved and the paper is a brilliant white. When unrolled, lines of delicate Draconic are scribed in columns. It tells the story of an ancient struggle between the Dragon Zan-rei and an ancient Netherworld Prince named Xyrix.

The Scroll of the Dragon Saga is a tale that the PC is familiar with, provided he is of the order; however if the PC is a fighter-type working with the monastery, the scroll provides the story of how the *eyes of the dragon* came to be. If the PC does not read Draconic and did not find the *librarian’s helper*, there will be notes and translations in the margins as well as doodles of the battle to give the PC the basic gist. However, if the PC knows Draconic, the story goes like this.

It came to pass that one day, a sky of black stars rose in the heavens heralding the arrival of mighty Xyrix. The Netherworld Prince was cruel and wroth, and great was the lamentation of the people when he visited destruction on their houses. Pain and suffering were to him as meat and drink, and daily he took pleasure in the torment and defilement of the people. He took from them their sacred

life essence and encased them in gems of bright color. Dominion over many lands was his for years numbering eight and eighty.

The skies turned black and the heavens wept blood at the innocence the world had lost. Lord Xyrix scoffed at the many attempts to unseat his majesty, and gathered together a host of dark minions to make war upon the lands of men. The flames of war consumed his enemies and the gold of a thousand great halls were his.

It was then that Xyrix gathered his host altogether in the place of Zaaz, and there raised a mighty temple in his name, glistening with the living soul stones of his enemies. Rivers flowed like blood from his ritual chambers. From that fell throne did Xyrix turn his greedy eyes towards the seas and the lands beyond.

Then did the cries of the people reach heaven. In their darkest hour did Zan-rei the Ascendant Dragon come down and make war against Xyrix. His celestial form was of the purest, shining gold and struck terrible fear into the hearts of the wicked. The armies of the Netherworld Prince were tossed aside by his furor as though nothing. Zan-rei challenged Xyrix himself and their struggle laid waste to the lush land of Zaaz. Zan-rei defeated the mighty Xyrix, but at great cost as much of his life essence was consumed. And even then, the dread sovereign was not destroyed, but contained within a prison of the Dragon's devising.

Zan-rei's soul fire burned low, and lo, he lay upon the battlefield slowly fading from this world. And in his final hours, did the Ascendant Dragon call to the stars for aid and comfort. And his plea was heard from on high.

Descending from heaven in forms of glory were the Dragon's siblings, Celestial Crane and Perfect Tiger. And they lent their brother succor as his life waned. They took all that was left of him and placed it into two shining stones of emerald. Then, they hid the stones away before departing back to the afterworld with leaden hearts.

THE BOOK OF ZAAZ

The Book of Zaaz is a heavy iron-bound codex stashed away amongst the dusty tombs. It's a heretical work that details some of the dark rituals of the Cult of Xyrix, but it also contains useful information about the location of the Netherworld Prince's ancient seat of power. Unlike the books around it, the dust has been disturbed and fresh scraps around the lock reveal someone has recently read the book.

However, the PC's must first deal with the protections laid on the book. The first is simply a physical lock. It's not trapped, but is in good repair. It requires an Disable Device check DC 20 to open, DC 14 Strength check to rip the lock off, or simply destroyed (Hardness 15, 30 hit points). Once the book is open, the PC must contend with the tome guardian, which appears as soon as the book is opened. When this happens, read the following text.

Suddenly, a fierce wind kicks up, swirling papers and books about. A column of dark smoke rises from the Book of Zaaz, materializing into a nightmarish shape. Two disembodied points of red light stare out at you through a face that seems to take the form of a misshapen lion. Two shadowy wings spread out from its wispy body and wicked claws curl from its hands. It looks at you with eyes of intense hate before lashing out.



TOMB GUARDIAN

CR 6

NE medium outsider (air, elemental, extraplanar) 2,400 XP
Init +5; Senses Darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)
hp 45 (7d10+7)
Fort +6, Ref +10, Will +2
Defensive Abilities air mastery; Immune elemental traits

OFFENSE

Spd 30 ft., fly 50 ft. (perfect)
Melee wing buffet +12 (1d6+2) and 2 claws +10 (1d4+1)
Special Attacks smoke claws (DC 14), whirlwind (DC 15)

STATISTICS

Abilities Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Base Atk +7; CMB +9; CMD 24
Feats Alertness, Multiattack, Weapon Finesse
Skills Fly +23, Stealth +11; Racial Modifiers +10 Fly
Languages: Auran, Infernal
SQ smoke form

SPECIAL ABILITIES

Air Mastery (Ex): Airborn creatures take a -1 penalty on attack and damage rolls against a tomb guardian.
Smoke Claws (Ex): A tome guardian in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of

EYES OF THE DRAGON (LEVEL 7-9 MONK)

the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a Tome Guardian is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A tome guardian in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Once the Tome Guardian is defeated, the PC can look at the Book of Zaaz safely. The language is a slightly more archaic version of Common, but understandable. In it are gruesome depictions of some of the blood rites enacted by Xyrix, as well as some of the potential gains from these ceremonies. It's clear that the author was a member of the Cult of Xyrix, and although sometimes his discourse descends into almost unintelligible ravings, the majority of the book is clear and concise. There is even a drawing of the Temple complex at Zaaz in its heyday. Carved into the mountain, the main temple is vast. Beside the entrance to the main temple are two large ziggurats skirting the tall mountain. There are some maps of the Zaaz area included as well. Comparison to a modern map will reveal that the land of Zaaz lies in the middle of the modern day Rakhan Desert, with the temple sitting at the foot of the southernmost spur of the Shav Mountains. While the desert is far away by overland, it can be easily reached by ship in a much shorter time.

In the very back of the book are some scribbled notes. It's clear that these notes were by added by someone else studying the book much more recently. If the PC is in possession of the letter Kharzon wrote to Aedon, a DC 15 Perception check reveals that Lord Kharzon is person who wrote the notes.

ENTRY 1

I've found it! Why did I not see it before? A thousand nights have I sought to (something blotted out for several lines). The prison is merely a host of specters playing their mad symphony alone.

It has taken many tries to get it just right. I'm not sure whether the (unintelligible) is framed in corroded souls, or if the song is seen at odd angles. In either case, I shall infuse myself by means of (blotted out) to achieve the desired effect.

ENTRY 2

The result has left me...more receptive to the outer elements. I must probe deeper if the true nature is to be opened to me. There is a rare confluence of stars that might aid in this. I must be prepared. I must know if the vessels of Zan-rei are the anchor, the barrier that keeps his dark majesty from the world.

ENTRY 3

No! Oh gods, he sees me! What horrors fill my mind and guide my hand under that dread scrutiny? He has shown me the emerald way of his salvation, and I groan under its terrible weight. Even in dreams do I see his will made manifest in the world. He speaks to me as he does to all his favored in the dark corridors of sleep. He has gifted me

with visions, terrible visions, of his will. The second reign will be more glorious than the first! Yes, the return is nigh. Just as Zaaz was the place of his death, so shall it be the place of his rebirth! I will be among the first chosen when he returns, when black stars break open the heavens once more and blood falls like rain!

LOCATION 5: THE DOCKS

The docks are along the southwest edge of the city and are the rough part of Darmane by many accounts. The docks hold nothing of interest to the PC until he is investigating Lord Kharzon's exit from the city.

With a successful Diplomacy check (DC 10), the PC learns of a shipping route between Darmane and a small port outside of the Rakhan Desert where desert people go to trade salt, spices, gold, ivory, and other wares. The PC can book passage on a ship leaving in the morning for 70 gp, however if he mentions this to Kayla, she will be able to book the PC passage on the Sun Dancer (after smoothing things over with her captain) for the modest sum of 35 gp.

Once the PC has had a chance to rest and buy any additional equipment, he will get underway aboard ship. Read the following aloud.

Your voyage aboard ship has left something to be desired. Churning seas and a dubious crew have made your trip quite tedious. While you have heard tales of great sea monsters and all manner of ocean peril, your trip passes without incident.

It promises to be another listless day, but then a shout comes from the crow's nest. "Land ahoy!" As the sun rises, you make out a harbor against the distant shifting sands of the Rakhan Desert. On the very edge of the horizon, you can see a range of imposing mountains on the far side of the desert. Among the craggy peaks you see one mountain in particular that dwarfs the others and comes to a near perfect conical point.

A sinking feeling comes over you, but you manage to suppress it. You know that you must go to that mountain and brave all the dangers found there. As the ship comes into harbor, you know your voyage is not over.

SCENE 5: JOURNEY INTO THE BURNING PLAINS

The trade stop is called Balik by the locals, and it is far from the size and resources of Darmane. If the PC acquired the map (or made a copy) from the library, he knows where to go, but will find the locals hesitant to approach the great mountain. A DC 13 Diplomacy check reveals that the locals consider it a place of evil to be avoided. If the PC did not get a map from the library, he discovers with a successful Diplomacy check (DC 15) from the locals that a band of warriors went into the desert toward the mountains weeks ago and have yet to return.

The PC can acquire desert attire, food, water, and necessities for desert travel, and he can travel with a merchant caravan up to a certain point (20 gp), but they will not approach within three-day's travel of the mountain. Unless proper measures are taken (head coverings, drinking extra water, etc.) the PC will need to make a Fortitude Save (DC 14) every few hours, or start to suffer the ill effects of heat exhaustion and fatigue.

Navigation in this desert is not as big of a problem as usual: there is a clearly distinguishable landmark that he needs to go towards. Consequently, it's possible that PC can travel at night. This, of course, can pose dangers if the PC cannot see well at night. Though the mountain would be silhouetted against the night sky, the real danger is maintaining footing while keeping up a good travel speed. This may require occasional Acrobatics checks (DC 16) to keep one's balance and keep pace without incident. Once the PC is within one day's travel from the Kharzon's Camp (see Scene 7: The Warlord's Encampment), the PC can see the smoke rise from camp fires at night.

SCENE 6: SHADOW ON THE DUNES

Lone travelers make tasty snacks, and during the PC's lonely trek through the desert, the PC will have a run in with a large desert scorpion. The scorpion lies in hiding (opposed Stealth check against the PC's Perception check), trying to surprise his prey. If the scorpion succeeds, read the following.

The sands come alive around you, and through the dusky yellow you see a flash of something jet black. Lunging at you with predatory intent is a scorpion, easily the size of a horse. Its claws click open and closed while its segmented tail curls back like a serpent ready to strike...

DESERT SCORPION

N large vermin

Init +0; **Senses** Darkvision 60 ft., tremorsense 60ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Spd 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

Special Attacks (constrict 1d6+4)

STATISTICS

Abilities Str 19, Dex 10, Con 16, Int –, Wis 10, Cha 2

Base Atk +3; **CMB** +8 (+12 grappling); **CMD** 18 (30 vs. trip)

Skills Climb +8, Stealth +0

SPECIAL ABILITIES

Poison (Ex): Sting – injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Treasure: After the next dune, the PC finds the remains of a camel and a desert nomad, the last prey of the scorpion. In the saddle bags, the PC finds a masterwork scimitar (100gp of gems embedded in the blade and sheath), two full water skins, 2 gems (400gp each), and 243gp. If there are any special pieces of equipment the PC might have missed, or the GM deems necessary, this is an ideal place to include them.

CR 3

800 XP

SCENE 7: THE WARLORD'S ENCAMPMENT

Once the PC reaches to foothills of the mountains, the warlord's encampment is nearby. As the PC arrives at the conical mountain, read the following text.

The mountain has grown steadily larger in your sight the last few days, finally dominating the landscape before you. You crest the next large sand dune when you finally catch site of the temple complex.

What should have been the pair of towering ziggurats of carved yellow stone are now in utter ruin. The remains are immense, hinting at just how pervasive the structures must have been at their height. Great mounds of earth lay beside the ruins, uncovering the enormous double doors that lead into the heart of the complex, the Temple of Xyrix. Two large lion statues guard the enormous double doors.

About four hundred yards from the temple entrance is a cluster of white tents. In the distance you also pockets of infantry making patrols around the outer perimeter of the camp. All of them wear white tabards emblazoned with the image of a snarling black lion, a symbol that is also reflected in the banners that flutter softly in the desert wind.

As you are standing there, the talisman of the dragon guide begins to glow a soft emerald green color and feels warm to the touch.

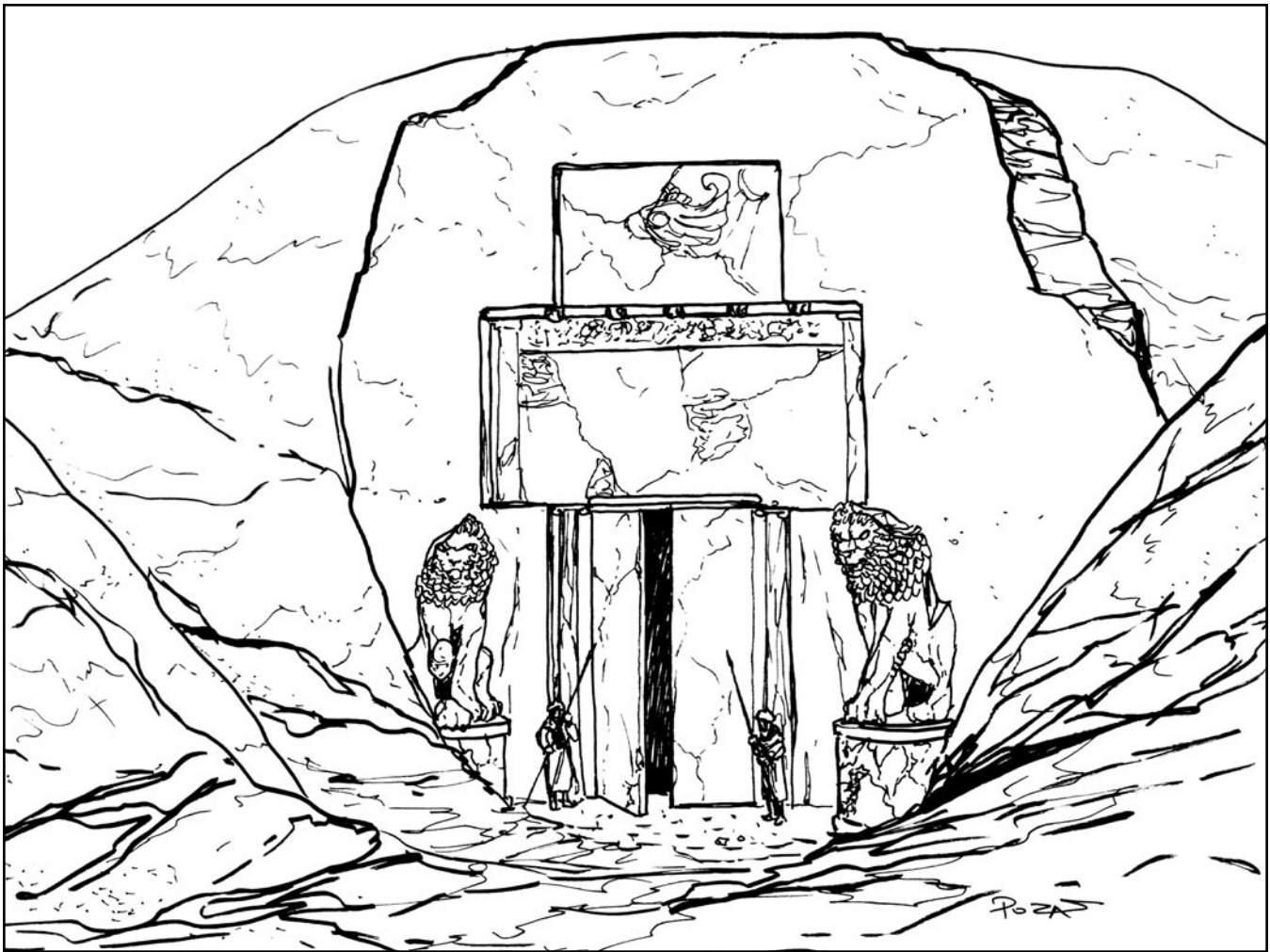
The warlord's encampment is home to several hundred people. While only 50 of Lord Kharzon's infantrymen traveled from Darmane, the sinister desert people who revere the mountain have joined the warlord's cause. Fed by an artesian well, the valley is relatively well watered, and the sand begrudgingly gives way to soil.

If the PC lingers around the perimeter of the camp for more than 10 or 15 minutes, the odds of encountering a patrol (typically 3 infantry) goes up considerably. The PC may wish to avoid the encampment entirely and head towards the temple gates (Scene 8: The Temple of Xyrix).

If the PC wants to gain entrance into the camp without drawing attention, the PC can disguise himself either as a desert person or by wearing a tabard of Kharzon. If the PC interacts with anyone, he must make a DC 15 Bluff check (DC 10 if he is pretending to be a desert person to an infantrymen or vice versa) or be discovered.

While walking through the camp, the PC can gather snippets of conversation (DC 10 sound-based Perception check).

- "I'm telling you I saw them. They were moving and walking around like men, but there was something very wrong about them. The boss seems okay with them, but I don't want to go anywhere near them."
- "Did you hear? They tried it again last night and nothing happened. They say tonight is supposed to be different, what with the stars and such, but that's nothing new. Whatever it is, I hope it hurries up so we can get out of this blasted place."
- "How long are we gonna be out here? It's bad enough that we're in the desert, but we're just sitting here! Where's all that gold and treasure Kharzon promised us? I signed up for the bounty, not so I could play soldier in the desert! Am I right? Who's with me?"



- “Don’t go anywhere near the Warlord’s tent. I saw him when he returned from the temple the other day, and something had sure set him off. And when he gets angry, people start dying.”

Most of the camp is living quarters, but there are a few locations of interest. On the edge of the camp are the latrines, should the PC be looking for an infantryman off his guard. Near the center of the camp is a crude well guarded by 10 infantrymen. If the PC is dressed as a desert person, he will be given a half full waterskin and shooed away. If the PC is dressed as an infantryman, there is a chance he will be discovered (a successful DC 15 Perception Check by an infantryman). If he is not discovered, the PC will be given a full waterskin. Next to the well is a massive tent with makeshift tables and benches acting as the mess hall. On the other side of the mess hall is the supply tent. Food, replacement weapons, ammunition, uniforms, and other supplies are guarded by 15 infantrymen, however should the PC get into the tent, he will find there is not much to guard.

Kharzon’s tent stands above all the other tents, both in height and girth. More like a pavilion, the tent is about four times bigger than the other tents and has an ornately embroidered white flag emblazoned with a snarling black lion. It is guarded by four infantrymen during the day and two at night.

If the PC gains access to the tent, they will find it is richly appointed with comfortable pillows, small pieces of stone statuary and even a throne for greeting guests. As opulent as it seems, however, it seems as though it hasn’t been used for several days.

If the PC looks through the tent, allow a Perception check DC 15 to find the Warlord’s personal journal. In it, the Warlord spends pages and pages going on about his “destiny” to rule all the known lands and that the ritual is the key to his dreams becoming realized. They mention paying Aedon to steal the *eyes*, the arduous trek through the Rakhan Desert, establishing of the camp, and the addition of the fierce peoples of the desert.

Once he notes that the camp was set up, however, Kharzon begins to note dissention in the camp. He makes mention to having to “make examples” of some to maintain order. He also makes note that factions have begun to form, vestiges of the old rivalries and conflict between his infantry and the native people. He also notes that supplies will begin to thin in the next month if their business at Zaaz is not concluded. The PC will begin to understand through reading this journal that the Warlord himself is an odd combination of military prowess and delusional self-indulgence. Towards the end of the text, the Warlord begins to grow frustrated with the string of failures to bring Xyrix into the World. The last passage reads:

EYES OF THE DRAGON (LEVEL 7-9 MONK)

What am I missing? What critical element is absent to rob me of my divine right? The Devoted themselves have risen of their own accord to assist me, but even their aid has yet to bring forth their master. This failure galls me, and is nearly as intolerable as the desert sun itself. I know I am close to something – I feel the strands of fate moving about me. It is possible that the confluence of the planets and the invisible stars will prove a catalyst for the ritual itself. I must see this through to the end.

It must be done. Tomorrow I will set up temporary quarters inside the temple for myself and I won't emerge until Xyrix is finally made manifest in the world. By the dark light of Avenius, Zy'll and Galshok, I will enter the Temple a mere Warlord, and emerge the Emperor of all Men!

Besides clothing and mundane personal possessions, the PC finds a small chest hidden in Kharzon's living area (DC 17 Perception Check). It is locked (DC 15 Disable Device or DC 13 Strength check to bust the lock) and contains 120 pp, 2 rubies (worth 250 gp each), 2 potions of cure serious wounds, and a wind fan.

STANDARD INFANTRY

NE male human fighter 2

Init +1; **Senses** Perception +0

DEFENSE

AC 15, **touch** 11, **flat-footed** 14 (+4 armor, +1 Dex)

hp 20 (2d10+9)

Fort +5, **Ref** +1, **Will** +0 (+1 against fear)

Defensive Abilities bravery

OFFENSE

Spd 30 ft.

Melee longsword + 5 (1d8+2/10-20)

Ranged light crossbow +3 (1d8/19-20)

STATISTICS

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Power Attack, Toughness, Weapon Focus (Longsword)

Skills Climb +7, Intimidate +5, Survival +5

Language Common

Gear chain shirt, longsword, dagger, light crossbow, 20 bolts, lion tabbard, 1 gem (50 gp), and 12gp

SCENE 8: THE TEMPLE OF XYRIX

Once the PC gets to the temple doors, read the following.

The ruins of the temple complex loom before you. The giant stone double doors are ajar, carved with symbols of torment and death. Standing in silent vigil over the door are two twenty-foot tall statues of hideous snarling lions. From the rents and deep pits along their surface, they have fared only slightly better than the surrounding buildings.

The true sentries of the gate, however, consist of two infantrymen. From their stance and demeanor, they seem bored but keep up their watch lest they evoke the ire of their master.

If the PC is wearing the tabard of Kharzon, he can pass through the gates without difficulty. Otherwise the PC must sneak past the guard post (DC 15 Stealth check). The guards are on duty (1 infantrymen at each post), but are somewhat

complacent. After all, they've been in the desert for several weeks now and discipline is starting to break down. If the PC has access to magical means to get past them, he then gains entry to the temple without incident.

As the Warlord has been occupying the temple for a couple of weeks, there are no traps that are currently armed or still functional within the temple. The rooms are lit with torches and braziers, although many of the passageways are blocked, destroyed, or caved-in.

ROOM 1: THE GALLERY

Once inside the temple, the PC will find the interior deserted and many passageways caved in. Read the following aloud as the PC enters the gallery.

The chamber in front of you is littered with piles of rubble and the broken pieces of hideously shaped statues. The walls are graven with testaments to the cruelty of the Netherworld Prince's reign. The ceiling looks as though it was made to represent the night sky. In the middle of the chamber is a fifteen foot statue made of black marble that has fallen over on its side. It is of a menacing armored form with a full enclosed helmet. The face plate is shaped as a snarling lion, an all-too-familiar sight. The helmet is carved to show a fiery crown sitting upon the statue's head. Amongst the quiet of the rubble, you sense something sinister sleeps, waiting to awaken. There are grand archways on the northern and eastern wall.

There are mounds of stone and debris from clearing the passageways. The opening to the north leads to Room 4, while the passageway to the east leads to Rooms 2 and 3.

ROOM 2: THE MAUSOLEUM

As the PC approaches the archway leading to this room, allow him a Perception check (DC 16) to notice a red warning line that has been drawn across the entry way. Unlike the musty ancient debris, the red paint looks recent. Effectively this is a warning Kharzon has put in place so that his soldiers don't enter the room and disturb the ancient followers of Xyrix within. From the hallway, the PC sees the following.

The room is 25 feet wide and 35 feet deep. Illuminated by an ornate brazier in the center of the room, you see a series of raised stone slabs bearing stone sarcophaguses. You can barely make out the carvings on the closest one, adorned with nightmare-inducing carvings and screaming faces. In the center of the room are the remains of a man, his black and white tabard shredded to pieces.

In total, there are 10 sarcophaguses. One of Kharzon's infantrymen discovered this room after the desert natives cleared the passageway from the north, but found a nasty surprise once he entered the room. Kharzon quickly interceded, but not before he lost a devoted of Xyrix and an infantryman. Soothed back into their resting places, the remaining 9 devoted of Xyrix lay waiting until someone disturbs their rest or Kharzon calls them to complete the ritual to free Xyrix.

If the PC actually sets foot inside the room, all but the nearest sarcophagus to the east burst open and dark figures will attack him.

EYES OF THE DRAGON (LEVEL 7-9 MONK)

DEVOTED OF XYRIX (9)

CE medium undead

Init +0; **Senses** Darkvision 60 ft., Perception +0

DEFENSE

AC 12, touch 10, flat-footed 11 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** -1, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Spd 30 ft. (can't run)

Melee Slam +4 melee (1d6+4)

STATISTICS

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SQ staggered

Notes: These followers of Xyrix were once mighty priests, wielding great power granted to them by the Netherworld Prince. Some could even use the Soul Gems to increase their abilities. But like their master, they have fallen a long way. Now they are merely animated corpses, and serve as an extension of their master's will.

Treasure: While Kharzon's men were not able to get past the undead without evoking the warlord's ire, the PC will find a few treasures among the dead should he take the time to look. Each sarcophagus has a small embroidered pouch with 10 gp next to where their right hand would lay, and a piece of obsidian (10 gp) by their left hand, customary in the burial of high priests at that time.

ROOM 3: EMPTY MAUSOLEUM

This room is identical to room 2 in construction, however there are no more devoted of Xyrix residing here. After finding and clearing out the sanctuary (room 5), Kharzon has tried awakening the Prince of the Netherworld and failed, much to his dismay. With each failure, the warlord expends what little power and life force left in the diminished devoted, and they crumble into dust. There is nothing of value in this room, as the infantrymen cleared the sarcophagi of their valuables after the undead were spent.

ROOM 4: THE ANTECHAMBER

Once decorated with ornate carvings and fountains, this room was once the antechamber for clerics of Xyrix. Although stately in its time, the room is mostly in ruins with pieces crumbling from the walls and rubble on the floor. The room is lit by a torch on the back wall. The passageway to the east is blocked by debris. The passageway to the west is leads to room 5. The hallway is 40 feet long with vaulted ceilings. While there are no torches along the hallway, the PC can tell there is a light source in the room at the end of the hall.

The stench of human waste is strong, as Kharzon and his 2 most trusted infantrymen are using this room as a latrine. There is a 25% chance that the PC walks in on one of the infantrymen as he is taking care of business; however sounds of combat will surely draw the attention of Kharzon and the other infantryman in room 5. Kharzon's second trusted infantryman will enter the room 2 rounds after being alerted by sounds of combat (DC 10 sound-based Perception check).

CR 1/2

200 XP

If the PC enters in the evening, the ritual has already begun. With a successful DC 10 sound-based Perception check, the PC hears low-pitched chanting coming from room 5 while he is ten feet from the room's entrance.

Standard Infantry (2): 20 hp, AC 15; see scene 7 for more details.

ROOM 5: THE SANCTUARY

The sanctuary is a large room, 35 feet wide and 50 feet deep. A few days prior, Kharzon and his 2 trusted infantrymen started living in the northern portion of the room centered on a home-made fire pit. In the southern portion of the room are the remains of altar of Xyrix, a black marble dais raised three feet off the ground.

If the PC enters during the day, the ritual to awaken Xyrix has not begun, and the PC must only contend with Kharzon and his 2 trusted infantrymen. The warlord will attack any intruder and order his men (if not previously dealt with in room 4) to attack as well. If the PC defeats Kharzon, he finds the *eyes of the dragon* in a container on the raised dais along with some notes and sketches of constellations.

However, if the PC enters during the evening, the warlord is in the process of conducting the ritual that will awaken Xyrix. Read the following text as the PC can see into the room.

The chanting you hear grows louder as you approach. Peering into the room you see an expansive chamber lit with numerous bronze candelabras. In contrast to the rest of the complex, the rubble has been cleared to the sides of this room. In the center of the room is a dais three feet off the ground. Unlike the rest of the room, the dais is made of black marble and the silver motes in the stone seem to twinkle as though a reflection of the night sky.

Standing on the dais are three figures completely cloaked in black cloth. They have their arms raised in the air towards the middle of the dais. They chant in a dark, resonant tongue that seems almost song-like in quality. The very sound of it fills you with dread.

In the middle of the dais, an emerald glow seems to emanate. Looking closely, you see the eyes of the dragon glowing brightly in the center of the bizarre ritual. They sit in two depressions in the stone, their inner light swirling about in wispy strands of light.

Standing to one side of the dais is the proud form of the one called Kharzon. He stands in full battle dress with his arms crossed and impatience burning across his young but determined face.

Unless the PC has encountered them in room 4, the warlord may have one or two his most-trusted infantrymen with him as backup. The chanting figures upon the dais are nothing but animated followers of Xyrix from the nearby mausoleum. Even if attacked, they will ignore this in favor of completing the ritual, which will be completed in 1d6+1 rounds from the PCs entrance into the room. (See Scene 9: Face of the Ancient Enemy).

If the PC tries to grab the *eyes* and run, he will find that they seem anchored and immovable from their sockets. The PC may opt to use stealth to enter the room; however once his presence is known, the warlord will attack. But not before he gets the final word.

The Warlord's face twists into a cruel smile. "Those fools at the monastery – they sent you, didn't they? Well, you have come all this way on a fool's errand, my friend. There is to be no last heroic stand here, no epic last battle for the

bards to sing of. Soon the ritual will be complete, and the day of my ascension is at hand! Once Xyrix is bound to my will, the banner of the Black Lion will cast its shadow over all lands. I have foreseen it. No force in this world or the next can keep me from my destiny!"

Killing all three devoted of Xyrix will end the ritual, however Kharzon is well aware of that fact and will position himself (and infantrymen if present) between the PC and the dais. Should the PC manage to kill all three devoted before they complete the ritual, the light emanating from the eyes will fade, and he will find the eyes easily slip out from their sockets. However, if the PC does not kill the devoted in time, he will soon see the face of Xyrix.

WARLORD KHARZON

LE male human ranger 2/fighter 4
Init +3; Senses Perception +5

CR 6

2,400 XP

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 enhancement, +3 Dex, +1 deflection)

hp 53 (2d10+4 plus 4d10+12)

Fort +9, Ref +7, Will +1 (+2 against fear)

Defensive Abilities bravery

OFFENSE

Spd 30 ft.

Melee +1 longsword +11/+6 (1d8+6/19-20)

Melee +1 longsword +9/+4 (1d8+6/19-20) and masterwork shortsword +9 (1d6+1/19-20)

STATISTICS

Abilities Str 16, Dex 17, Con 15, Int 11, Wis 11, Cha 16

Base Atk +6; CMB +9; CMD 22

Feats Cleave, Dodge, Mobility, Power Attack, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus: (shortsword), Weapon Specialization (longsword)

Skills Climb +10, Handle Animal +8, Intimidate +10, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Stealth +8, Survival +7

Language Common

SQ favored enemy (humans), track, wild empathy

Gear arrows, backpack, bedroll, +1 chain shirt, flint and steel, longbow, +1 longsword, masterwork shortsword, 7 rations, ring of protection+1, and torches.

Notes: Kharzon began as a nomad, eking out a living in the harsh eastern wastes on the hinterlands of the Emperor's territory. His might and speed coupled with his charismatic ways afforded him high regard amongst the simple wild folk. As his skills grew, so did his ambition. An outcast general found him and began to give him formal military training in how to lead men and build an army. Kharzon eventually repaid this gesture by killing his former mentor when he saw in a dream that the general would one day betray him. His dreams began to take on a prophetic aspect, showing him visions of great battles that he would win and glory that would be heaped on his name. He began to believe in his own destiny, and thus began rounding up gangs on the fringes of society and turning them into an army. In his dreams he saw the face of a black lion telling him of his greatness to come. He has since adopted that symbol as the standard of his army.

Standard Infantry (2): 20 hp, AC 15; see scene 7 for more details.

Devoted of Xyrix (3): hp 12; AC 12; see room 2 for more details.

SCENE 9: FACE OF THE ANCIENT ENEMY

Whether the Warlord has the PC at sword point or the PC is about to strike the finishing blow, read the following after the ritual is complete (1d6+1 rounds from the PC entrance.)

Suddenly, a burst of heat emanates from the center of the dais. The swirling green energy turns a vengeful shade of red. The fire of the candelabras transforms into the glow of crimson eldritch energy.

Stepping out of the light is a hulking figure in black armor, brandishing a flaming longsword. Points of red balefire burn in the eyes of the helmet made to look like a demonic lion. The dark presence seems to survey the room before it turns to face Kharzon.

"Xyrix!" Kharzon cries, "Know that I possess the Eyes of the Dragon. I have freed you from your prison, but mine is the power to send you back as I choose. Serve me well and you will be rewarded. I demand that you grant me the power to crush my enemies and hold dominion over the lands of men!"

"Silence vermin!" a booming, supernatural voice answers. Kharzon stammers in surprise and fear slowly fills his eyes.

"It was I that sent dreams of conquest to you. I am the author of all your ambitions, but not even the eyes have the power to enslave me fool!"

"But, but...my destiny..." Kharzon seems confused.

"Your destiny was of my invention, so that you might free me from my eternal prison," the ancient voice spoke embodying hate and malice. "So now receive your reward, you who would see Xyrix, Prince of the Netherworld, as his slave."

Xyrix points a wickedly spiked gauntlet at Kharzon and the Warlord flies bodily towards the Netherworld Prince, screaming and flailing ineffectually to escape his fate. Xyrix touches him and the man immolates immediately into ash, but his soul remains for a moment, shrieking before it too is consumed.

At this point, Xyrix will do exactly the same to everyone else that remains in the room except the PC. Finally, Xyrix will turn towards the PC. The Amulet of the Dragon Guide flashes brilliantly as his dread gaze falls upon them. Read the following aloud.

"You! You defy my wrath somehow. It matters little, for though I am weakened now, I still possess strength enough to sate my thirst with your blood!"

Xyrix brings his longsword to bear upon you and advances. Yet in mid-step he freezes in place, along with the rest of the room. Even the dancing eldritch light is still. A beautiful emerald light seems to pour into the room from the eyes. The bands of light coalesce in the air into the face of a magnificent golden dragon. His deep green eyes are filled with such righteousness and compassion. When he speaks his voice resonates with the wisdom of the ages that calms your fears and soothes your soul.

"(Insert appropriate name here), my ancient enemy stands before you. Though he is but a shadow of himself, he is still a calamitous foe. I sense that you are a brave soul,

EYES OF THE DRAGON (LEVEL 7-9 MONK)

but bravery alone will not prevail here. And so, I commit to you what strength of mine that remains that you might finally end this threat to the lands of mortals once and for all. Go now and show the Prince of the Netherworld that the light of Zan-rei, the Ascendant Dragon, still shines upon the world even now!

At this point, the encounter effectively resets. The PC is healed to maximum hit points and any negative combat conditions (i.e. shaken or ability score damage, etc.) is healed. Any daily use or point based items or abilities however, remain unchanged. Additionally, the PC immediately gains the benefits of the following (CL 10):

- An owl's wisdom spell
- A bull's strength spell
- A cat's grace spell
- A divine favor spell
- A haste spell
- Fast healing 5
- Fire resistance 10
- Critical Negation 50% chance of normal damage
- 50 temporary hit points

If Flying Crane is being used with this module, his tattoos begin to glow brightly and he is able to use their abilities as quickened actions. At this point, combat resumes until the bitter end. For the purposes of this adventure, Xyrix is single-minded in combat and will fight to the death. If the GM wishes to have Xyrix as a recurring villain, then it's possible that he may try to escape if the battle turns against him. Having been freed, he no longer has any use for *eyes of the dragon* and leaves them behind. However, if the PC defeats Xyrix, read the following.

As you strike the final blow, you see an emerald flash of light. The glow slowly spreads across Xyrix, extinguishing the angry light. The Netherworld Prince recoils in agony, desperately trying to escape Zan-rei's final assault. When the green glow finally reaches his eyes, the massive form staggers back and collapses with a titanic thud. Before your very eyes, the black plates of armor rust and corrode into nothingness within the space of a few heartbeats. You're not sure how, but in your heart you know that the threat of Xyrix has been ended. Never again shall he trouble the lands of this world...

The face of Zan-rei once again fills your vision.

"Xyrix is no more. Because of your timely action, the world breathes a sigh of relief with this new dawn. Generations from now, your descendants will sing of this day and bless their good fortune. But your destiny is still unfolding...there are more challenges that lie upon the path you walk, more adventures to prove your bravery and mettle. My part in this tale, however, draws to a close.

"Now I must ask you in earnest," the Ascendant Dragon rears his head regally, "take me home."

XYRIX, THE NETHERWORLD PRINCE

CR 11

CE male fiendish human (evil, extraplanar) fighter 9 12,800 XP
Init +5; **Senses** Darkvision 60 ft.; **Perception** +5

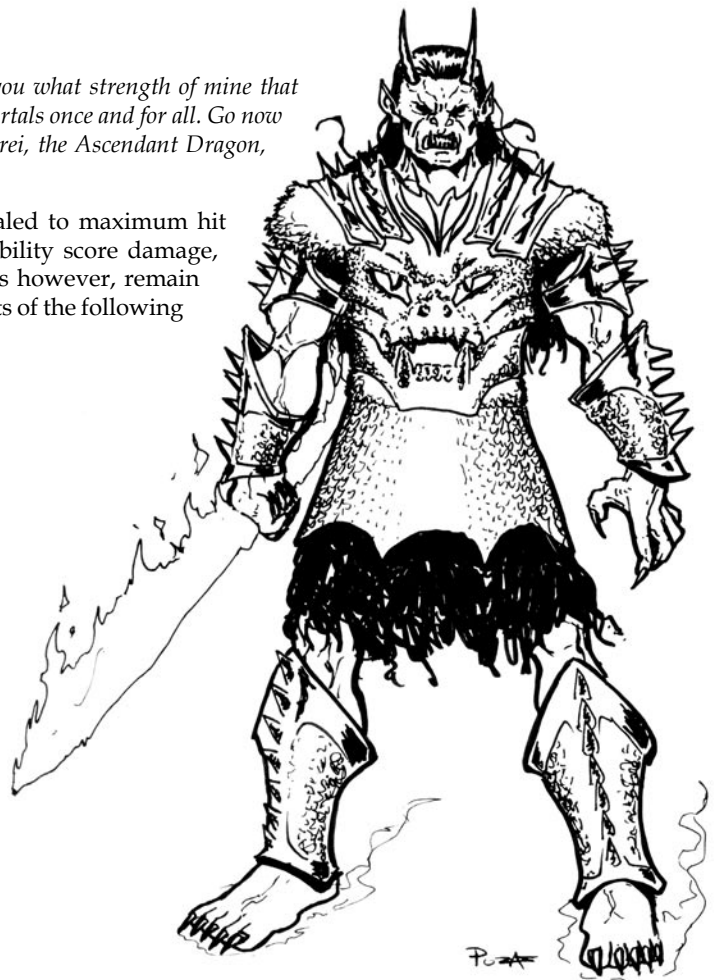
DEFENSE

AC 26, touch 14, flat-footed 24 (+10 armor, +2 enhancement, +1 Dex, +2 deflection, +1 dodge)

hp 85 (9d10+36)

Fort +9, **Ref** +4, **Will** +3 (+2 against fear)

Defensive Abilities bravery, **DR** 10/magic, **Resist** fire 10, cold 10; **SR** 14



OFFENSE

Spd 20 ft.

Melee +2 flaming burst longsword +22/+17 (1d8+13 plus 1d6 fire damage/17-20x2 plus 1d10 fire damage)

Special Attacks smite good x 1 day (+9 damage), weapon training (blades)

STATISTICS

Abilities Str 24, Dex 13, Con 16, Int 12, Wis 10, Cha 14

Base Atk +9; **CMB** +16; **CMD** 27

Feats Cleave, Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +14, Handle Animal +9, Intimidate +9, Knowledge (planes) +9, Sense Motive +5, Stealth +6, Survival +7

Language Common, Infernal

Gear +2 flaming burst longsword, +2 spiked full-plate, belt of giant's strength +4, ring of protection +2. However, if Xyrix is slain, they will corrode as the life essence of Netherworld Prince fades from the world.

Notes: Xyrix is a mere shadow of his former power, thanks largely to the intervention of Zan-rei, the Ascendant Dragon. While he has lost much of his spell power what remains of his fighting ability is formidable. He knows no mercy and will use any advantage he can in combat. And yet, if he somehow escapes or evades destruction, it's possible that he could construct new Soul Gems and absorb their power. In time, he could once again reach the world-crushing heights of power he once knew...if he is not stopped.

EYES OF THE DRAGON (LEVEL 7-9 MONK)

CONCLUDING THE ADVENTURE

Once the PC has the *eyes* in his possession, his task is to return to the monastery. While the PC has a lion tabard on, he can move through the warlord's camp with ease. For all intents and purposes, the adventure is over; however, another adventure may just be beginning.

As an optional reward for returning the *eyes* to their rightful home, Zan-rei permanently changes the PC's eyes to an emerald green and grants one of the following benefits.

- Increases the PCs wisdom statistic by 2 points (as though gained by level advancement).
- Fire resistance 5
- Divination x 1 day as a spell-like ability
- 1 bonus feat from the General list

SAMPLE PC

ZHAO KAI "FLYING CRANE"

LG male human monk 8

Init +4; **Senses** Perception +13

DEFENSE

AC 26, touch 20, flat-footed 22 (+5 armor, +4 Dex, +1 deflection, +1 natural, +5 Wis,)

hp 63 (8d8+24)

Fort +9, **Ref** +11, **Will** +12 (+14 against enchantment)

Defensive Abilities evasion, purity of body, still mind, wholeness of body

OFFENSE

Spd 50 ft.

Melee unarmed strike +11/+6 (2d6+1)

Melee flurry of blows +10/+10/+5/+5 (2d6+1)

Ranged sling +10/+5 (1d4)

Special Attacks flurry of blows, Ki pool (magic), maneuver training, stunning fist (9/day, DC 19), unarmed strike

STATISTICS

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 20, Cha 12

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Reflexes^B, Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +12, Climb +9, Diplomacy +6, Escape Artist +12, Knowledge (history) +8, Sense Motive +13, Stealth +12

Language Common

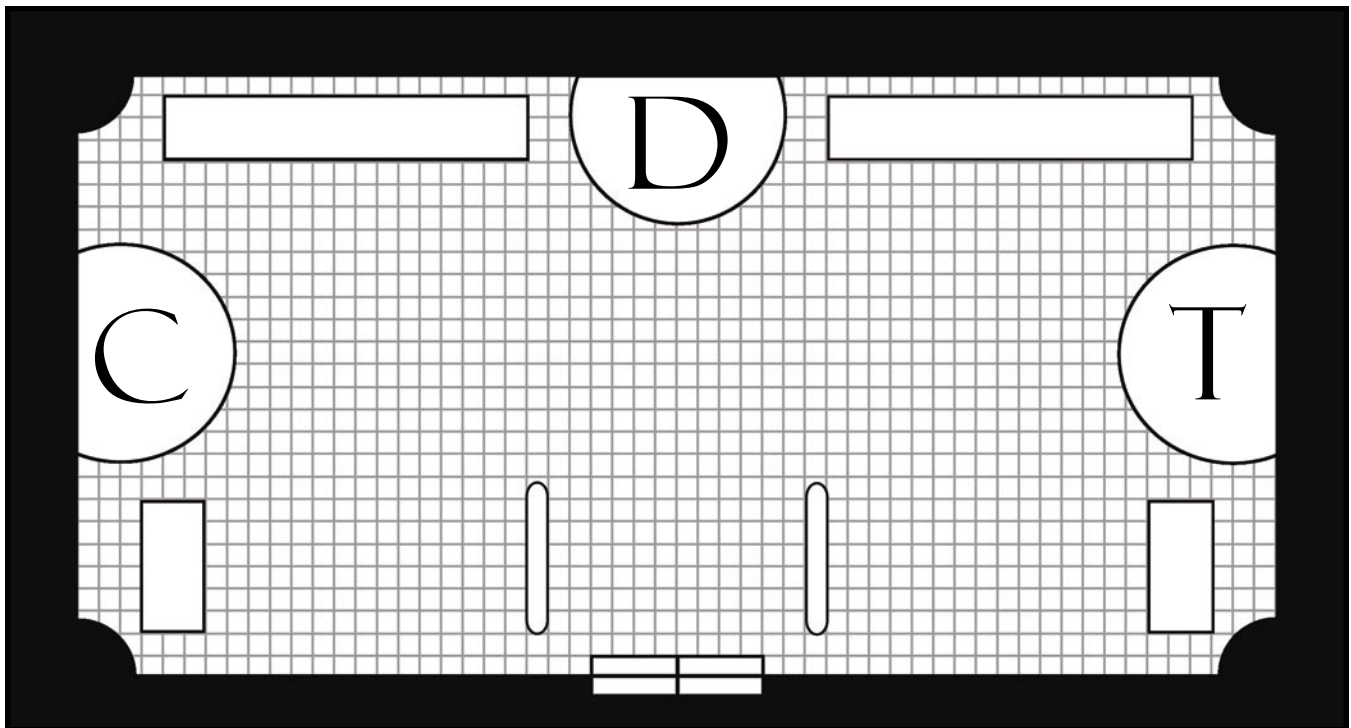
SQ high jump, ki pool-9 points, slow fall 40 ft.

Gear *amulet of natural armor* +1, backpack, bedroll, *belt of incredible dexterity* +2, *bracers of armor* + 2, bullets (20), *caltrops* (20), *cloak of resistance* + 1, flint & steel, collapsible grappling hook, *magic tattoos* (see below), *monk's robe*, rations (5), *ring of protection* +1, 50 ft. rope (silk), sling, torches (4), waterskin

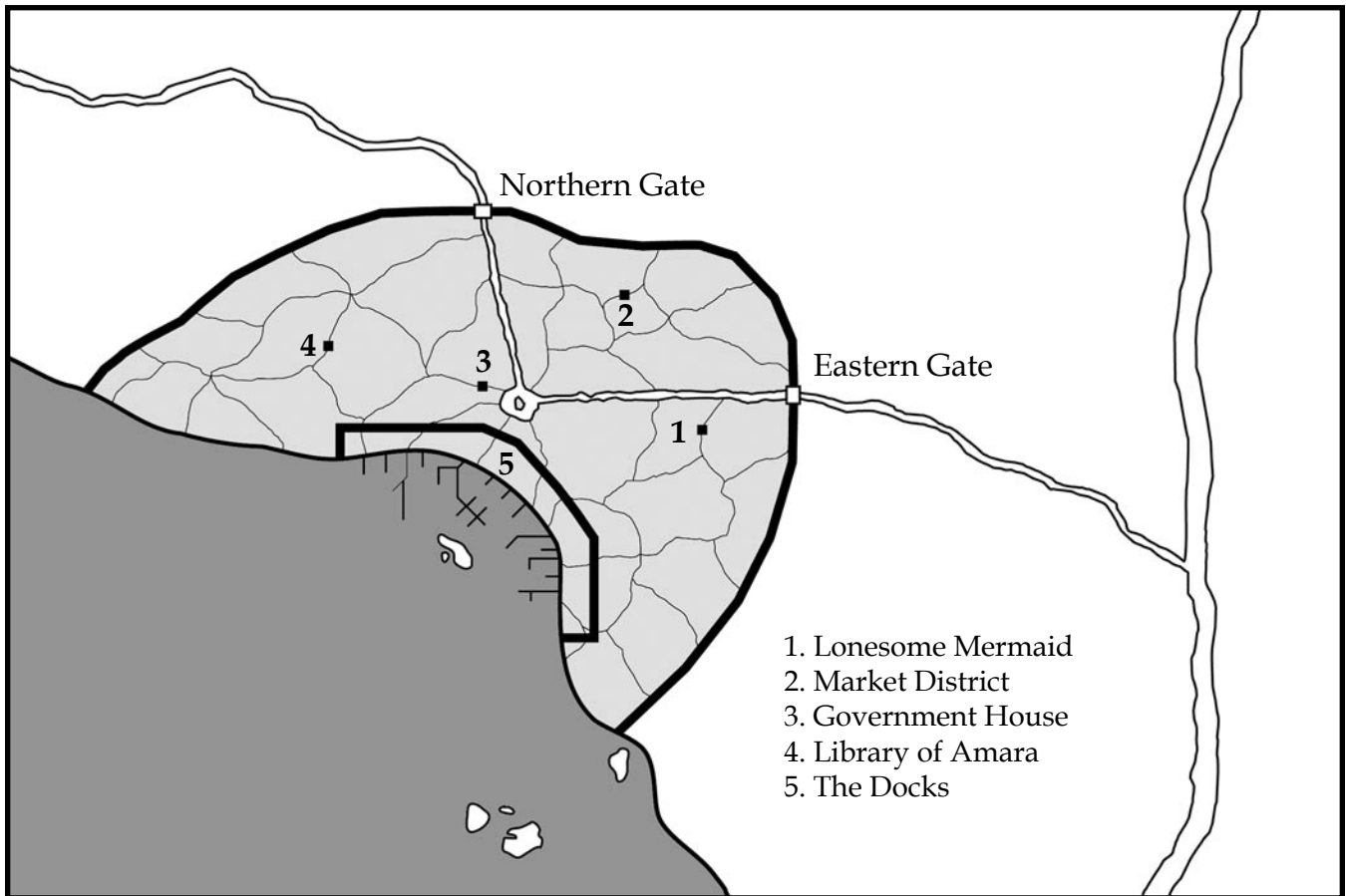
Magic Tattoos: Flying Crane has three magical tattoos that function similar to potions. The Tiger on his right forearm can cast *bull's strength* 2/day, the Dragon on his left forearm can cast *heroism* 1/day and *cure serious wounds* 2/day. Finally, the Crane over his heart can cast *true strike* 2/day and *fly* 1/day.

CR 8

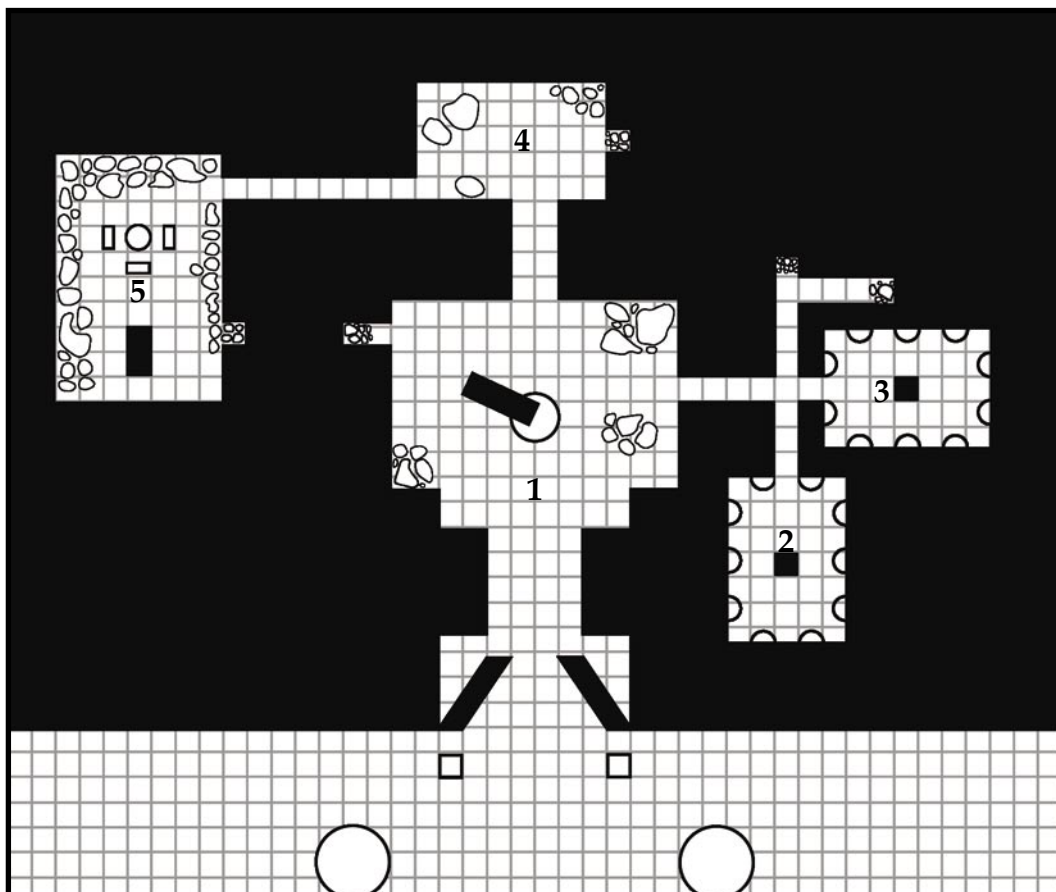
SANCTUARY OF THE ENLIGHTENED



PORT OF DARMANE



TEMPLE OF XYRIX



ONE ON ONE ADVENTURES #8

BLOOD BROTHERS

BY SUZI YEE

AN ADVENTURE FOR ONE PALADIN LEVEL 7-9



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BLOOD BROTHERS (LEVEL 7-9 PALADIN)

THE BROTHERHOOD

The brotherhood is a league of paladins dedicated to truth, justice, and the defense of the kingdom. The brotherhood began as a martial branch of a religious movement, but as the younger sons of influential families began joining the ranks, it soon came into its own stature. The brotherhood still bears vestigial practices from their religious roots, such as the practice of drawing blood at initiation.

The height of the brotherhood was during an expansionistic period, where spoils of war went hand in hand with promoting truth and justice. As the kingdom grew, it pushed its boundaries and spread its forces across an ever-expanding border. As the need for more manpower increased, the brotherhood gradually accepted more in their service, so long as their hearts were true to the cause. The borderland is protected by a series of outposts manned by the brotherhood. While some paladins guard these stations, other groups of paladins make routine circuits and eliminate the evil creatures that lurk beyond the kingdom. The mark of the brotherhood is simple, but bold crest, often worn on a tabard.

ADVENTURE SETUP

The adventure takes place on the southern border, a lightly forested area where swampy ground turns into flatlands and gently rolling hills. The primary fortification in the area is the Lanward Fort, named after the influential general that expanded the southern border to its current location. Lanward Fort has basic supplies for travel and military pursuits. There are limited personnel at the Fort, no more than 100 people at any given time. The fort is the center of supplies for the string of three military outposts that arch around the Parigo Swamp. When new recruits enter in the brotherhood, they undergo basic training and are assigned to a regional fort, like Lanward Fort, where they hone their skills and keep the borders safe.

The most prominent humanoids in the area are goblins, and this is where many new brotherhood recruits cut their teeth. Circuit duty is especially tedious in the terrain, where fully barded animals and full-plated paladins skirt the swampy areas to clean out the goblins. Recently, there has been a wave of activity from the goblins, mostly more frequent raids on supplies and unsuccessful ambushes. However, a remote outpost has reported a missing circuit. Understaffed and stretched thin, they have placed a request for aid to the regional director, who has sent the PC to find his missing brothers.

The PC is familiar with the area, having dulled his blade and honed his skills on the now-extinct lizardmen of the southern border. On his special mount, it is 3 days ride to the first outpost, 2 days to the second outpost, and another 2 days to the outpost that reported the missing men. The PC is suppose to report to the outpost, assess the situation, and find the missing paladins.

GOBLINS OF THE SOUTHERN BORDERLANDS

The three goblin tribes are the Blue Hands, Bone Face, and the Crescent goblins, each distinguished by their unique methods of body decoration and occupying different geographical areas. The blue hands stain their skin with a pigment made from a common swamp berry and reside north of the Parigo River. The bone face use sharpened pieces of bone and pierce their brows and ears, making a ghastly site in conjunction with their shrill warcry. The bone faces reside south of the Parigo

River, but are expanding their territory north of the river. The crescent goblins have moon-shape brands burned into their flesh typically on their left arm or thigh. They reside west of the ruined tower, but east of the witch's peak. But a new threat has consolidated the scattered goblin hordes: hobgoblins.

On the off chance that the PC does not outright kill all the goblinoids he comes across, there is information to be gained through talking with them, depending on whose talking.

The blue hands can reveal that the bone faces are waging a war for territory. This is not new to the blue hands, but the bone faces have recently found a new ally and an effective tactic that have given them the upper hand, namely worgs.

The bone faces can reveal that they have made a pact with the neighboring tribe that burn their skin with a curved sliver of hot metal. They have given the bone faces worgs in exchange for a war pact: they will not fight each other, the branded goblins supply the bone faces with worgs, and when called, the bone faces will raise a force to attack the humans with the branded goblins.

The crescent goblins can reveal that six months ago, their chief was deposed and the tribe was taken over by a warband of hobgoblins. They have brought the tribe to greatness with the addition of superior military training and worgs.

SWAMP AMBUSH

It is a three-day ride from Fort Lanward to outpost #1 on a heavy warhorse. The general landscape is still quite swampy, and sometime along the three-day journey, the PC will encounter a hungry giant crocodile. Read the following text when that occurs.

Your steed navigates on solid ground, a scarce commodity amongst the marshy terrain. The smell of ripe vegetation and stagnate water hangs in air as the trees bow and fan their branches in the slow breeze. A noise from the brush ahead breaks your lazy daydreaming induced by the warm, damp air.

The giant crocodile is an expectant mother who is guarding her nest close to the water's edge. She is both very hungry as well as displeased with the close proximity of the PC and his steed. She will attempt to get a quick bite to eat while defending her nest. While the water along the perimeter of the swamp is no more than a few feet deep, it can be quite deadly if she grapples the PC or his steed and drags them into the water. The giant crocodile will retreat into the water when she loses half her hit points, but she will return to fight if the PC persists toward her nest.

GIANT CROCODILE

N female huge animal

Init +1; **Senses** Low-light vision; **Perception** +9

CR 4

1,200 XP

DEFENSE

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

hp 59 (7d8+28)

Fort +9, **Ref** +6, **Will** +3

OFFENSE

Spd 20 ft.; swim 30 ft.; sprint

Melee bite +11 (2d8+8 plus grab) and tail slap +6 (1d12+4)

Space 15ft. **Reach** 10ft.

Special Attacks death roll (2d6+12 plus trip)



STATISTICS

Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Base Atk +5; **CMB** +15 (+19 grapple); **CMD** 26 (30 vr. trip)
Feats Run, Skill Focus (Peception), Skill Focus (Stealth)
Skills Stealth +2 (+10 in water), Swim +12
SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex): When grappling a foe of its size or smaller, a giant crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The giant crocodile inflicts its bite damage and knocks the creature prone. If successful, the giant crocodile maintains its grapple.

Hold Breath (Ex): A giant crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint: Once per minute a giant crocodile may sprint, increasing its land speed to 40 feet for 1 round.

OUTPOST #1

Once the PC arrives at outpost #1, he will find 10 men living there, taking turns on circuit runs in groups of 4 or 5. They will offer the PC a place to stay for the night and limited provisions (rations, torches, stabling, etc.).

Upon talking with the men of outpost #1, the PC will find out the following information. Outpost #1 patrols the area north of the Parigo River, where a tribe of goblins known as the blue hands are dominate. They dye their skin with a dye extracted from a common swamp berry, and their fingers and hands bear the stains of painting body art. Lately there has been some fighting between the blue hands and other goblin tribes from the other side of the river, which has made circuit patrolling less predicable and consequently more dangerous.

OUTPOST LEADER

LG male human paladin 3
Init +0; **Senses** Perception +3

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)
hp 30 (3d10+9)
Fort +6, **Ref** +2, **Will** +3
Defensive Abilities aura of courage, divine grace, divine health

OFFENSE

Spd 20 ft. (base 30 ft.)
Melee masterwork longsword +7 (1d8+2/19-20)
Melee lance +5 (1d8+2/x3)
Ranged heavy crossbow +3 (1d10/19-20)
Special Attacks smite evil 1/day

STATISTICS

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 13
Base Atk +3; **CMB** +5; **CMD** 15
Feats Cleave, Power Attack, Weapon Focus (Longsword)
Skills Diplomacy +5, Handle Animal +5, Heal +5, Ride +0, Sense Motive +5
Languages Common
SQ aura of good, *detect evil*, lay on hands, mercy (fatigued)
Gear backpack, bedroll, bolts (20), flint and steel, full plate, heavy crossbow, heavy steel shield (masterwork), lance, longsword (masterwork), *potions of cure light wounds* (2) and *cure moderate wounds*, rations (5), rope (hemp), torches (5), waterskin, 30 gp, 50 sp, 70 cp

BROTHERHOOD RECRUIT (3)

CR 2

LG male human paladin 2
Init +0; **Senses** Perception +2

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)
hp 21 (2d10+6)
Fort +6, **Ref** +1, **Will** +2
Defensive Abilities divine grace

OFFENSE

Spd 20 ft. (base 30 ft.)
Melee masterwork longsword +5 (1d8+2/19-20)
Melee lance +4 (1d8+2/x3) or

CR 3

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

Ranged heavy crossbow +2 (1d10/19-20)

Special Attacks smite evil 1/day

STATISTICS

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 13

Base Atk +2; **CMB** +4; **CMD** 14

Feats Cleave, Power Attack

Skills Handle Animal +5, Heal +5, Ride -2, Sense Motive +5

Languages Common

SQ aura of good, *detect evil*, lay on hands

Gear backpack, bedroll, bolts (20), flint and steel, full plate, heavy crossbow, heavy steel shield, lance, longsword (masterwork), *potion of cure light wounds*, rations (5), rope (hemp), torches (5), waterskin, 30 gp, 50 sp, 70 cp

BROTHERHOOD NEW RECRUIT (6)

LG male human paladin 1

Init +0; **Senses** Perception +1

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee longsword +3 (1d8+2/19-20) or

Melee lance +3 (1d8+2/x3) or

Ranged heavy crossbow +1 (1d10/19-20)

Special Attacks smite evil 1/day

STATISTICS

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 13

Base Atk +1; **CMB** +3; **CMD** 13

Feats Cleave, Power Attack

Skills Handle Animal +5, Heal +5, Ride -4

Languages Common

SQ aura of good, *detect evil*

Gear backpack, bedroll, bolts (20), flint and steel, half plate, heavy crossbow, heavy steel shield, lance, longsword, *potion of cure light wounds*, rations (5), rope (hemp), torches (5), waterskin, 20 gp, 40 sp, 60 cp

RIVER CROSSING

It is two days travel between outpost #1 and outpost #2. Halfway is the slow, meandering Parigo River that feeds the Parigo Swamp. Read the following text as the PC approaches the river.

The ground gives better purchase to your mount's step as swamp gives way to rolling hills. The stale air of the swamp lessens as you approach the river. On the crest of last hill, the glistening sun sparkles on the slow but moving water, but the site is marred with spikes, each barring a different but all too familiar face of death.

Along the northern bank of the river is a series of spiked heads. If the PC looks closer, he sees they are goblin heads all facing north, dead no more than 3 days from the stench and decomposition. Along the cheeks and brows are symbols and designs painted in blue. In total, there are 25 heads, each 10 feet apart from each other.

If the PC investigates the surrounding area, he sees a grotto nestled amongst some trees. Read the following text if he decides to investigate the grotto.

The smell of death hangs heavier in the air as you near the grotto. The ground is littered with broken tents, smashed containers, debris, and gore. In the corner is a pile of decaying flesh, no doubt the former owners of the heads that line the river bank. Low growls come from behind the heap of bodies as a pack of wolves make their presence known. Over the top of mound strides the leader of the pack, a sleek black canine of extraordinary size and strength.

This was once an encampment for a band of blue hand goblins, but it is now destroyed. A pack of wolves have stumbled upon a feast that they are unwilling to relinquish. If the PC backs away from the grotto, the wolves will stay their ground and continue eating, although with one ear cautiously listening for future interruptions. If the PC does not back down, the pack will attack, led by their dire wolf leader using flanking tactics. The pack will disperse if the leader of the pack or if over half their number is slain.

If the PC successfully drives the wolves away, he can investigate the grotto and the pile of bodies more thoroughly. He will find bodies mostly stripped of equipment and possessions. Most of the bodies have blue stained decoration on their skins but are missing their heads. He does find some bodies that still have their heads and are missing the characteristic blue tattoos of the blue hand goblins. These goblins all have pieces of bone pierced along their brows and ears.

DIRE WOLF

N male large animal

Init +2; **Senses** Low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Spd 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10ft. **Reach** 5ft.

STATISTICS

Abilities Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Stealth +3, Survival +1 (+5 scent tracking)

WOLF (7)

N male medium animal

Init +2; **Senses** Low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 50 ft.

Melee bite +3 (1d6+1 plus trip)

CR 3

800 XP

CR 1

400 XP



STATISTICS

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Weapon Focus (bite)

Skills Stealth +6, Survival +1 (+5 scent tracking)

Outpost Leader: 30 hp, AC 20; see Outpost #1

Brotherhood Recruit (4): 21 hp, AC 20; see Outpost #1

Brotherhood Recruit (7): 13 hp, AC 19; see Outpost #1

OUTPOST #2

When the PC arrives at outpost #2, he will find 12 men, 4 of them injured from a recent circuit patrol. They will offer the PC a place to stay for the night and limited provisions (rations, torches, stabling, etc.).

Upon talking to the men of outpost #2, the PC may find out the following information. Outpost #2 covers the area south of the river to the ruined tower. The ruined tower is not directly on the path to Outpost #3, but the PC may choose to investigate the structure at some point.

The injured men (1 2nd level paladin and 3 1st level paladins) were on circuit duty and ambushed on their return to the outpost. If it wasn't for the premature fire of a goblin's crossbow, the men may have suffered more than a few cuts and bruises. The ambush was a small band of goblins (Bone Faces) led by a worg rider, a disturbing addition to the tribe's raiding parties as of late.

If the PC describes the types of goblins found in the grotto, the men at the outpost will identify the goblins with pieces of bone pierced along their brows and ears as the dominate tribe of goblins in the area. The brotherhood recruits refer to the tribe as "Bone Face," and although the tribe is known for being aggressive and territorial, aggression across the river is an unusual occurrence that has become more frequent in the past few months.

RUINED TOWER

The ruined tower is the last vestige of a fallen fortification that predates the kingdom's presence in the area. The brotherhood uses this structure for geographical reference. As the PC approaches the tower, read the following text.

The stone tower stands like a crippled giant, weathered by war and time. The tower's roof has long since crumbled, exposing the third floor to the elements while missing chunks of the upper story walls make the tower's silhouette look like a puzzle piece against the treeline.

If the PC intends to enter the tower, read the following text.

The tower is 20 feet in diameter and the sides are dotted with arrow slits. Moss and vines cover the eroding and pitted walls. The stone front door is ajar, its reinforcements battered long ago.

Each floor of the tower is 20 ft in diameter with 5 ft wide stairs connecting floors. There are three stories and a basement. The basement was once a cellar for food and drink, although it is now home to a nest of rats who scuttle away when the PC enters the basement. The first floor is littered with broken ceramics, shattered furniture, and other debris. The second floor is home to a mobat, a monstrous flying creature with a 15 foot wingspan. The mobat looks like an oversized bat with

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

huge ears, an upturned snout, and a mouth full of razor-sharp fangs. It sleeps on the second floor of the tower and uses the open roof on the third floor to enter and leave the tower. The mobat is nocturnal, and if the PC investigates at night, the mobat will be out hunting, leaving an hour after sunset and returning an hour before sunrise. If the PC enters the second floor during the day, there is a 25% chance that the mobat will remain asleep, hanging from a beam on the second floor in bat fashion. Otherwise, the mobat will awaken and ready an attack when the PC enters the second floor.

While the mobat can forage for survival, it does enjoy a more combative meal every now and then. The goblins in the area avoid the ruined tower; they are well acquainted with the mobat's silhouette cast by the moon's glow.

MOBAT

NE male large magical beast

Init +6; **Senses** Blindsight 120 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 12 (+6 Dex, +3 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +10, **Will** +3

OFFENSE

Spd 20 ft.; fly 40 ft. (good)

Melee bite +9 (1d8+4)

Space 10 ft. **Reach** 5 ft.

Special Attacks sonic screech (Will DC 15)

STATISTICS

Abilities Str 17, Dex 22, Con 17, Int 6, Wis 14, Cha 6

Base Atk +4; **CMB** +8; **CMD** 24

Feats Flyby Attack, Weapon Finesse

Skills Fly +14, Perception +6, Stealth +6, Survival +6; **Racial**

Modifiers +4 racial bonus to Perception checks; bonus is lost if blindsense is negated.

SPECIAL ABILITIES

Sonic Screech (Su): A mobat can screech once per round, as a standard action. All creatures within 20 feet must succeed on a DC 15 Will save or be stunned for 1d3 rounds. This is a sonic, mind-affecting effect. Any creature subjected to a mobat's screech is immune to that mobat's screech for 24 hours. The save DC is Constitution-based.

Treasure: A messy nest of sorts is piled against the far wall, made mostly of a huge pile of uncoiled and shredded hemp rope. Searching through it causes tiny fibers to fly into the air making a choking dust. Poking out of the pile is a pair of small morningstars sized for a goblin [8 gp each], one of which has dried blood on its points. A suit of chainmail [masterwork, 300 gp], also sized for a goblin, lies buried under a pile of shredded and filthy blankets. The remains of a backpack are scattered about. The pack itself is here in dozens of bits and pieces, but some of the items it carried are still in good shape. A small box with flint and steel [1 gp] and a pair of torches [1 cp each] rest in the pile, as does a crowbar [2 gp], a grappling hook [1 gp], and a miner's pick [3 gp]. Strewed throughout the pile are six pitons [1 sp each] and a full bag of caltrops [1 gp]. Small piles of coins exist in several places throughout the nest [61 gp, 183 sp, 127 cp total]. Buried in the back corner are several bones, which look to be from a goblin. One skeletal hand still wears a pair of rings [signet ring, 5 gp; silver and topaz ring, 500 gp]. Another bony hand clutches a composite shortbow [75 gp,

missing bowstring]. A quiver, mostly chewed through, still holds four shortbow arrows [5 cp each]. A signal whistle [8 sp] is clipped to the quiver.

OUTPOST #3

Outpost #3 is geographically the farthest point from Fort Lanward. When the PC arrives, he will find 8 men at the outpost. They will offer the PC a place to stay for the night and limited provisions (rations, torches, stabling, etc.).

The men of outpost #3 may supply the PC with the following information about the area. The patrol area for outpost #3 is from the ruined tower to the southeast to the witch's peak, a distinct rock formation to the southwest. A circuit patrol typically takes 3-5 days, but after week, a patrol unit did not return from circuit duty. The outpost leader reported the missing recruits and requested more manpower. The outpost has truncated circuit duty to day-long excursions, shortening the scope of the patrolling while still covering the immediate breadth of their area. In these truncated patrols, the men of outpost #3 have not seen any sign of missing recruits.

The dominant goblin tribe is the Crescent goblins, named after the moon-shaped brand burned into their flesh, typically on their left arm but sometimes on their thigh. They are renowned for their aggression and fierce worg riders.

The landscape around outpost #3 is significantly more solid than the swampy grounds previously experienced. The ground is hillier, even rocky toward the outskirts of the patrol area. Beyond the witch's peak, the foothills of the rugged mountains begin.

Outpost Leader: 30 hp, AC 20; see Outpost #1

Brotherhood Recruit (3): 21 hp, AC 20; see Outpost #1

Brotherhood Recruit (4): 13 hp, AC 19; see Outpost #1

METG'S AMBUSH

When the PC is investigating the area beyond half-a-day's travel from outpost #3 in the general direction of the witch's peak, he will encounter an ambush from Crescent tribe. Led by the hobgoblin Metg the Cruel, this small warband is part of a larger force that has set up an outpost and mining operation near Witch's Peak.

When the ambush occurs, read the follow text.

The meadow rolls under your steed as you leave the last vestiges of the swamp. The rugged mountains in the distance rise and fall as you coast over the hills, when a goblin atop a worg skirts into your field of vision. Surprised and flushed, the dirty scamp spurs his mount into the treeline.

The goblin and worg are bait to lure the PC into the wooded area, where the rest of the ambush party awaits. If the PC does not take the bait, the ambush party will follow the PC and wait until nightfall to attack. If the PC falls unconscious, the ambush party will try to stabilize him and take him prisoner. If the PC stabilizes, he will wake up in area 24 without his possessions. If the PC vanquishes the ambush squad but tries to get information out of the worgs or Metg, he will not get any information out of them. However, questioning the goblin warriors will reveal the location to their military outpost.

If the PC casts *zone of truth* and questions the goblin warriors, he can discover general numbers of creatures, assuming he asks the right questions. If the PC casts *zone of truth* and questions the worgs, he discovers how many worgs are at



the outpost, the worg keeper, and the hobgoblin leadership at the outpost. If the PC casts *zone of truth* and questions Metg, he discovers more about the mining operation and the possibility of future collaboration with other goblinoids from the mountains. If Metg or one of his squad does not report to the Crescent Outpost in the next 4 days, the hobgoblin leader named Brilok will send a search party to investigate their tardy report.

METG THE CRUEL

LE male hobgoblin fighter 3

Medium humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft.; Perception +3

CR 4

1,200 XP

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 28 (3d10+12)

Fort +5, **Ref** +3, **Will** +1 (+2 against fear)

Defensive Abilities armor training 1, bravery

OFFENSE

Spd 30 ft.

Melee +1 *longsword* +7 (1d8+3/19–20)

Ranged javelin +5 (1d6+2)

STATISTICS

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Mobility, Power Attack, Toughness, Weapon Focus (longsword)

Skills Intimidate +3, Stealth +8, Survival +4; **Racial Modifiers** +4 Stealth

Language Common, Goblin

Gear *cure moderate wounds* potion, javelins (3), +1 *longsword*, masterwork chain shirt, masterwork heavy shield, key to area 26, 20 gp, 50 sp, 20 cp

WORG (2)

NE male medium magical beast

Init +2; **Senses** Darkvision 60ft., low-light vision, scent; Perception +11

CR 2

600 XP

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Spd 30 ft.

Melee bite +7 (1d6+4 plus trip)

STATISTICS

Abilities Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Language Common, Goblin

GOBLIN WARRIOR (10)

NE male goblin warrior 2

Small humanoid (goblinoid)

Init +6; **Senses** Darkvision 60ft.; Perception -1

CR 1

400 XP

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +2, **Will** -1

OFFENSE

Spd 30 ft.

Melee morningstar +3 (1d6)

Ranged javelin +5 (1d4)

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

STATISTICS

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10

Language Common, Goblin

Gear backpack, bedroll, javelins (3), leather armor, light shield, morningstar, rations (3), waterskin

Treasure: While all the goblins have the above equipment, some have special stashes on their person. Amongst the 10 goblins, there are 3 masterwork morningstars (adjust attack to +4 melee), 3 *potions of cure light wounds*, a silver necklace and pendant (100 gp); 3 50gp gems, 10 10gp gems, and 100 gp, 200 sp, 300 cp.

WITCH'S PEAK

The witch's peak is a rock formation that the brotherhood uses to delineate patrol area. As the PC rides southwest toward witch's peak, read the following text.

From the horizon rises witch's peak. The cliff juts and cuts, casting the profile of a pointy chin, crooked nose, and conical hat against the vast skies. What secrets lie beyond, the stones don't speak, but a ribbon of smoke wafting into the air reveal some activity.

As the PC comes closer, there is a discernable path that leads to the rock formation. When the PC is within 300 feet of witch's peak, there are a series of fetishes and skulls on either side of the path with a sign warning trespassers that they are entering crescent goblin territory crudely written in common and goblin. The path curves upward to a cave entrance under the witch's peak that leads into a crescent goblin military outpost.

CRESCENT OUTPOST

The outpost is relatively new, founded after the hobgoblins took over the crescent tribe's leadership. They chose this location because of the iron ore found in the rock. They shaped the natural caves to suit their purposes and recently started a mining operation. Captured prisoners mine and break the ore, it undergoes refinement, and the blacksmith hammers weapons, shields, and armor for an amassing goblin army. There are 2 guards posted outside the cave entrance, whose main job is to deal with intruders and alert the rest of the outpost of problems.

If the PC eliminated Metg's ambush squad, areas 12, 13, and 17 are empty and there are 2 less worgs in area 27. The rest of the warband assumes they are scouring the countryside and do not expect them back for another couple of days. If the PC encountered Metg's ambush squad, and survivors live to tell the tale of the PC, the outpost will be on alert, especially in the hallway of death (area 1), and the northern and southern defense rooms (areas 2 and 4). There will also be at least 1 hobgoblin and 2 worgs in the common room (area 6).

If the PC fights his way into the outpost and retreats, the outpost will respond according to the amount of damage it takes. If the outpost loses less than 25% of their combatants, they will send troops out to attack the PC under the leadership of Wretig (area 16) or Brilok (area 15) with the worg keeper (area 14) along for hunt. If the outpost loses more than 25% of their combatants, they will beef up defenses, especially in

the hallway of death (area 1), and the northern and southern defense rooms (area 2 and 4). There will also be at least 1 hobgoblin and 2 worgs in the common room (area 6). If the outpost loses more than 50% of their combatants, they will send word for reinforcements. For every 3 days after the initial attack and retreat, the outpost can receive 1d10 goblin warriors, 1d3 worgs, and a 50% chance of a replacement hobgoblin lieutenant.

1. HALLWAY OF DEATH

Read the following text.

Beyond the cave mouth lies a 10-foot wide hallway whose natural ceiling is 15 feet tall. The hallway ends 30 feet down in a 3 foot tall barricade with sharpened spikes of wood jutting out. Behind the barricade, you see the glow of torches and shadowy figures.

The entry hall is well defended by the goblin warband. Two guards at the entrance alert the two guards behind the barricade, as well as the goblin warriors in areas 2 and 4. The two goblins behind the barricade throw flasks of oil into the hallway and light them with torches mounted on the walls. Meanwhile, the goblins in areas 2 and 4 javelin intruders in the hallway through narrow slits in the wall. There are 5 javelin slits on each wall and an equal number of goblins to stab and poke at the enemy. At night, there are reduced numbers in this area: 1 goblin at the cave entrance, 1 goblin behind the barricade, 2 goblins in area 2 and 2 goblins in area 4. It takes 1d4 rounds for the goblins in area 2 and 4 to wake their sleeping comrades in areas 3 and 5 respectively.

If there are goblins in the common room (area 6), they will rally their forces and meet the intruders behind the barricade.

Goblin Warrior (4): 13 hp, AC 16; see Metg's Ambush

Treasure: One of the goblins has a stash of gems on his person (6 10gp gems and 1 50gp gem). Behind the barricade are two lit torches and 6 flasks of oil.

2. NORTHERN DEFENSE ROOM

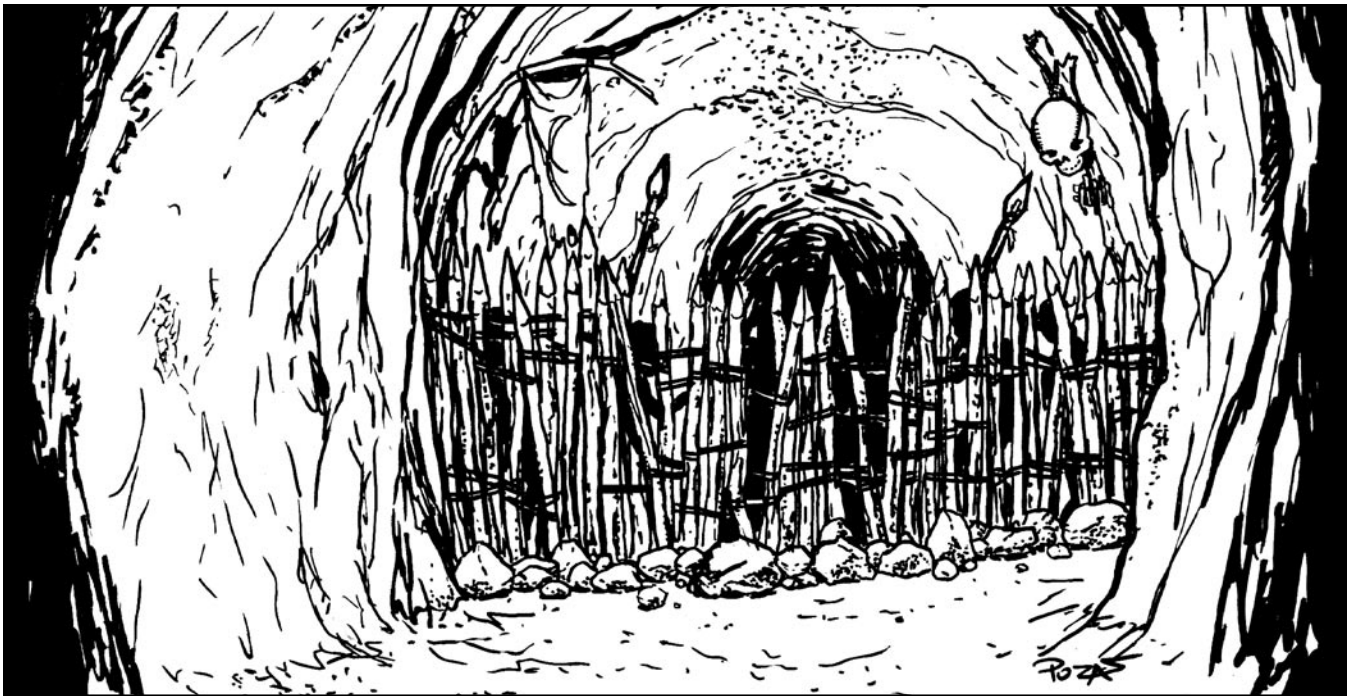
Read the following text.

The area is little more than a 5 foot wide tunnel. Broken javelins, trash, and long, narrow slits in the stone wall reveal this room's defensive purpose.

This room is narrow and deep with foot-long slits along the wall just wide enough to slip a javelin through. There are 5 slits, roughly 5 feet apart from each other. The goblins rotate duty in the northern defense room. During the day there are 3 to 4 goblins in this room and in the evening there is always 1 goblin on guard. During high alert periods, there are 5 goblins during the day and 3 goblins at night.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).



3. NORTHWEST BARRACKS

Read the following text.

The room is thick with the foul stench of too many goblins living in a small space. Makeshift cots and bunk beds line the western and northern walls with a table in the corner.

While this room accommodates up to 10 goblin warriors, it is currently home to 7 goblins. While some warriors mill about the common room (area 6), some prefer to stay in their barracks to pass the time between eating, sleeping, and guard duty. The accommodations are crude at best with no real security for one's belongings. Most of the goblin warriors take their possessions with them rather than leave them unattended in the barracks.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).

4. SOUTHERN DEFENSE ROOM

Read the following text.

The area is little more than a 5 foot wide tunnel. Broken javelins, trash, and long, narrow slits in the stone wall reveal this room's defensive purpose.

This room is narrow and deep with foot-long slits along the wall just wide enough to slip a javelin through. There are 5 slits, roughly 5 feet apart from each other. The goblins rotate duty in the southern defense room. During the day there are 3 to 4 goblins in this room and in the evening there is always 1 goblin on guard. During high alert periods, there are 5 goblins during the day and 3 goblins at night.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).

5. SOUTHWESTERN BARRACKS

Read the following text.

This small room is heavy with the foul stench of goblins. Along the western and southern walls makeshift cots and bunks haphazardly rest. In the corner is a crude table.

This room accommodates up to 10 goblin warriors. Currently there are 7 goblins bedding in the crudely furnished area. These 7 warriors can be found milling about the common room (area 6) or staying in their barracks passing time between sleeping, eating, and guard duty. There is no consideration for the goblins' belongings' security, so most of the warriors have their possessions on their person rather than leave them unattended in the barracks.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).

6. COMMON ROOM

Read the following text.

This room is a large natural cavern whose rough walls slope gently to a 20-foot tall ceiling. A fire pit in the center of room provides warmth while hastily bound materials and stones make table, chairs, and benches by the fire.

BLOOD BROTHERS (LEVEL 7-9 PALADIN)



This area has become the common room for the warband and their entourage. To the north is the kitchen (area 7) and storage (area 8). A rudimentary temple to heathen gods lies to the south. Spaced out around the common room are short tunnels that lead into the barracks (areas 3, 5, 12, and 13).

A large pair of closed thick wooden doors leads to the east (Hardness 5, Hit points 15, Break DC 18). While the doors remain closed most of the time, the bottom half of the doors have a wooden panel on a double hinge, allowing the worgs to enter and leave at their leisure. It is understood that behind these doors is the domain of the hobgoblins (with the exception of the head priest who resides in shrine area that serves the entire outpost), and goblins found on the other side of the double doors will answer for their intrusion.

Beside the double doors is a crude alarm of sorts, consisting of suspended pieces of flattened metal, which makes an unearthly ruckus when disturbed. In cases of emergencies, the goblin warriors strike and jostle the metal mobile to alert the hobgoblins and worgs. It typically takes 1d4 rounds for the hobgoblins and worgs to respond to an emergency alarm, and during the evening, it takes up to 1d8 rounds. In times of alert, there is at least 1 hobgoblin and 2 worgs in the common room at all times. During waking hours, there are always goblins milling about the common room. There are also 7 hobgoblins whose habits are listed under the listing of their quarters.

Treasure: There is no treasure to speak of, unless the PC find dirt, rocks, and refuse treasure making.

7. COMMON KITCHEN

Read the following text when the PC enters the kitchen.

The doorway opens into a small room, roughly 10 feet by 10 feet. To your left are opened boxes holding sealed jars, sacks, and other staples. To your right, you see a pile of refuse comprising of crusted bits of griddle cakes and vegetable skins and ends. Along the far wall is a relatively

flat slab of stone supported by large pieces of rock. A heap of potatoes and a dagger reveal its purpose, while the murky water in a large cauldron beside it collects the components of dinner.

This small room is the domain of Milly, a plump goblin with a surprisingly cheerful disposition and a pouch of spices hanging from her hemp belt. She does the outpost's cooking and washing, a portion of goblin life that is highly underutilized. No one knows why Milly follows the goblin warband, but her gulosh and griddle cakes are by far tastier than anything they could make.

Milly is an aberration among goblins: her social skills soar above the average goblin, she does not have the evil bent that most goblins have, and she is not martial in focus. Milly will not detect as evil if the PC uses his *detect evil* ability, and if the PC talks to Milly, she tells the PC the following information.

She is from a small band of goblins west of here. While the crescent goblins have always been territorial and warlike, her small tribe has managed to slip under their radar and give adequate gifts to ensure a separate peace. However, 3 months ago their settlement was attacked. Milly survived the raid by hiding, but her husband went to defend their settlement from the invaders. After the battle, there was no trace of her husband among the dead, but a few bodies bearing the branded crescent incriminated the tribe. Milly followed the tracks of the worgs until she reached the outpost, where she allowed herself to be captured and humbly offered her services as cook.

Milly suspects that if her husband is still alive, he is among the prisoners, but she has not been able to get into the prison (area 24) or the mines (area 25). She has been biding her time in hopes of finding her husband, and if she can do so without being discovered, she will help the PC in hopes that he will help her find Grillock. If the PC agrees to help, she will give him the necklace and amber amulet as proof to Grillock that the PC is on his side and that Milly is at the outpost.

Milly knows much about how the outpost functions. In the front of the outpost live the goblin warriors, while the ruling hobgoblins and worgs live beyond the wooden double doors. The only hobgoblin that lives in the same area as the goblins is the head priest (area 9). She knows a hobgoblin named Krox collects food from the prisoners and takes the scraps from the kitchen to feed his "pet." Milly has seen 7 different hobgoblins go through the common room although Krox is the only one that she talks to. The other hobgoblins take their share of meals and retreat to their respective quarters.

There are few rooms that have actual locks. Unfortunately, the prison is one of those rooms. She does not know what work the hobgoblins employ the prisoners, but she knows that 4 humans were added to the prison a few weeks ago and the outpost has feasted on horsemeat since.

MILLY

CN female goblin rogue 2

Small humanoid (goblinoid)

Init +1; **Senses** Darkvision 60ft.; **Perception** +4

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 13 (2d8+4)

Fort +1, **Ref** +4, **Will** -1

Defensive Abilities evasion

CR 1

400 XP

OFFENSE

Spd 30 ft.

Melee dagger +2 (1d3/19-20)

Special Attacks +1d6 sneak attack

STATISTICS

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 10

Base Atk +1; CMB +0; CMD 11

Feats Alertness

Skills Bluff +5, Diplomacy +5, Escape Artist +6, Profession (domestic servant) +4, Sense Motive +4, Sleight of Hand +6, Stealth +14; **Racial Modifiers** +4 Ride, +4 Stealth

Language Common, Goblin

SQ rogue talent (minor magic-mending), trapfinding

Gear Milly does not have much in terms of material possession on her person, especially after her "capture." She has a necklace with an amber amulet (5 gp) that Grillock gave her and the dagger she uses to cook with.

8. STORAGE ROOM

Read the following text.

This room, roughly 10 feet by 10 feet, is haphazardly packed with supplies, tools, and discarded parts and pieces. A narrow path cuts through the heaps and piles, leading to a rack of javelins and morningstars.

This area is part storage room and part weapons room. There are 10 javelins and 10 morningstars, all of standard quality. While the path is relatively safe, if the PC decides to poke around beyond the path, there is a 50% chance that something will come tumbling down and make a loud ruckus [sound-based Perception Check DC 10 from the Common room (area 6), the kitchen (area 7), the northeast barracks (area 12)].

Treasure: Stashed away in a pile of stuff, Milly has hidden a smokestick, a tanglefoot bag and 2 *potions of expeditious retreat* should she require a hasty get away, hopefully with her husband in tow. These items are not expertly hidden (sight-based Perception Check DC 12). Even if the PC offers to help Milly, she will keep these treasures to herself, insuring Grillock and she have a better chance at escape. While Milly can safely extract these items from hiding, the PC will have a 50% chance that something will come tumbling down and make a loud ruckus [sound-based Perception Check DC 10 from the common room (area 6), the kitchen (area 7), the northeast barracks (area 12)].

9. DARK ALTAR

Read the following text.

Carved from the stone, this 15 foot by 15 foot room is dark save the lit candles resting on a stone slab along the far back wall. Fetishes and sparse ornamentation decorate each side of the slab while symbols are painted along the walls leading to the piece. The air still bears the acrid smell of burnt offerings, and the dark stains along the thick slab suggest ill doings.

This area is a shrine to the foul god of goblinkind. Ritual sacrifices are offered the sate the god's bloodlust. While animals typically suffice, the head priest has been known to sacrifice humanoids before big events, such as the eve of an important battle, sanctifying the warriors with a streak of fresh spilt blood. The altar will detect as evil if the PC uses his ability.



There is a hobgoblin head priest and two goblin acolytes. They rotate duty at the shrine during the day and close the doors to the shrine at night. During periods of alert, the head priest and acolytes make themselves available for combat assistance.

BECRIP

LE male hobgoblin cleric 3

Medium humanoid (hobgoblin)

Init +1; Senses Darkvision 60 ft.; Perception +5

CR 3

800 XP

DEFENSE

AC 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +1 natural, +2 shield)

hp 22 (3d8+9)

Fort +5, Ref +2, Will +5

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork longsword +4 (1d8/19-20)

Ranged masterwork javelin +4 (1d6)

Special Attack Channel negative energy, orisons, spells

Spells Prepared (CL3)

2nd — cure moderate wounds, hold person (DC 14)

1st — command (DC 13), cure light wounds, sanctuary (DC 13)

0 — create water, detect magic, mending, purify food and drink

Domain Powers (Destruction/War); longsword favored weapon

2nd — inflict light wounds, magic weapon

1st — battle smite, destructive smite

STATISTICS

Abilities Str 10, Dex 13, Con 14, Int 10, Wis 15, Cha 8

Base Atk +2; CMB +2; CMD 13

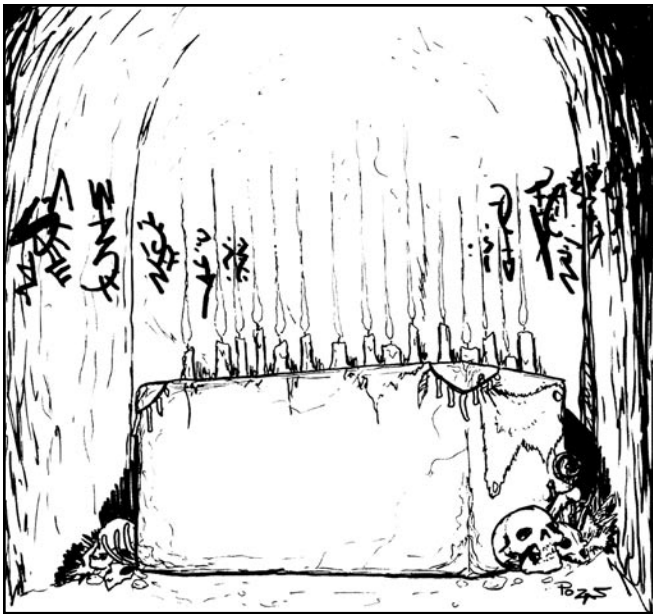
Feats Alertness, Brew Potion

Skills Knowledge (religion) +5, Sense Motive +8, Spellcraft +5, Stealth -2; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Gear The head priest keeps most of his valuables in a locked chest in his quarters (area 11). On his person, he has is

BLOOD BROTHERS (LEVEL 7-9 PALADIN)



chainmail armor, a heavy steel shield, a masterwork longsword, 3 masterwork javelins, an *amulet of natural armor* +1, and a *potion of cure moderate wounds*. Becrip typically carries petty coin on his person (10 gp, 20 sp, 50 cp) as well as a key to area 26.

MERTOK AND HRUK

NE male goblin rogue 3

Small humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft.; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +2 armor, +1 shield, +1 size)

hp 19 (3d8+6)

Fort +2, **Ref** +5, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee short sword+5 (1d4/19-20)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6

STATISTICS

Abilities Str 10, Dex 15, Con 12, Int 10, Wis 11, Cha 6

Base Atk +2; **CMB** +1; **CMD** 13

Feats Alertness, Weapon Finesse

Skills Acrobatics +8, Appraise +6, Bluff +4, Disable Device +8, Knowledge (dungeoneering) +4, Sense Motive +8, Sleight of Hand +8, Stealth +14; **Racial Modifiers** +4 Ride, +4 Stealth

Language Common, Goblin

SQ trapfinding

Gear leather armor, small shields, morningstars, javelins (3), 5 gp; most of their valuable possessions are in their quarters (area 10) to keep it (and themselves) safe from the other goblins.

Treasure: There are coins, gems, and decorative bubbles left on the altar by worshippers. In total, there is 25 gp, 100 sp, 200 cp, 5 10gp gems, and a silver necklace with a stone pendant (10 gp).

10. ACOLYTE QUARTERS

Read the following text.

The dim room is relatively neat all things considered. Two cots line opposite walls with a chest between them. A once-bright rug covers the floor between the beds.

This area is the sleeping quarters of the goblin brothers that serve the head priest. Mertok and Hruk are no fools, and that's saying a lot among goblin-kind. Born as the runts of the litter, they were disregarded early in life. Rather than indulge in fratricidal antics, Mertok and Hruk bonded to each other and have survived to tell the tale. They are not trained in religious arts, but they are wise enough to know that serving a hobgoblin has its fair share of perks, such as better housing, food, wealth, and regard. Plus, it keeps them away from the other goblins, whom the brothers refer between them as the "snyrk", loosely translated as "yahoos."

Mertok and Hruk: 16 hp, AC 16; see Area 9.

Treasure: The chest is painted blue and decorated with yellow diamond shapes cut from pine. Inside each are an assortment of toys and even a few weapons, all designed to fit a small hand. A silk blanket [20 gp], navy blue with red and gold trim, is wrapped around a miniature mace [15 gp]. The wooden mace has been painted in a rainbow pattern and finished with tight copper bands. Beneath the mace is a small round shield [25 gp] made of a light bronze, acid-etched with running stallions. Under the shield are a pile of toys, two dozen carved, articulated wooden soldiers [10 gp each] armed with gold-tipped spears and equipped with minute bronze breastplates. Among the wooden soldiers are a pair of dragon puppets, both made from intricately stitched cloth; each scale has been picked out with fine threads or tiny beads [40 gp each]. One of the dragons is a forest green, the other is royal purple with a red underbelly and iridescent wings. Two pairs of grey leather gloves [10 gp each], cut to fit a small woman, or a child, are balled up under the toy dragons; red ribbons decorate the backs. Inside one of the gloves are stashed a man's ring [90 gp], a heavy, square lump of gold inlaid with a tiger eye.

11. HEAD PRIEST'S QUARTERS

Read the following text.

While far from the paragon of luxury, this softly lit room is 10 feet by 15 feet with a spacious bed covered with warm furs. Lamps hang from hooks screwed into the ceiling, revealing the rugs that line the rough stone floor, a small dining table set for one, and a desk stocked with paper, ink, sealing wax, and other similar supplies.

This area is the sleeping quarters of Becrip, the hobgoblin head priest. Hobgoblins and goblins alike appease and supplicate to their foul god, and Becrip acts as an intercessor for a fee. While other hobgoblins revel in marital pursuits, Becrip chose a religious life dedicated to a blood thirsty, marital god. While he lives on this side of the double doors, he can freely pass through without difficulty from the other hobgoblins.

Becrip: 22 hp, AC 20; see Area 9.

Treasure: The only place in this room which looks as if it may hold items of value is a large desk sitting in the corner [45 gp]. Two columns of drawers nestle the center drawer. In the center drawer are several sheets of plain paper [8 pages, 4 sp each]. Moving them aside reveals a deck of playing cards. The cards are unique, each having a thin layer of gold leaf affixed to the corners making the cards weighty and pricey [deck, 105 gp]. Beside the cards is a small blunt knife-shaped instrument with a hematite blade and a platinum handle [letter opener, 55 pp]. On the left column of drawers in the lowest one are seven dice which appear to be made of platinum. The cubes are very heavy, each weighing roughly a pound [7 platinum dice, 1 inch square, 1 pound each; 51 pp each]. On the right side lower drawer are a series of small ceramic bottles are carefully nestled in cloth (4 *potions of cure light wounds*, 1 *potion of cure moderate wounds*). Tucked away in the back corner is a pouch [2 sp] containing silvery coins in the back corner [70 pp, 47 sp].

12. NORTHEAST BARRACKS

Read the following text.

The room is thick with the foul stench of too many goblins living in a small space. Makeshift cots and bunk beds line the northern and eastern walls with a table in the corner.

While this room accommodates up to 10 goblin warriors, it is currently home to 5 goblins. While some warriors mill about the common room (area 6), some prefer to stay in their barracks to pass the time between eating, sleeping, and guard duty. This room is home to half of Metg's ambush squad. This room is empty if the PC dealt with the ambush squad before entering the outpost. If the outpost receives reinforcements, half will be placed in this barrack.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).

13. SOUTHEAST BARRACKS

Read the following text.

This small room is lined with makeshift cots and bunks haphazardly arrayed along the walls. In one corner is something resembling a crude table.

There are 7 goblin warriors currently occupying this room that can accommodate up to 10. Half the warriors bunking here are part of Metg's ambush squad. This room will be empty if the PC dealt with the ambush before arriving at the lair, but if the outpost has received reinforcements half of those lost will be placed in this barrack. The warriors here tend to spend their time in the common room (area 6), but some stay to pass the time between guard duty, sleeping, and eating.

Goblin Warrior (varies): 13 hp, AC 16; see Metg's Ambush.

Treasure: 1 out of 10 goblin warriors has a *potion of cure light wounds*, 1 out of 6 goblin warriors has a valuable gem or pieces of jewelry (worth 50-100 gp), 1 out of 4 goblin warriors has a masterwork morningstar, and 1 out of 2 goblin warriors has a secret stash of coin (15 gp, 20 sp, 25 cp) or gems (3 10gp gems).

14. WORG KEEPER'S ROOM

Read the following text.

The room is simply furnished with a bed against the back wall and a satchel neatly tucked away in the corner beside the bed.

This area is the sleeping quarters of the worg keeper. The worg keeper is a hobgoblin with an affinity for nature, and he prefers the outdoors to the cave life. However, he is the keeper of the worgs, a vital component of victory in battle and securing the hobgoblin hold over the goblin tribes of the borderlands. Given the chance, he volunteers for missions that get him out of the cave and into fresh air. If the outpost sends a party after a retreating PC, the worg keeper will accompany the party and track down the fleeing intruder with his worgs.

WORG KEEPER

LE male hobgoblin ranger 2

Medium humanoid (hobgoblin)

Init +2; **Senses** Darkvision 60 ft.; Perception +5

CR 2

600 XP

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 19 (2d10+8)

Fort +6, **Ref** +5, **Will** +0

OFFENSE

Spd 20 ft. (30 ft. base)

Ranged masterwork longbow +7 (1d8/x3)

Ranged masterwork longbow +5/+5 (1d8/x3)

Melee longsword +3 (1d8+1/19-20)

Special Attack favored enemy (humans), combat style (archery)

STATISTICS

Abilities Str 13, Dex 15, Con 16, Int 10, Wis 10, Cha 10

Base Atk +2; **CMB** +3; **CMD** 15

Feats Rapid Shot^B, Weapon Focus (longbow)

Skills Handle Animal +5, Heal +4, Knowledge (nature) +4, Ride +7, Stealth +9, Survival +5; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ track, wild empathy

Gear chain shirt armor, light wooden shield, longsword, masterwork arrows, masterwork longbow, *potion of cure light wounds*, key to area 26

Treasure: Within the interior of a battered leather satchel [4 cp] the PC finds a slightly chipped flat box. The surface of the box is inlaid with ivory and seems to be somewhat serpentine in design. A small silver catch forms the head of a snake, the upper and lower jaws locking together to hold the whole thing in place. Fitted into the box are three daggers with curious X-shaped blades. Each one is made from silver and has an ivory hilt carved in the shape of a serpent set with a green-colored gemstone [jade] between its fangs [set including box 315 gp; individually these items will sell for 5 to 10% less to a discerning collector]. Also in the satchel is a green velvet bag [5 sp] holding a cut-glass phial with a silver stopper [1 gp] containing a dubious-looking brown liquid [poison – bloodroot; 100 gp]. A leather pouch [1 gp] contains some small cut gems of various shapes and sizes [carnelian, 12 gp; chalcedony, 14 gp; citrine, 21 gp; jasper, 18 gp; moonstone, 15 gp]. Rolling around the satchel are some loose coins, each one is minted from a different kingdom [3 gp, 15 sp, 35 cp].

BLOOD BROTHERS (LEVEL 7-9 PALADIN)



15. BRILOK'S QUARTERS

Read the following text.

The room is brightly lit and spacious. Against the back wall is a fireplace with a dining table and chairs. Various racks of armor, weapons, and equipment line the walls, some of which looks suspiciously like brotherhood standard gear, including a suit of full plate and regulation longswords, heavy crossbows, and bolts. The east of the room is screened off, presumably a sleeping area in the 15 foot by 20 foot room.

This area is the domain of Brilok, the leader of the outpost. When he's not inspecting the goblin warriors, worgs, or the mining operations, he is in his quarters (40%) or in the common room (40%). If the PC investigates the room (Perception Check DC 12), he finds a hand drawn map of the area with notations and marks tucked under Brilok's bed behind the screen.

BRILOK

LE male hobgoblin fighter 5

Medium humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft.; Perception +4

DEFENSE

AC 25, touch 14, flat-footed 22 (+9 armor, +2 Dex, +1 deflection, +1 dodge, +2 shield)

hp 47 (5d10+20)

Fort +7, **Ref** +3, **Will** +1 (+2 against fear)

Defensive Abilities armor training, bravery

OFFENSE

Spd 20 ft. (base speed 30 ft.)

Melee +1 longsword +11 (1d8+7/19-20)

Ranged javelin +7 (1d6+3)

CR 5

1,600 XP

Special Attacks weapon training

STATISTICS

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Base Atk +5; **CMB** +8; **CMD** 20

Feats Dodge, Mobility, Power Attack, Toughness, Weapon

Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +6, Stealth +4, Survival +7; **Racial Modifiers** +4 Stealth

Language Common, Goblin

Gear cure moderate wounds potion, full plate armor, javelins (3), +1 longsword, masterwork heavy shield, ring of protection +1, key to area 26, 1 50gp gem, 5 10gp gems, 20 gp, 30 sp, 50 cp

Treasure: Behind the screen the PC finds a large bed and an enormous wooden chest banded with black iron [7 gp]. The chest is covered in deep cuts, as if from sword and axe blows, and it is held shut by a single broken lock. The lid opens with a theatrical creak, revealing six heavy steel shields, each of which sits in its own wooden frame [20 gp each]. The shields are painted alike, with the design of a stag over four quadrants: blue, white, black and dark gray. They are all pristine save one, which has a single large dent in its face. Tucked in among the shields are eight daggers in green leather sheaths [2 gp each], two heavy maces with wire-wrapped grips [12 gp each], a warhammer with its striking surface shaped like a bear's head [22 gp] and an exceptionally fine longsword [815 gp]. The sword's blade is slightly longer than normal, and features carvings on both sides. On one side are the faces of a long line of dwarven kings with the eldest near the pommel; there is room for a few more faces at the far end of the blade. On the other side is a beautifully depicted mountain range over which hangs a line of heavy rain clouds. A chunk of amber the size of a grape is set into the sword's pommel, and the heartwood grip is inlaid with thin lines of silver. A perfect tourmaline is set into each end of the crossguard, which is shaped like a pair of stout spears pointing outwards.

16. WRETIG'S QUARTERS

Read the following text.

At first waft, the smell of leather polish and oil affirm that a warrior inhabits the room. A glistening chain shirt and weapons are perched on a rack beside a small table and chair. The bed, covered with blankets and pillows, abuts the farthest wall, while furs cover the cold stone floor. A simple wooden chest sits at the end of the bed.

Wretig is an aberration among hobgoblins. She was the fifth and last child amongst a litter of girls. Out of dismay and eventual surrender that the gods were not going to grant him a son, Wretig's father began to train her in martial skills. While she made a fine warrior, the community did not approve. She has since taken a position at the outpost at the council of her father, increasing her skill and coffers and bidding her time.

Wretig is wearing a suit of half plate armor taken from one of the captured brotherhood recruit. She was the ambush patrol leader responsible for bringing in the humans to work the mines. Another suit of half plate went to Metg the Cruel, another hobgoblin patrol leader, while the remaining suits of half plate and full plate armor went to Brilok, the leader of the hobgoblin outpost.

WRETIG

LE female hobgoblin fighter 3

Medium humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft.; Perception +3

DEFENSE

AC 22, touch 12, flat-footed 20 (+8 armor, +1 Dex, +1 dodge, +2 shield)

hp 18 (3d10+12)

Fort +5, **Ref** +3, **Will** +1 (+2 against fear)

Defensive Abilities armor training, bravery

OFFENSE

Spd 30 ft.

Melee +1 *longsword* +7 (1d8+3/19–20) or

Ranged javelin +5 (1d6+2)

STATISTICS

Abilities Str 15, Dex 15, Con 14, Int 10, Wis 10, Cha 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Mobility, Spring Attack, Toughness, Weapon Focus (*longsword*)

Skills Intimidate +3, Stealth +3, Survival +4; **Racial Modifier** +4 Stealth

Language Common, Goblin

Gear *cure moderate wounds* *potion*, half plate armor, javelins (3), +1 *longsword*, masterwork heavy shield, key to rea 26, 20 gp, 50 sp, 20 cp

Treasure: Under the bed wrapped in a bloody brotherhood tabard are 4 *potions of cure light wounds* and a masterwork *longsword* taken from the captured recruits. Within the chest are several mysterious items have been wrapped tightly in a woman's white linen shift. First among these is a badly tangled necklace [149 gp] that is the grey and fiery red of smoldering charcoal. It is made from polished irregular chips of hematite and rhodochrosite. A delicate tiara of silver [63 gp], set with a clear blue quartz and decorated with black ribbon, is pressed into the cloth. A beaded choker [bone and iron, 30 gp] in a pattern of tiny, staggered black and white, triangular beads lies within the tiara. A lightweight red wool cloak [5 gp] sports a small platinum brooch [60 gp] of a woman in a long dress holding a cup. A tiny silver box [20 gp] holds a polished oval tigereye [22 gp] and a small silver key [3 gp] while a black leather pouch [1 gp] holds silver and copper coins [82 sp, 116 cp].

17. METG THE CRUEL'S QUARTERS

Read the following text.

Spartan in decor, the lone bed is the only furniture in the dim candle-lit room. The light gleams on the polished suit of half plate armor resting on the armor rack and a freshly polished longsword beside the bed.

This area is Metg the Cruel's room. If the PC has already encountered and conquered Metg, this room is empty except for the treasure. Otherwise, Metg has a 50% chance of being in his room. He likes to go into the mine (area 25) and taunt the prisoners as they work or gamble in the common room.

Metg the Cruel: 28 hp, AC 19; See Metg's Ambush.

Treasure: Metg carries most of his wealth, having little care for pretties and bubbles in comparison to strong armor and a fine sword. There is a small cache of gems tucked under his mattress in a simple leather sack containing 1 50gp gem, 5 20gp gems, and 10 10gp gems.

CR 4
1,200 XP

18. BLACKSMITH APPRENTICES' QUARTERS

Read the following text.

The room before you is 15 feet long and 10 feet across. Four unmade beds are toward the back of the room, while the remains of dinner and the devices of games of chance greet you at the door. The odor of stale spirits and decaying scraps of food is strong, but not enough to erase the stench of goblin.

This area is the living quarters of the blacksmith's apprentices, four goblins who work the smelting and refinery, not that they are skilled or knowledgeable about the craft. A few choice bribes landed this foursome into more elite living, and they will try to bargain their lives from the PC in times of eminent threat. They are typically working the refinery (area 23) and smithy (area 22), but in the evenings, they load up with drink and food and gamble late into the night in the common room (area 6). They do take turns stoking the fires in the refinery (area 23) through the night.

Goblin Apprentices (4): as goblin warriors, 13 hp, AC 16, see Metg's Ambush.

Treasure: The goblin apprentices spent much of their coin and valuables buying this position, but they are working their way to wealth one bet at a time. Each goblin has 5 gp, 15 sp, 30 cp, and 1 10gp gem.

19. ARMORY

Read the following text.

As you peer into the room, the agents of war greet you. A humble stash of weapons is stacked against the wall beside a growing tower of shields and cones of helmets one atop another. While the other half of the room is bare, the purpose of the equipment before you can be of no good.

This area is where the blacksmith and his apprentices store the weapons and armor they make. Here the PC can acquire morningstars, javelins, and shields, but they are sized for Small creatures.

Treasure: There are 10 Small morningstars, 10 Small heavy steel shields, and 10 bucket helmets, as well as an assortment of metal buckles and pieces for joining pieces of leather armor.

20. JAILOR'S QUARTERS

Read the following text.

An odd array of bindings, pokers, hooks, and clamps adorn the walls above a large teak chest. A simple bed stands against the back wall, and a large pillow rests on the floor beside the bed. An bowl of water and remains of dinner are also on the floor, and the musky odor of the room suggests that either Sparky or his owner direly needs a bath.

This area is the living quarters of Krox the hobgoblin jailor and his pet Squeaker, a dire rat that he raised to Medium size. During the day, Krox is in charge of the prisoners who spend most of their time working in the mines (area 25). He gathers their food from the kitchen (area 7) and picks up some choice

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

morsels for Squeaker. Occasionally, he must discipline a willful prisoner or two by keeping them chained in the mine through the night without food or water, but he likes to think of himself as a motivator, keeping the wheels of production well lubricated with the sweat of prisoners. While Krox comes from a long line of "enforcers," he does not like to break out his father's tools (located in the chest) unless it is absolutely called for.

Squeaker truly lives a life of rodent luxury. With a soft bed, water dish, and choice table and kitchen scraps, the dire rat has gotten quite big. He is a docile and faithful pet to Krox, who Squeaker has imprinted as a maternal figure, but his demeanor quickly sours around others. As he is well fed, he doesn't attack creatures out of hunger, but when he attacks, it is out of ferocious spite. Krox has been trying to train Squeaker, but to little avail. During the day, Squeaker has a 50% chance of accompanying Krox in the mines (area 25) on a leash or staying in Krox's quarters. In the evenings, Krox and pet spend their evenings with dinner and a small fire in a brazier.

Krox holds the key to the prison (area 24), which he locks up in the evening after he brings their evening meal, which remains locked until the morning.

KNOX

LE male hobgoblin warrior 3

Medium humanoid (goblinoid)

Init +1; **Senses** Darkvision 60ft.; Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 25 (3d10+9)

Fort +5, **Ref** +2, **Will** +0

OFFENSE

Spd 20 ft. (30 ft. base)

Melee masterwork longsword +6 (1d8+1/19-20)

Ranged javelin +4 (1d6+1)

STATISTICS

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Base Atk +3; **CMB** +4; **CMD** 15

Feats Skill Focus (Perception), Weapon Focus (longsword)

Skills Intimidate +3, Stealth +1, Survival +3; **Racial Modifiers** +4 Stealth

Language Common, Goblin

Gear banded mail, heavy steel shield, 5 javelins, masterwork longsword, *potion of cure moderate wounds*, key to area 26, key to area 24, 10 gp, 30 sp, and 50 cp.

SQUEAKER

N male dire rat

Medium animal

Init +3; **Senses** Low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d6 plus disease)

STATISTICS

Abilities Str 10, Dex 17, Con 13, Int 1, Wis 13, Cha 4

Base Atk +3; **CMB** +3; **CMD** 16

KR 3

800 XP



Feats Skill Focus (Perception), Weapon Finesse

Skills Climb +11, Stealth +7, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Su): *Filth Fever*: Bite – injury, save Fort DC 13, onset 1d3 days; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive days. The save DC is Constitution-based.

Treasure: Opening a large teak chest [45 gp], banded with rusting strips of pig-iron, the PC discovers the tools of the torturer's trade arrayed neatly inside. The tools are wrapped individually in red and white checked cloths, but their purpose is obvious from the bulges and deep brownish red stains spotting the cloths. Two pair of thick copper thumbscrews [30 gp each] are wrapped in a single cloth, their circumference decorated with sneering cherubs and howling angels. A collapsible rattan cane [40 gp] is stored, neatly folded; it has a piece of malachite on the pommel in the shape of a scurrying rat. When outstretched, the cane is as tall as a man. A blue satin pouch [10 gp] holds a fist-sized, pear-shaped contraption of iron and silver, opening like a flower when an intricately machined hand crank is turned [120 gp]. Four herringbone flensing knives [15 gp each] with knobby bronze hilts are wrapped in a single square of cloth. A green silk garrote with gilded handles [108 gp] sits inside a walnut box. The garrote's handles are carved in the shape of skeletons, which appear to be pulling the deadly cord with all their might. To the side, is a leather collar with the name "Squeaker" branded on the band.

21. BLACKSMITH'S QUARTERS

Read the following text.

The room has humble furniture: a simple bed with rumpled linens, a nightstand covered with books and crafted pieces, and a work table that doubles as a dining table. The bed and table bear dark smudges, and a fine layer of charcoal dust coats the floor beside discarded work clothes. Illuminated by oil lamps, you see a fine lutes mounted on the wall by a series of hooks, one of the few things untouched by the sooty grim.

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

This area is the living quarters of the blacksmith, the skilled hobgoblin that is crafting the weapons of war. While the outpost finds his skills useful, he quickly tires of making morningstar after morningstar. He doesn't socialize much with the other hobgoblins; a hobgoblin of his intelligence is no stranger to alienation amongst his warmongering kind. He takes his meals in his quarters and has various hobbies to pass his off hours. He designs new tools or improvements on old models, creates metallic ornamentations, and engages in a little music on his lutes. During the day, he is typically working in smithy (area 22) or checking on his apprentices in the refinery (area 23). In the evening, he is usually in his quarters (50% chance) or in the smithy working on an auxiliary project (25% chance). There is a 25% chance that the blacksmith is visiting the worgs in area 27, who share an appreciation for the craftsmen's music.

BLACKSMITH

LN male hobgoblin expert 3

Medium humanoid (goblinoid)

Init +1; **Senses** Darkvision 60ft.; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

hp 22 (3d8+9)

Fort +2, **Ref** +2, **Will** +3

OFFENSE

Spd 20 ft. (30 ft. base)

Melee morningstar +3 (1d8+1)

Ranged javelin +4 (1d6+1)

STATISTICS

Abilities Str 13, Dex 13, Con 12, Int 12, Wis 10, Cha 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Skill Focus (Perception), Toughness

Skills Appraise +6, Craft (armorsmithing) +7, Craft (weaponsmithing) +7, Knowledge (engineering) +6, Profession (blacksmith) +6, Perform (lute) +5, Stealth +3, Survival +6; **Racial Modifiers** +4 Stealth

Language Common, Dwarven, Goblin

Gear morningstar, studded leather armor, light steel shield, 10 gp, 30 sp, 50 cp.

Treasure: The bulk of the blacksmith's valuables are quite different from the other hobgoblins. Besides his blacksmithing tools (in area 22), he has a fine lute (150 gp), and some valuable tomes to the right buyer (5 books at 50 gp each).

22. SMITHY

Read the following text.

The coals of the forge burn hot and glow in a fiery pit beside a trough of water. Tongs, hammers, and other smithing equipment sit on the worktable near the anvil. A pile of charcoal sits in the corner waiting for their turn in the fires.

This area is where the blacksmith creates weapons and armor during the day. He typically works with 1 or 2 of his apprentices while the remaining work in the refinery (area 23). In the evening, there is a 25% chance that the blacksmith is still in the smithy, inventing new devices or making knick knacks.

Blacksmith: 22 hp, AC 15; see Area 21.

Goblin Apprentices (4): as goblin warriors, 13 hp, AC 16, see Metg's Ambush.

Treasure: Besides the blacksmith tools, there is nothing of value in the smithy.

23. REFINERY

Read the following text.

The room is sweltering in the heat of the furnaces. Large cauldrons purify the iron ore while other furnaces turn wood into charcoal. Although much of the copious smoke escape through small ventilation holes in the ceiling, the room is thick with sooty air and grime.

This area is where the ore is refined and where wood is turned into charcoal. Two to three goblin apprentices work the refinery and keep the fires roaring. During the evening, the four goblin apprentices take turns stoking the fires. The ventilation holes feeds the smoke into another cave complex, diffusing the smoke before it finds its way to the surface.

Goblin Apprentices (4): as goblin warriors, 13 hp, AC 16, see Metg's Ambush.

Treasure: Except for the ore and purified iron, there is nothing of value.

24. PRISON

Read the following text.

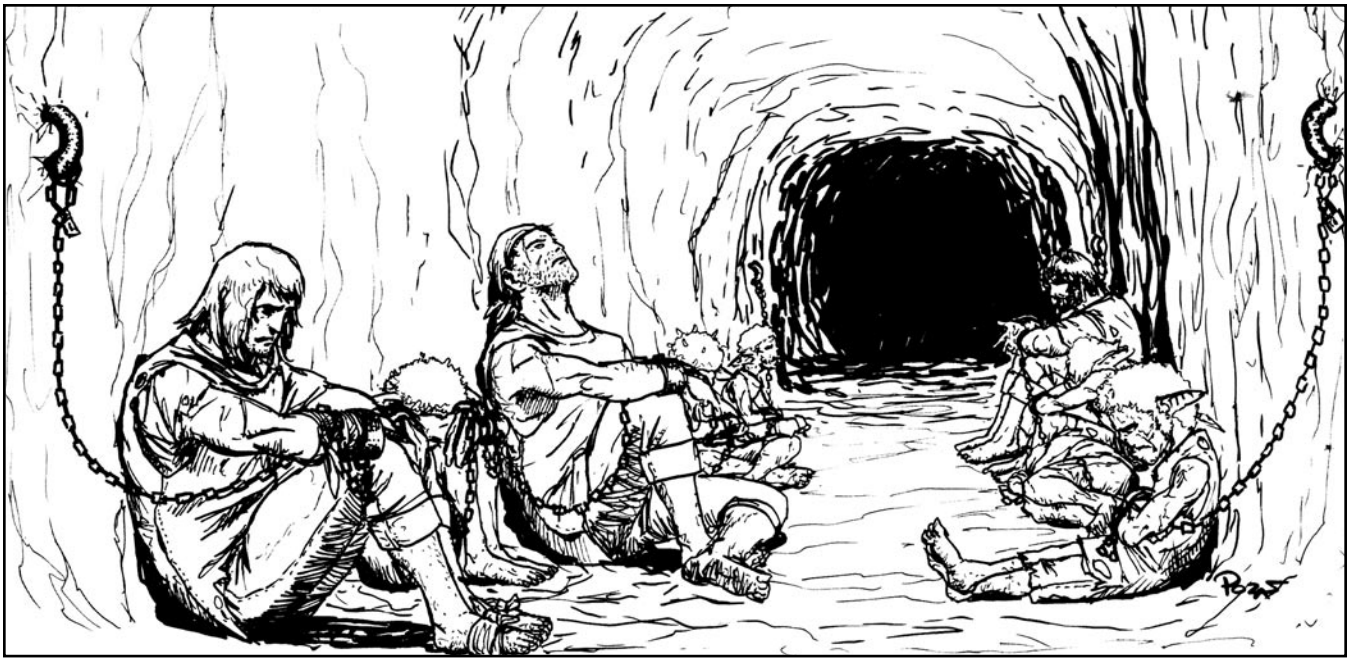
The room is filthy, and the air is filled with the stench of coerced flesh. Shackles and metal rings bound into the stone wall hold the prisoners. Two troughs sit in the middle of the room: one filled with murky water and another with dried crusts of the last meal that the prisoners did not scrap up.

This area is where the prisoners are kept. There are two entrances into the prison, and both are locked during the evening. One door leads to the hallway while the other leads to the mines. Krox the jailor has the only key to the prison doors.

While most of the prisoners are goblins, the 4 missing paladins are among the prisoners. The prisoners are bound together by manacles in a chain gang, and whole strings of prisoners are bound to the walls in the evening. They are given two meals of gruel, once in the morning and once in the evening. In the morning, the jailor delivers the morning gruel and refills the water trough. During the day the prisoners work the mines (area 25). During the evening, they return to more gruel and spend the night in the dark prison. Prisoners that act up are separated from the chain gang and kept in the mines overnight, where the other prisoners can hear the cries for water, food, and mercy.

There are 15 goblins and 4 humans. Among the goblins is Grillock, the husband of Milly the cook (area 7). Among the lot of goblins, he and two others from his tribe are the only goblins that do not detect evil. If the PC shows Grillock Milly's necklace, he and the other two goblins will help the PC fight their way out of the outpost if necessary. The four humans are the missing members of the brotherhood, who will confirm that they were ambushed on circuit. Knocked out and striped of their equipment, they regained consciousness underground

BLOOD BROTHERS (LEVEL 7-9 PALADIN)



and have been working in the mines since. They will also inform the PC that Grillock and his two tribesmen are not evil incase the PC did not check before slashing.

GOBLIN WARRIOR (12)

NE male goblin warrior 1

Small humanoid (goblinoid)

Init +6; **Senses** Darkvision 60ft.; **Perception** -1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 6 (1d10+1)

Fort +4, **Ref** +2, **Will** -1

OFFENSE

Spd 30 ft.

STATISTICS

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10

Language Goblin

Grillock and 2 tribesmen (3): as goblin warrior 2 except alignment CN without armor and weapons, 13 hp, AC 13, see Metg's Ambush.

Brotherhood Recruit (1): 21 hp, AC 10; see Outpost #1

Brotherhood Recruit (3): 13 hp, AC 10; see Outpost #1

25. MINE

Read the following text.

The darkness is pierced with interspersed torches mounted on the walls of the mine, casting a foreboding shadow in the coldness of the cave. The light sparkles on pieces of iron ore embedded in the stone walls.

This area is where the prisoners extract the iron ore from the stone. The front room is filled with crates of ore which the goblin apprentices take to the refinery (area 23). A long

CR 1/3

135 XP

hallway leads deeper into the earth to a bulbous room where the mining takes place. There is also an entrance from the prison to the mines, which is locked during the night. Krox has been known to discipline willful prisoners by leaving them chained in the mines through the night without water or food.

During the day, the prisoners are shackled to each other, and the chain gang is bound to the walls of the mining area. The picks and shovels are left in the mining area when the prisoners left in the evening.

Treasure: Except for the picks, shovels, and ore, there is nothing of value.

26. HOBGOBLIN STORAGE ROOM

Read the following text.

Bags, barrels, and crates line the walls of this storage room. The aroma of spices, spirits, oils, and leather fill the room in an odd mix of culinary and craftsmen.

This area is where the hobgoblins store "the good stuff," including barrels of spirits, spices, dried fruits and nuts, jerked meat, stores of food stuffs, flasks of oil, finer tools and materials, and other things that the hobgoblins have consigned for hobgoblin consumption. This room is locked (Disable Device DC 20), and each of the hobgoblins has a key to the room.

Treasure: On the floor are five twenty-five pound sacks [3 sp] labeled 'flour'. Each is opened and has flour spilling out of the top. Buried in the flour of three of the sacks are hundreds of coins, in total 152 gp, 1125 sp, 3508 cp.

27. WORG'S ROOM

Read the following text.

Beyond the double doors is a large cavern lit by a central fire pit. The back of the cave is 50 feet away, but constructed walls of stone and rubble toward the back of the cave conceal the true breadth of the cave. There are containers of water scattered about the room, and a canine scent hangs heavy in the air.

BLOOD BROTHERS (LEVEL 7-9 PALADIN)

This area is a large natural cavern known as the worg pen, home to 8 worgs. Erected stone barriers toward the back of the cave provide privacy when worgs require it, while the entryway is open, spacious area for pack living. A fire pit keeps the cave warm and cheerful, while the worg keeper tends to the worgs. The worg keeper is part caretaker and part concierge, both tending to the worgs needs and reinforcing ties between the worgs and the hobgoblins. The double doors to the worg pen are conventional doors, but their lower portion is double hinged, allowing the worgs free movement within the outpost. Two of the worgs are a part of Metg's ambush. If they have been killed, there are two less worgs in the room.

Worg (8): 26 hp, AC 14; see Metg's Ambush.

Treasure: While each worg has a favored hiding place for their shins, if the PC spends the time to search the entire cavern, he will find in total 250 gp, 500 sp, 1250 cp, 10 50gp gems, 50 10gp gems, a fine gold chain and charm (100 gp), and a silver tiara with set stones (150 gp).

WRAPPING UP THE ADVENTURE

Once the PC has located the missing brotherhood recruits and returned them to their outpost, his mission has ended. However, the influence of hobgoblins on the otherwise-unorganized goblin tribes and the introduction of worgs in the area will certainly be of interest to the Brotherhood's regional director at Fort Lanward. The PC's information will be all the more important if he discovered Brilok's map detailing the area being prepared for hobgoblin domination. If the PC aided Milly, Grilock, and their tribesmen in their escape from the outpost, the brotherhood has extended their protection against a more dangerous common enemy.

SAMPLE PC

WALTER ISFELN

LG male human paladin 8

Init +0; **Senses** Perception +3

DEFENSE

AC 28, touch 12, flat-footed 28 (+9 armor, +2 enhancement, +2 deflection, +2 shield, +2 shield enhancement, +1 natural)

hp 80 (8d10+32)

Fort +11, **Ref** +4, **Will** +5

Defensive Abilities aura of courage, aura of resolve, divine grace, divine health

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee +2 *longsword* +14/+9 (1d8+5/19-20)

Melee lance +11 (1d8+3/x3)

Ranged masterwork shortbow +9/+4 (1d6)

Special Attacks channel positive energy, smite evil 3/day, spells

Spells Prepared (CL 4)

2nd — *bull's strength*, *zone of truth*

1st — *divine favor*, *protection from evil*

STATISTICS

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 12, Cha 14

Base Atk +8; **CMB** +11; **CMD** 21

Feats Cleave, Power Attack, Mounted Combat, Ride-By Attack, Weapon Focus (longsword)

Skills Diplomacy +8, Handle Animal +8, Heal +7, Knowledge (nobility) +5, Knowledge (religion) +5, Ride +4, Sense Motive +7

Languages Common

SQ aura of good, *detect evil*, divine bond (heavy horse), lay on hands, mercy (shakened, diseased)

Gear *amulet of natural armor* +1, arrow (40), backpack, bed roll, flint and steel, +2 *full plate armor*, *headband of alluring charisma* +2, +2 *heavy shield*, *keen edge oil*, +2 *longsword*, lance, *potions of cure moderate wounds* (3) and *cure serious wounds*, rations (10), *ring of protection* +2, rope (silk), short bow (masterwork), sunrod (10), torches (5), tindertwig (10), waterskin, winter blanket, 50 gp, 75 sp, 100 cp

SPECIAL ABILITIES

Divine Bond: Once per day, as a full-round action, Walter may magically call his heavy horse to his side. This ability is the equivalent of a level 2 spell. The mount immediately appears adjacent to the paladin and remains for 16 hours; it may be dismissed at any time as a free action. The heavy warhorse is the same creature each time it is summoned, though Walter may release a particular mount from service. Walter can use this ability once per day.

Each time the heavy warhorse is called, it appears in full health, regardless of any damage it may have taken previously. The heavy horse also appears wearing or carrying any gear it had when it was last dismissed. Calling the heavy warhorse is a conjuration (calling) effect.

CR 8

HEAVY HORSE (SPECIAL MOUNT)

N Large Animal

Init +1; **Senses** Low-light vision, scent, Perception +11

DEFENSE

AC 22, touch 11, flat-footed 21 (+8 natural, +4 armor, +1 Dex, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +6, **Will** +3 (+7 morale against enchantments)

Defensive Abilities evasion

OFFENSE

Spd 60 ft.

Space 10 ft.; **Reach** 5 ft.

Melee 2 hooves +9 melee (1d6+4) and bite +4 melee (1d4+2)

STATISTICS

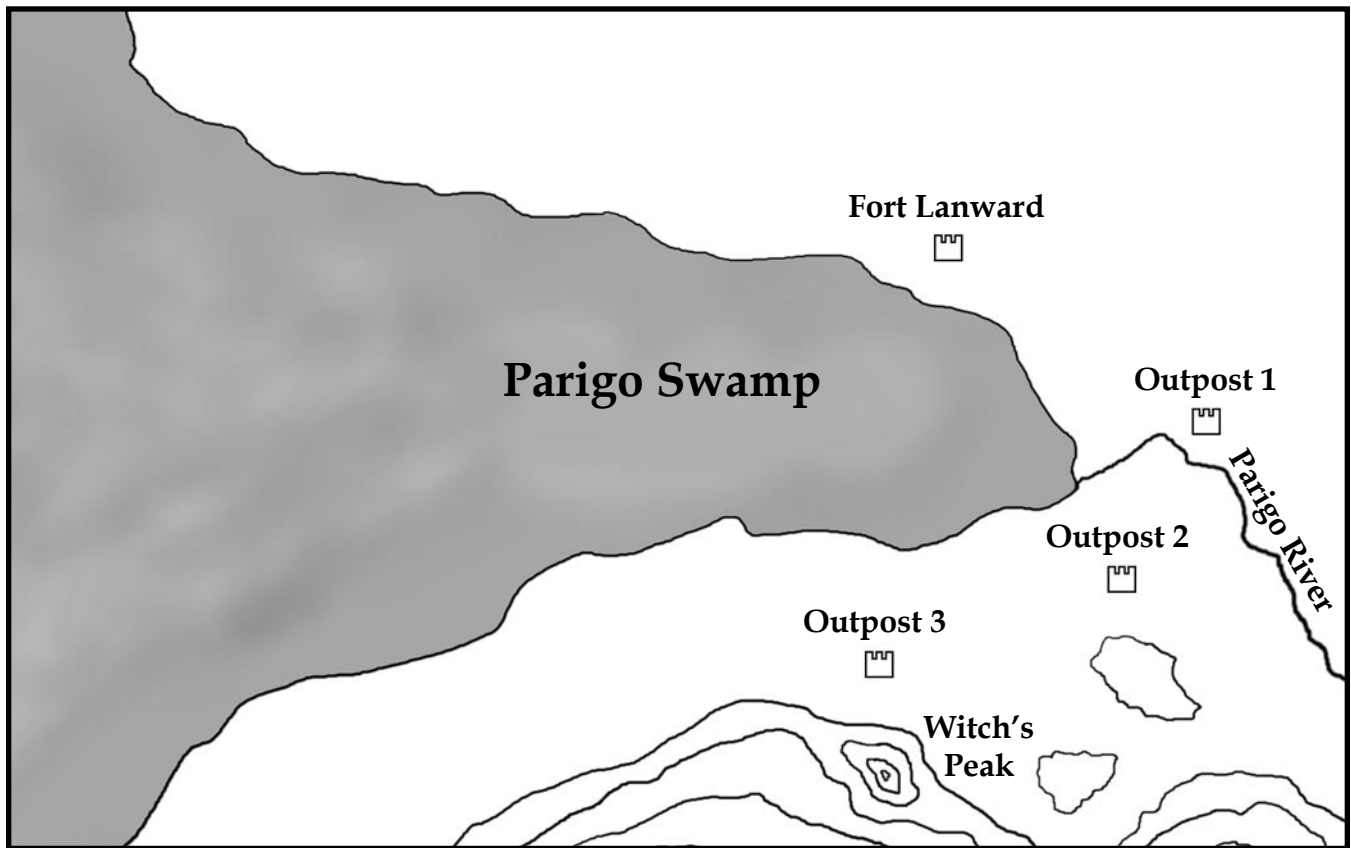
Abilities Str 18, Dex 13, Con 17, Int 7, Wis 13, Cha 6

Base Atk +5; **CMB** +12

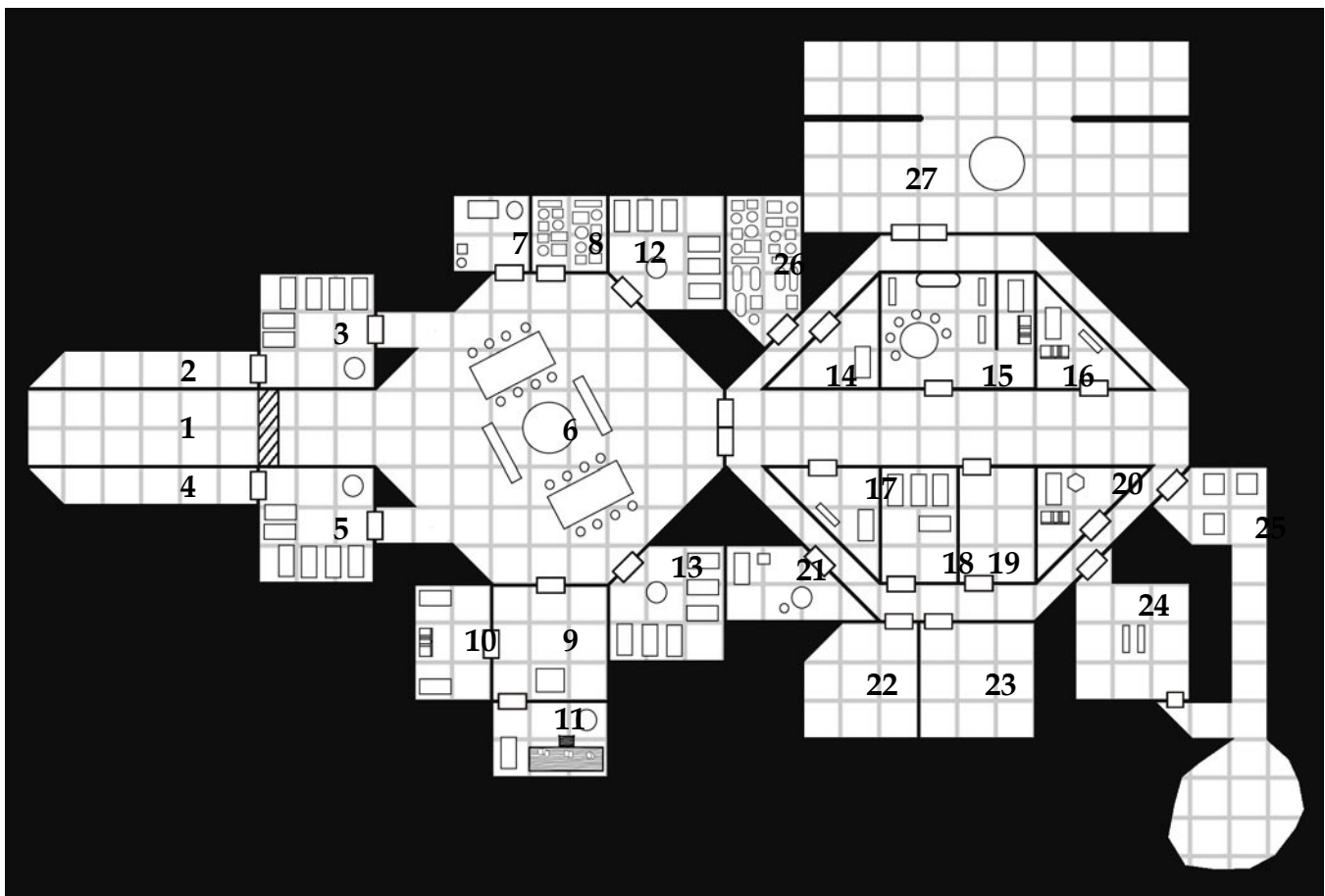
Feats Endurance, Run, Weapon Focus (hoof), Weapon Focus (bite)

SQ link, share spells, war trained

SOUTHERN BORDERLAND MAP



CRESCENT OUTPOST MAP



ONE ON ONE ADVENTURES #9

LEGACY OF DARKNESS

BY CREIGHTON BROADHURST

AN ADVENTURE FOR ONE WIZARD LEVEL 8-10



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LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

INTRODUCTION

This adventure takes place in a town or city and can be dropped into a DM's home campaign with little or no effort. The adventure is designed specifically for a wizard character. As such, the encounters encourage the use of a wizard's skills and abilities. Characters with ranks in Linguistics, Knowledge (any), and Spellcraft will have many opportunities to utilize their skills. Sorcerers could also participate in this adventure but would probably need to purchase scrolls and potions to make up for their reduced spellcasting options.

ADVENTURE BACKGROUND

The half-elf wizard Sehvain Malual was an oddity among the elves with whom he grew up. While almost all his fellow students learned traditional elven magical arts, he turned to the dark art of necromancy. Sehvain was no traditional necromancer, however; his heart and goals were pure. He sought to use the power of death to destroy the undead pestilence polluting the world.

While young and idealistic, he zealously used his abilities for just that purpose. As he grew older, however, the seemingly endless battles, searching, and travelling wore him down. Eventually he became apathetic, even inured against the suffering, damnation, and death he so often encountered. One day, about a century ago, he simply gave up. Retiring from adventuring life, he settled down in a nearby town purchasing a small townhouse. Here, he finally found the peace he so craved.

At first, he chronicled his exploits and catalogued the vast library of ancient writings and spellbooks he had recovered during his adventures. Because he had spent so much of his career fighting undead, he had explored many ancient tombs, catacombs, and dungeons. Consequently, he had discovered a goodly amount of ancient texts and writings over which he incessantly pored. One of these tomes, *The Black Lexicon*, held many dark and ancient secrets pertaining to the necromantic arts. As well as extensive notes on undead of all forms, the book includes a detailed process for making a lich's phylactery.

The Black Lexicon also contains the bound spirit of a necromancer from an elder age. Named Antharumer, he failed in his bid to attain lichdom, slain during the final moments of the necessary ceremony his spirit fled to the nearest item of power: *The Black Lexicon*. There he languished for many centuries until Sehvain recovered the book. Since then, Antharumer has been slowly corrupting Sehvain, whispering black dreams of power and rightful destiny into the half-elf's mind. These whisperings have awoken in Sehvain an obsession with ancient texts and such like, Antharumer fostering the belief that the secrets of ancient and awesome power over life and death were within Sehvain's grasp. Such was his compulsion that for a time, Sehvain even sought and purchased several such books from local guilds and collectors.

Eventually, however, his funds ran low and he began to trade rare and ancient magical items so that he could continue his research. Using a network of former companions, teachers, apprentices, and others he uncovered many ancient objects of power, selling them to the highest bidder. So apathetic had Sehvain become, he did not care to what end the items he sold furthered. (As the adventure begins, Sehvain has sold most of his books to fund his research.)

This trade brought Sehvain to the attention of Gregor, an acolyte of the Death God who correctly suspected that Sehvain's house stood on the site of an old temple. He murdered Sehvain's previous manservant and took his place, quickly discovering the ruins in the garden.

While relaxing in the house's garden at Gregor's behest, Sehvain uncovered several partially ruined walls scribed with strange symbols. His research, and Antharumer's whisperings, quickly led to the discovery of an extensive network of catacombs beneath the house. Exploration ensued. Sehvain slowly cleared much of the catacombs and as Antharumer's influence over him grew, Sehvain spent more and more time below ground searching the catacombs for Antharumer knew this place of old and hinted of dark mysteries and a powerful gate hidden in the deepest reaches of the place. Eventually, Sehvain discovered the ancient ceremonial gate of the Death God in the very lowest portions of the tunnels. At one time, the gate acted as a one-way portal to the Death God's domain but is now dormant. Sehvain, prompted by Antharumer, immediately began researching the gate and its abilities, believing that its powers could, in some way, be harnessed to produce other affects. Antharumer, of course, hopes that this research will culminate in Sehvain finding a way to set him free from the book that has for so long held him prisoner. Sehvain, so morally bankrupt as he has become, desires the power of the gate so that he can dominate and control access to the Death God's realm.

ADVENTURE SYNOPSIS

The PC arrives at Sehvain's townhouse and is admitted by Gregor, Sehvain's manservant and assistant, after a short discussion. The PC learns that Sehvain is currently unavailable and will likely remain that way for several days. Grudgingly, Gregor allows the PC to remain, even providing him with a bedchamber.

The PC can explore the house and much of the grounds if he wishes or can wander about the town (as the GM sees fit). The PC can also explore the public parts of the house – library, drawing room, garden, and so on. The PC may also meet one or more of the other guests currently waiting to see Sehvain.

Eventually, Gregor summons the PC to dinner. The other guests also attend and the PC can learn more about why they wait for Sehvain. If the PC explores the gardens after dinner, the guardian lions attack them. During the night, muffled screams

SCALING THE ADVENTURE

Legacy of Darkness is designed to challenge a single character of 8th-10th level. However, you can easily run the adventure for a group of 6th-level characters by making minor changes and preparations before play.

- Add additional beds to one or more of the guest rooms
- Add an additional wight to area C3, for every three members of the party.
- Add an additional animated devil statue, for every three members of the party.
- Advance Gregor by one level for every two members of the party, alternating levels of fighter with cleric.
- Advance Sehvain by one level of wizard, for every two members of the party
- If Manator finds the secret door for the PCs on day two he does not offer to participate in exploring the catacombs.

from downstairs wake the PC. If he investigates, he finds no signs of wrongdoing. If questioned, Manator reveal that he has not heard such screaming before. Much later, a particularly alert PC may hear someone softly walk past his chamber door muttering to himself. (This is Sehvain returning to bed).

The next morning the PCs discovers that Morrim has left. Sehvain is again missing, embroiled in his research. Later in the day, the PC hears muffled thuds and rumblings seemingly from underground.

Sehvain attends dinner on the second day of the PC's visit. He is uncommunicative and distant, excusing himself early. That night, the PC hears Gregor creeping about the house. If he follows the manservant, he discovers the secret door leading to the catacombs. Exploring the catacombs, the PC battles a number of foul creatures, including skeletons and a wight, and makes a number of disturbing discoveries before finally discovering Sehvain's dark library. Beyond the library, the PC discovers the oldest part of the catacombs and an ancient ceremonial prayer gate which Sehvain is trying to reactivate. After defeating Sehvain and the gate's final guardians the PC can retrieve Sehvain's notes and uncover his slow descent into madness and darkness.

CHARACTER HOOKS

There are many reasons why a character could visit Sehvain's townhouse. Central to the adventure plot, however, is that the character be able to spend several days poking around Sehvain's townhouse.

The PC and Sehvain belong to the same wizard guild. Several of the guild's ruling council, old friends of Sehvain's, have grown alarmed at his withdrawal from public life. Thus, they have sent the PC to check on his general wellbeing and state of mind.

The PC could be delivering a letter or missive to the reclusive wizard from one of his old childhood friends, Coralain, a politically powerful elven wizard. Much of the letter, full of trivia and suchlike, is not important to the plot. What is important, however, is that within the letter Coralain asks to borrow several of Sehvain's ancient texts. The PC is charged with getting Sehvain's agreement and then transporting the books safely back to his patron.

The PC could be seeking some kind of information that Sehvain, with his extensive library and knowledge, is well placed to provide. The PC could be acting on his own behalf or for a client.

The PC could be acting as a broker for a friend or client who wishes to secure a certain rare magical item.

TIMELINE

This section presents a suggested timeline of events for this adventure. Use these notes to guide play. PC action, or inaction, however, will likely modify the course of events.

Day 1: The PC arrives at Sehvain's house and is admitted by Gregor. Gregor monitors the PC for the rest of the day, making sure he does not enter the private areas of the house and so on. The other guests may make an appearance if the GM deems appropriate. Sehvain joins his guests for dinner but retires early, avoiding or deflecting questions of note. Morrim enjoys dinner but Manator is obviously agitated and ill at ease.

During the night, muffled screams from downstairs wake the PC. If he investigates, he finds no signs of wrongdoing. Manator also investigates and, if questioned, reveals that has not have not heard such screaming before. Much later,

a particularly alert PC may hear Sehvain softly walk past his chamber door muttering to himself.

Day 2: The PC is left to his own devices during the day but Gregor is always hovering nearby. He dismisses the PC's questions about the strange sounds in the night, affirming that it was simply a mugging on the street outside (or some such event). In the afternoon, the PC hears muffled thuds and rumblings seemingly coming from underground. Sehvain attends dinner but is uncommunicative and distant, excusing himself early. That night, the PC hears Gregor creeping about the house. If he follows the manservant, he discovers the secret door leading to the catacombs.

Troubleshooting: If the PC does not find the secret door to the catacombs, either by finding it himself or by seeing Gregor use it, Manator finds it after dinner on day two who reveals his discovery to the PC. (If the PC is particularly unsuited for combat, Manator accompanies him). Gregor overhears this conversation and follows anyone descending the stairs. He awaits them on the stair, ambushing anyone emerging from the catacombs.

If the PC has to break off his exploration of the Dark Crypts for more than three hours, but slew Gregor before retiring, Sehvain discovers his manservant's corpse and lays a trap for the intruder. When the PC finally confronts him, he is fully prepared having cast all the spells listed in his Tactics section (Before Combat) of his stat block.

Going to Town: This adventure takes place in a town and as such the PC can access more resources than if he was exploring a wilderness or dungeon area. In particular, he can seek aid and healing from nearby temples. For example, a PC faring badly against the wight in area C3 of the Dark Crypts who visits a nearby temple and reveals the presence of the catacombs and the undead will be healed for free. (This includes a single casting of *restoration* to remove any negative levels gained in battle against the wight). Do not allow the PC to abuse this access; a single visit to the temple is fine but repeat visits after every battle quickly irks the incumbent priests.

Gathering Information: A PC can learn more information about Sehvain by either asking about town to gather information or by making a successful Knowledge (arcana) check. Provide the PC with the information gained by the relevant check DC. A successful check also reveals all knowledge revealed by a lesser check.

DC 15 Diplomacy or Knowledge (arcana): The reclusive Sehvain is well known as a purveyor of ancient and esoteric texts. Primarily he sells unwanted items he found during his adventuring career. He has a network of contacts in many far-off lands and for a fee uses them to buy and sell other items.

DC 20 Diplomacy or Knowledge (arcana): Sehvain normally deals in necromantic spellbooks and tomes of the knowledge. He is a necromancer but is not evil. During his adventuring career Sehvain used his powers to destroy, not to create or control, undead.

DC 30 Diplomacy or Knowledge (arcana): Sehvain has recently been making very discreet enquiries into the early history of the town and in particularly the religious practices at the time.

A PC can make these Knowledge (arcana) checks at any time during the adventure, but if he wishes to gather information about Sehvain, he must spend 1d4+1 hours in the local taverns and hostelrys and spend 5 gp on drinks and minor bribes.



ARRIVING AT SEHVAIN'S

When you and the player are ready, read:

Sehvain's two-storey townhouse stands in the prosperous part of town and is flanked by other houses of similar design and appearance. It is of sturdy stone construction and has many windows, the shutters of which are thrown open to admit the soft afternoon light.

The road is shady – several large oaks provide shade over much of the thoroughfare – and there is little traffic on this quiet, cobblestone street.

When the PC knocks on the door, he gets no response for several minutes. Eventually, Gregor opens the door and in lofty tones enquires as to the PC's business. Initially, he is very standoffish and obstructive toward the PC. If the PC persists, however, he eventually relents and allows the PC to enter. Once the PC explains his business with Sehvain, Gregor realizes that he will not be able to get rid of this (unwelcome) visitor without arousing suspicion. Thus, Gregor allows him to stay and wait with Sehvain's other guests.

Gregor explains that Sehvain is engaged in some critical research and that he cannot be disturbed at the moment. Additionally, several other guests have also arrived seeking his wisdom and knowledge. He emphasizes that Sehvain often engages in long research and that two other petitioners have already arrived. A DC 20 Sense Motive check reveals that Gregor is holding something back.

Once Gregor has escorted the PC to his room on the second floor, he leaves him alone claiming that he has many chores to complete. The PC is free to wander about the public parts of the house (in practice this means the first floor and the garden). Gregor counsils the PC to stay out of the garden after dark as several guardians patrol the area at night. (Gregor does not tell the PC exactly what lurks in the garden; he enjoys keeping the PC in the dark).

FEATURES OF THE TOWNHOUSE

Sehvain's townhouse stands adjacent to the street. At the rear, a capacious walled garden provides leafy shade and areas of cool relaxation. The townhouse has the following generic features unless an encounter description specifies otherwise.

External Walls: The townhouse's external walls are made of dressed stone (2 ft. thick, hardness 8, hp 360; Break DC 45, Climb DC 15).

Internal Walls: The internal walls (hardness 8, hp 90, Break DC 35, Climb DC 25) of the townhouse are 1 ft. thick

External Doors: The front doors are made from oak and of solid build (hardness 5, hp 20; Break DC 25, Disable Device DC 30).

Internal Doors: Internal doors are of good quality (hardness 5, hp 15, Break DC 16). Guest rooms can be locked (DC 25 Disable Device) as can Gregor's and Sehvain's rooms. Doors to the public parts of the house do not lock.

Keys: Both Gregor and Sehvain have a full set of keys to all the locks in the house. Gregor carries his keys with him. Sehvain leaves his set in his room.

Shuttered Windows: All of the townhouse's windows (hardness 1, hp 1) have stout (hardness 5, hp 20) wooden shutters. At night they are closed and barred (Break DC 23). During the day most are flung open to admit light.

SEHVAIN'S MANORHOUSE

The first floor is a public area, while the guest bedrooms and Gregor's bedroom are on the second floor. The third floor is dedicated to Sehvain's suite, while a modest attic houses the servants as well as extra storage.

H1: HALLWAY

This wide, dark hallway has several doors opening off from it. A smaller corridor pierces the right-hand wall while ahead of you a staircase rises to the next floor.

The main staircase rises to the second floor. Natural light only enters this area when the doors to the surrounding rooms are open. Thus, it is almost always dark and shadowy here.

H2: RECEPTION ROOM

This chamber is appointed with a number of divans and comfortable chairs arranged around a small fireplace. Tapestries depicting a number of scenic and woodland scenes decorate the walls. A small cabinet holds a number of bottles and small glasses.

This chamber is normally used in the evenings after dinner. A small fire burns here at night and guests are allowed to help themselves to the contents of the drinks cabinet (Gregor prefers guests tired and sated so that he can go about his night-time business with impunity).

RECEPTION ROOM FEATURES

The reception room has the following features of interest:

Fireplace: In the evenings, a small fire burns here. A number of mystical symbols have been carved into the mantel. A DC 20 Knowledge (arcana) check identifies each one. The symbols represent: magic, death, life, undeath, rebirth, and secrets.

Drinks Cabinet: The drinks cabinet contains a number of fine spirits – many cognacs and liquors – and a number

of small intricate glasses. If the PCs choose to use these spirits as impromptu flaming missiles treat them as flaming lamp oil. There are 12 bottles here.

H3: DINING ROOM

A long dining table surrounded by chairs stands in front of an ornate fireplace. Three silver candelabra with trimmed and ready candles stand on the table. A long serving sideboard stands against one wall. Cutlery and other accoutrements lie atop it. Two large windows allow light into this area and a long tapestry showing a woodland scene covers the opposite wall.

It is here that Sehvain entertains his guests in the evenings (briefly) before ostensibly retiring to his chambers.

DINING ROOM FEATURES

The dining room has the following features of interest:

Illumination: During dinner, this area is lit by the candelabras on the dining table and a chandelier festooned with candles hanging from the ceiling. The candelabras are each worth 25 gp. The chandelier (hardness 1, hp 5) is worth considerably more (200 gp) but is extremely difficult to remove safely. The table and surrounding chairs are brightly lit; the rest of the chamber gains shadowy illumination from the fire set in the fireplace.

Tapestry: The tapestry (hardness 2, hp 5 per 5 ft. section) almost completely covers one wall. Characters hiding behind it gain total concealment. It can be scaled with a DC 10 Climb check. It depicts an idyllic sylvan scene. A DC 15 Knowledge (nature) check reveals that the depicted trees are massive oak trees; far bigger than natural specimens. A subsequent DC 25 Knowledge (planes) check identifies the scene as a stylized representation of the elven afterlife.

Fireplace: This large, ornate fireplace has a wide mantelpiece above it. The mantel has an intricately carved battle scene upon it wherein undead battle a small band of adventurer types. A DC 12 Knowledge (religion) check identifies a horde of skeletons led by a cloaked, skeletal figure. A DC 21 Knowledge (religion) check identifies this figure as a lich.

The fireplace is 5 ft. deep and 15 ft. wide. The actual fire is held in a central iron "basket" in the centre of the fireplace. A secret door pierces the rear of the fireplace, leading down to the Dark Crypts. A DC 20 Perception check reveals the door and its opening mechanism, a slight indentation at ground level on the left-hand side of the fireplace. (A similar mechanism opens the door from the other side). Once activated, the door remains open for three rounds before closing again. For one hour after the door is opened a slight stench of fetid air hangs in the area immediately surrounding the fireplace.

Table and Chairs: This large table has ornately carved legs and is of sturdy construction. The chairs are of a matching set. Characters leaping atop the table (DC 10 Acrobatics check) gain the benefit of higher ground (+1 on melee attacks against lower opponents).

H4: LIBRARY ROOM

This is Sehvain's library. While it contains no spellbooks or other books of magical lore there are several items of interest here.

The walls of this large, richly appointed chamber are completely covered by floor to ceiling bookcases crammed with ledgers, tomes, pamphlets and all other conceivable manner of books. Several large, comfortable chairs are dotted around the area flanked by small, low tables. In front of the windows in the south wall stands a long oaken table. Several books lie open upon it.

LIBRARY FEATURES

The library has the following features of interest:

Bookcases: Bookcases line the walls. Carefully organized they contain many books on a wide range of subjects including architecture, history, nature, and so on.

Long Oaken Table: A number of books – *Sehvain's Book of the Dead*, *Forgotten Times*, and *the Chronicle of Death* – lie open on the table in front of the windows.

Sehvain's Book of the Dead: This book is an encyclopedic listing of the undead, their forms, and abilities. If the PC spends two hours perusing it, he receives a +2 circumstance bonus to any Knowledge (religion) checks made to identify undead or their weaknesses while in the Dark Crypts.

Forgotten Times: This large tome is in a considerable state of disrepair. Its bindings are frayed and many of its pages are ripped, stained, or smudged. Some of the pages are stuck together by blood spatter and their contents unreadable. One page is particularly creased and dog eared. It details the destruction of the evil necromancer Antharumer who was slain as he tried to attain lichdom. The passage, an anonymous commentary by one of those present at his destruction describes how while Antharumer could not be slain, his spirit was forced to flee its mortal shell. Scribbled in the margin someone (Sehvain) has penned the following note: "Could it be he? Could he have survived through the long centuries in such a form?"

Chronicle of Death: This book is written in Infernal. A PC that does not speak Infernal but who succeeds on a DC 20 Linguists check can translate some of the text. The book deals with the worship of the Death God. A PC perusing the text for an hour gains a +2 circumstance check to identify practices and religious symbolism associated with the Death God. (This bonus applies to the ruins in the garden, the items hidden in Gregor's chest, and the catacombs beneath the house).

Development: If after discovering the old ruins in the garden the PC returns here to learn more about their origins, a DC 10 Perception check uncovers a small, leather-bound book entitled *Raesene's Almanac of Ancient Sites*. If the PC subsequently spends two hours perusing this work, he discovers reference to a temple of Death God reviled for its direct link to their lord's domain. The book describes how the black-hearted priests hurled living sacrifices directly into the afterlife through an interplanar black gate, consigning them to eternal damnation.

H5: KITCHEN

A large and deep fireplace dominates this chamber. Workbenches and several large tables take up more space. The smell of cooking is heavy in the air. It is warm here and the chamber's windows have been thrown open to effect some relief.

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

Modify the preceeding text depending on the time of day at which the PC enters the kitchen. During the day, Ahlem and Jorleen are often here preparing food or tidying up. At night, the kitchen is unoccupied; the fire is banked and the workbenches and tables are cleaned down.

H6: STOREROOM

Boxes, barrels, and crates fill this small chamber. Groaning shelves, overloaded with foodstuffs, drinks, and miscellaneous cooking equipment line the walls. A small trapdoor pierces the floor in one corner.

This food store is only accessible from the kitchen. There is nothing pertinent to the adventure here although if the PC is hungry or thirsty he can sate his desires.

STOREROOM FEATURES

The storeroom has the following feature of interest:

Trapdoor: The trapdoor (hardness 5, hp 10, Break DC 13) is unlocked and allows access to a small cold store below the house. Ahlem and Jorleen use this area to store meats, other perishable goods, and a small supply of wine. From here, Gregor takes the meat to feed the lion guardians of the gardens.

H7: CELLAR

These rambling, low cellars hold many items stored in boxes, crates and barrels. The ceiling is low – barely 6 ft. high – and the walls are roughly hewn from living rock.

Sehvain uses this area to store items too bulky to take to the attic. Gregor comes here in the early morning to entice the lions back into their den with choice cuts of meat thrust into their den. Otherwise, this area is little used.

CELLAR FEATURES

The cellars have the following features of interest:

Illumination: It is dark here.

Stored Items: Bulky items such as old pieces of furniture as well as gardening tools and so on are stored here.

Garden Door: This door (hardness 5, hp 20; Break DC 25, Disable Device DC 30) opens into the garden. Its key hangs on a peg nearby.

Narrow Tunnel: This narrow tunnel leads from the main cellars to the lion den detailed in H10. During the day, PCs making a DC 0 sound-based Perception check (modify for distance) in the cellar hear sounds of one or more large creatures moving about down the narrow tunnel. (These are the lions – see area H9). If the lions hear the PC, they start growling.

H8: SERVANT'S STAIR

A narrow staircase rises upwards. A simple wooden banister driven into the wall provides support for climbing this steep staircase.

This narrow staircase runs from the first floor all the way to the attic enabling Ahlem and Jorleen to carry out their duties unobtrusively.

STAIRCASE FEATURES

The staircase has the following features of interest:

Steep Stair: Characters moving up these stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Acrobatics check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

H9: GARDEN

This large, walled garden stands at the back of the townhouse. Accessible both through the townhouse and by a large barred gate at the rear, the garden has several stands of trees, a small contemplation pool, and a small area of old and intriguing ruins toward the back of the garden.

GARDEN FEATURES

The gardens have the following features of interest:

Barred Gate: At the rear of the garden, a strong, barred gate (hardness 5, hp 20, Break DC 25, Disable Device DC 20) provides access to a quiet alley. This gate is kept locked and closed except when Gregor is taking delivery of household provisions and other large items.

Stand of Trees: Several stands of slender trees (provides +1 to AC and +1 on Reflex saves to characters in the same square, hardness 5, hp 150; DC15 Climb check) dot the garden. Bushes and other undergrowth cover the ground within a stand of trees. Such spaces cost 2 squares of movement to enter and it increases the DC of Acrobatics and Stealth checks by 2.

Contemplation Pool: A large, tranquil pool is the garden's centerpiece. Only 5 ft. deep, the water is calm (DC 10 Swim check). Bull rushes and so on grow around the pool's fringes.

Old Ruins: The remains of old ruins break through the ground at several points throughout the garden but none reach more than 5 ft. high. These are the aboveground remnants of the Death God's temple that once stood here. The ruins are worn and eroded; moss, lichens, and other vegetation shroud them. The ruins can provide cover (+4 to AC, +2 on saves) and can give a PC the benefits of higher ground (+1 on melee attacks against lower opponents) if he succeeds on a DC 10 Acrobatics check to leap atop them. Characters succeeding on a DC 12 Acrobatics check can move along the top of the ruined walls.

In several places, the ruins still bear worn carvings.

A DC 15 Perception check made in these areas reveals the carvings hidden by a veil of ivy. A DC 25 Linguistics check reveals that the text venerates the Death God and calls upon those witnessing his glory to give themselves over to him. (If the PC fails this check and the subsequent DC 5 Wisdom check he believes that the text refers to a nature god and that the text deals with rebirth after death).

Concealed Den: The entrance to the lion den is concealed within a stand of trees. During the day, barred gates (hardness 10, hp 60; Break DC 28, Disable Device DC 20) block the entrance keeping the animals within. At night, however, Gregor raises the guard gate and the two lions roam freely throughout the garden. If they detect intruders within the garden, they immediately attack.



LION (2)

N large animal

Init +7; **Senses** Low-light vision, scent; **Perception** +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Spd 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Abilities Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Stealth +8 (+16 in undergrowth);

Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

H10: UPPER HALLWAY

Several doors pierce the walls of this hallway. At its end, a large window allows light to stream into the hall. The staircase also continues upward to the third floor.

There is nothing of interest here.

H11: GUEST BEDROOM

This small chamber is well furnished and clean. A single unshuttered window looks out over the town.

All the guest rooms are similarly equipped and are otherwise unremarkable. If you are running this adventure for a group of characters instead of a single PC add additional beds to some of the rooms.

CR 3

800 XP

CHAMBER FEATURES

The guest chambers have the following features of interest:

Locked Door: This wooden door (hardness 5, hp 15, Break DC 16) is lockable (DC 20 Disable Device). If asked, Gregor provides the PC with a key (he has a spare).

Furniture: The chamber has all the items common to bedrooms: a bed, chair, small table, chest, night stand with chamber pot, and a wardrobe.

H12: GREGOR'S CHAMBER

Gregor spends much of his time here when not in the Dark Crypts or overseeing the running of the house.

This small bedchamber is impeccably tidy and organized. The shutters to this room's only window are closed and barred. Consequently, it is shadowy within.

Gregor does not take well to anyone he catches in his room. At the very least, he demands the PC leave Sehvain's house and never return. If Gregor believes that the PC has found his instruments of worship (hidden under the bed in a small chest), he immediately shuts the door and attacks, trying to keep the combat as quiet as possible.

CHAMBER FEATURES

Gregor's chamber has the following features of interest:

Locked Door: This wooden door (hardness 5, hp 15, Break DC 16) is locked (DC 25 Disable Device).

Illumination: Because the shutters are closed, this room has only shadowy illumination.

Furniture: The chamber has all the items common to bedrooms: a bed, chair, small table, chest, night stand with chamber pot, and a wardrobe filled with clothes.

Small Hidden Chest: Gregor has hidden a small chest (hardness 5, hp 1, Break DC 17) under the bed. Within, he has placed a book of prayer to the Death God, an ornate gold and gem-encrusted holy symbol (worth 100 gp), a set of cowed black robes, as well as a much

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

creased and thumbled tome. Written in Infernal a (DC 20 Linguistics check translates), the book is a travelogue of sorts written long ago by a nameless priest of the Death God. In it, he describes visiting a Temple of Death and praying in front of "the portal to our Lord's realm deep within the very bowels of the earth." This is a reference to the ceremonial gate found in area C6.

H13: SEHVAIN'S SUITE

This plush and well appointed suite of rooms cluster about a central hallway; a bedroom, study area and private sitting room are all evident. The furnishings here are of better quality than elsewhere in the house and several thick, patterned rugs adorn the floor. The light here is dim; all the windows are shuttered. A flaming orb on the desk in the study provides the only light.

This is Sehvain's private suite of rooms and only he normally comes here. Under no account does he ever invite a guest or patron to his private suite. Even his trusted servants are not allowed to enter this area; Sehvain uses *prestidigitation* to keep the suite clean. Supplies (such as firewood) and food are left outside his door on the servant's stair for him.

SUITE FEATURES

Sehvain's suite has the following features of interest:

Locked Doors: Both wooden doors (hardness 5, hp 15, Break DC 26) leading to the suite are locked (DC 30 Disable Device) and protected by an *arcane lock* spell. A PC casting *detect magic* and succeeding on a DC 17 Spellcraft check identifies weak abjuration magic on the door. A DC 22 Spellcraft check identifies the spell as *arcane lock*. One door accesses the servant's staircase and is rarely used. The other opens onto the main staircase.

Illumination: Because the shutters are closed and barred, the only illumination in the suite is from the flaming orb on Sehvain's desk. A DC 22 Spellcraft check reveals the orb to be nothing more than a glass orb with *continual flame* cast upon it.

Bed Chamber: The chamber has all the items common to bedrooms: a bed, chair, small table, chest, night stand with chamber pot, and a wardrobe filled with clothes.

Study Area: A small, cluttered desk and chair along with several small bookcases fill this area. Sehvain's spellbook (see stats block for details) is on the desk along with a set of keys for every lock in the house. The bookcases are filled with scrolls and other missives from patrons and contacts. They detail Sehvain's businesses and provide a picture of the kind of items he has been selling and the kind of questions he has answered.

Sitting Room: This small area is furnished with several divans and large, comfortable chairs.

H14: SERVANTS' QUARTERS

This spotlessly clean chamber is spartanly furnished with a double bed and wardrobe. Several large chests stand against the walls. The ceiling slopes downwards on one side of the chamber.

This is Ahlem's and Jorleen's private chamber. Their meager possessions – clothes and such like – fill the wardrobe and chests. A DC 20 Perception check reveals a small pouch

containing 35 gp in mixed coinage hidden at the bottom of one of the chests. Beyond this, however, there is nothing of interest here.

H 15: STORAGE AREAS

Boxes, crates, sacks, and so on fill the attic. Dust and grime cover everything.

There is nothing of interest here.

THE DARK CRYPTS

At some point, the PC discovers the secret door leading to the catacombs below Sehvain's house.

FEATURES OF THE DARK CRYPTS

The tunnels beneath Sehvain's townhouse have several generic features. Use these features unless the text of an encounter specifies otherwise. Remember, though, that the crypts are hundreds of years old. Thus mortar is crumbling, frescos are faded, and an aura of decay and death hangs over everything.

Walls of Dressed Stone: The crypt's walls (hardness 8, hp 90, Break DC 45, Climb DC 15) are of dressed stone. In many places stones have fallen away from the wall and much of the mortar holding the walls together is crumbling.

Flagstone Floor: Originally the floors of the crypt were of high quality flagstone. Over the centuries, however, water seeping up from below and the occasional minor tremor have conspired to wreck the previously well-crafted floor. Throughout most of the crypts this does not hamper movement but in some places the damage is more severe.

Ceiling of Dressed Stone: Corridor ceilings arch to a maximum height of 12 ft. In chambers, they reach 15 ft. high and are arched and buttressed. A DC 20 Climb check is required to move across a ceiling.

Smell: The air in the crypts is fetid and rank.

Unkeyed Areas: Several areas on the map are not described in the main adventure text. Use these notes to describe such areas. Include minor encounters as you deem appropriate (perhaps a rat swarm or a minor undead dwells in a far chamber) but remember that additional combat encounters drain a wizard's prepared spells and consumable magic items. Additionally, avoid placing creatures with special abilities that have the potential to end a fight with one failed saving throw from the PC, such as, a ghoul. If you do not want to include additional encounters simply block such areas off with cave-ins or quickly describe them as a series of abandoned and empty passageways and chambers. When describing such areas consider their original purpose. Tombs will have open sarcophagi or niches cut into the walls, while storage rooms or small chapels will have different features.

Dungeon Dressing: As the PC moves through the crypts, use the table below to randomly generate features of minor interest. (Features can appear more than once). Make a check on the table every time a PC enters a corridor for the first time.

1-2: Nothing of Interest: The PC does not discover anything of interest.

3: Small Pile of Rubble: Stones have fallen away from the floor and ceiling, creating a small pile of rubble that partially blocks the passageway. The



rubble hampers movement (entering a square with rubble costs two squares of movement).

- 4: Graffiti:** Long ago someone scratched some graffiti into the wall. Most such writings are veneration to the Reaper. Others call upon the Black One to gather a particularly hated enemy to his realm. All are scribed in Common.
- 5: Fetid Air:** A pocket of particularly fetid and noisome air assails the PC's nostrils. The stench of death and decay are so powerful that the PC must succeed on a DC 15 Fortitude saving throw or be sickened (-2 on attacks, rolls, weapon damage rolls, saving throws, skill checks and ability checks) for 10 minutes.
- 6: Small Pile of Bones:** The PC comes upon a small pile of bones. Obviously old and from a humanoid, the exact race or cause of death cannot be determined. (Sehvain dropped these while bringing collecting the crypt's occupants in his Dark Library (area C6).

C1: THE DARK STAIR

A steep, narrow stair leads down into the darkness. Obviously of great age the steps are worn as if trod by countless feet. The dust of ages lies thickly here and occasional torch sconces reminiscent of a bloody skeletal hand pierce the walls to both left and right. Lurid carvings in the wall depict a soul's descent to the underworld.

This stairway connects Sehvain's townhouse with the remains of the Death God's temple buried far below. The staircase is deserted, unless the PCs are following Gregor who is intent

upon reaching the antechamber below wherein he nightly prays to his dark patron. Thus, he is distracted and likely does not hear anyone following him unless they make an exceptional amount of noise or bring a lot of light with them.

STAIRCASE FEATURES

The staircase has the following features of interest:

Steep Stair: Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging downward must succeed on a DC 10 Acrobatics check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Lurid Carvings: The carvings on the wall depict a soul's decent into the underworld. At the top of the stair they show a dying man lying in his bed surrounded by grieving relatives. As the stairs descend they show the man's soul sinking down through the earth and journeying to the underworld. The carvings show a mighty river, massive caverns thronged with the souls of the dead, and finally a sinister figure clutching a scythe and sitting atop a great stone throne judging the souls of the departed.

Torch Sconces: These iron sconces (hardness 5, hp 20, Break DC 20) are reminiscent of a skeletal hand protruding from the wall. A thick layer of rust gives them their blood-covered appearance. Some contain burnt out stubs of torch while others are empty.

Ceiling: The ceiling is 10 feet high.



C2: CHAMBER OF VENERATION

This large chamber obviously once fulfilled some ceremonial purpose. In the wall opposite, a large niche contains an altar composed of thousands of carefully arranged bones; a black-hued scythe lies atop it. Two sconces near the altar have fresh torches while the others stand empty. The walls of this place are decorated with more lurid carvings and frescos depicting the afterlife. The chamber's floor was once of carefully laid flagstones but now they are cracked and broken. In places, the flagstones have been forced upward making the floor dangerously uneven.

During the temple's heyday, the faithful cleansed themselves with prayer here before continuing deeper into the complex.

If the PC discovered the secret door above by following Gregor, they encounter him here as he kneels in prayer at the altar, unless he heard him creeping down the stairs. Have Gregor make a sound-based Perception check (modified by -9 for distance and distraction) opposed by the PC's Stealth check. If he hears the PC, he pretends that he is unaware of the intruder. As he kneels in front of the altar he casts as many of his protective spells as possible before grabbing the scythe and leaping to the attack. Gregor is a fanatical follower of the Death God and fights to the end. If he does not hear movement on the stair he continues to pray and the PC may act in the surprise round. If the PCs did not follow Gregor down the stair, the chamber is deserted.

Gregor: 32 hp, AC 14; see Dramantis Persona.

CHAMBER FEATURES

The chamber has the following features of interest:

Altar of Bone: This sinister altar (hardness 5, hp 60) is 5 ft. high and 10 ft. long and is composed of hundreds of tightly-packed leg, arm, and rib bones. The uppermost surface of the altar comprises several rows of upturned skulls their mouths open in supplication.

Torch Sconces: These iron sconces (hardness 5, hp 20) are reminiscent of a skeletal hand protruding from the wall. A thick layer of rust gives them their blood-covered appearance. Some contain burnt out stubs of torch while others are empty. The two sconces closest to the altar have fresh torches within. If Gregor is here, the torches are lit bathing an area of 20 ft. radius in bright light. Shadows fill the rest of the chamber.

Flagstone Floor: The worn and cracked flagstones hamper movement; it costs 2 squares of movement to enter any square in the chamber. Additionally, in some places the flagstones have been forced upwards by the earth below. It costs 4 squares of movement to enter such squares.

Ceiling: The ceiling is 10 feet high.

C3: THE DEEP CRYPTS

A short set of shallow stairs leads downwards to a rubble strewn corridor. A stone door, some kind of stone sigil carved into its surface, bars further exploration. A multitude of bones jammed together in a macabre display of death cover the walls and ceiling of the corridor.

These stairs lead down from the Chamber of Veneration (area 2). Much of this area is in ruins, but a few undead yet lurk here, sealed in behind the stone door. (Sehvain has not yet got around to destroying them and Gregor is hoping to enlist them as guardians to the temple when he does away with Sehvain). Like the corridor, the walls and ceiling of this entire area are decorated in bones set here to venerate the Death God.

As soon as the undead become aware of an intruder, they move to attack. The wight lurks in the darkness, or hides around a corner, to evaluate its foe. It lets the skeletons wear down the interloper before entering battle at an opportune moment. The wight prefers to use its energy draining slam attack over grappling. A DC 12 Knowledge (religion) check identifies these creatures as skeletons. A DC 14 Knowledge (religion) check identifies this creature as a wight.

HUMAN SKELETON (6)

NE Medium Undead

Init +6; **Senses** Darkvision 60 ft., Perception +0

CR 1/3

135 XP

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Spd 30 ft.

Melee 2 claws +2 (1d4+2)

STATISTICS

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^b

WIGHT

LE medium undead

Init +1; **Senses** Darkvision 60 ft.; Perception +11

CR 3

800 XP

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attack create spawn, energy drain (1 level, DC 14)

STATISTICS

Abilities Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Alertness, Blind-Fight

Skills Intimidate +9, Sense Motive +10, Stealth +8

Language Common

SQ create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in 1d4 rounds. Spawns so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp

per HD. Spawns are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

HALLWAY FEATURES

The crypts, and the corridor leading to them, have the following features of interest:

Shallow Stairs: These stairs do not hinder movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Stone Door: A closed stone door (hardness 8, hp 60, Break C 28) keeps the undead of this place trapped within. The door is wedged shut and requires a DC 20 Strength check to open. The rune for death (DC 10 Knowledge [religion] or Knowledge [arcana] check identifies) is carved into the centre of the door.

Bone Rubble: In places, bones have broken away from the walls and floor filling some of the crypts with "rubble." This rubble hampers movement, forcing characters to spend two squares of movement to enter a square filled with such obstructions. Additionally, the bones increase the DC of Acrobatics checks by 2.

Walls: The walls of the crypts are covered in a decorative coating of bones about one foot thick (hardness 5, hp 15). While unnerving, the bones aid climbing; characters require only a DC 10 Climb check to scale the walls.

Ceiling: The ceilings are festooned with bones to a depth of roughly one foot (hardness 5, hp 15).

Gates of Hell Carving: The main crypt has a faded representation of the gates of hell carved into it: a river of fire flows through two huge imposing gates piercing impossibly high cliffs of foreboding black rock. Sinister figures crawl over the cliffs while the souls of the damned throng at the base of the cliffs. The colors used are faded but it is still an unsettling sight.

Sarcophagi: Many sarcophagi litter this area. Some lie open and ransacked while others are as yet intact. Characters making a DC 10 Acrobatics check can leap atop a sarcophagus; doing so, grants the character a +1 bonus on melee attacks against any creature below him. Opened sarcophagi contain little more than a jumble of bones and scraps of burial clothes. Closed sarcophagi contain intact skeletons clothed in the remnants of ceremonial robes.

Treasure: Once the undead have been dispatched, the PC can unearth several items of value from the sarcophagi scattered about this area. Each of the four closed sarcophagi contains 50 gp worth of burial goods. Additionally, the largest and most ornate sarcophagus (the wight's) contains three small white stones with green flecks (moss agates each worth 10 gp), two larger purple stones (amethysts worth 100 gp each), an ivory bracelet with an elephant carving (worth 200 gp), a masterwork heavy mace with scenes of battle carved into its haft (worth 312 gp), and a small metal vial containing an *elixir of fire breath*.

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

C4: INCARCERATION OF THE DAMNED

Read the following if the PC enters area 4.

A long, wide hallway stretches away into the gloom. In many places, 5 ft. wide holes pierce the floor. All are protected by a grill of stout iron bars. A line of pillars running down the length of the hall support the ceiling.

This hallway has many narrow, deep oubliettes hewn into its floor. In several, a lesser demon (a dretch) languishes, each driven mad by its long incarceration.

Four of the oubliettes contain trapped dretches. These demons were imprisoned during the temple's heyday but were forgotten when the temple fell. As outsiders do not need to eat or drink and the dretches cannot climb out of their prison, they have remained trapped for centuries descending even further into madness and delusion.

Using their telepathic abilities, they become aware of an intruder in the hallway above and immediately start telepathically jabbering and such like (in Abyssal). If the PC speaks Abyssal he can try to communicate with them but their long imprisonment has driven them mad. Their only care is freedom and a chance to slay anyone they come across. The incarcerated demons are no immediate threat to the PC.

DRETCH (4)

CE small outsider (chaotic, demon, evil, extraplanar) **CR 2**
Init +0; **Senses** Darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, Ref +0, Will +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Spd 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

3/day — *cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (Level 1, 1 dretch 35%)

TACTICS

During Combat If the PC attacks a dretch it creates a stinking cloud above its prison and then tries to summon another dretch to battle its tormenter. After that, it takes cover under the overhang, hoping that the PC descends into its prison to do battle.

STATISTICS

Abilities Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Stealth +9

Language Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

HALLWAY FEATURES

This hallway has the following features of interest:

Slender Pillars: The slender pillars (provides +2 to AC and +1 on Reflex saves to characters in the same square, hardness 8, hp 250, Climb DC 20) are carved to represent the Death God in his traditional image — a cowed man holding a skull in one hand and a large scythe in the other.

Occupied Oubliettes: Each oubliette is 30 ft. deep. At the top of the shaft it is 5 ft. wide but after 10 ft. it abruptly widens into a 15 ft. square. A stout iron grill (hardness 10, hp 25, Break DC 27) protected by a good lock (DC 30 Disable Device) wards the prison. If unlocked, the grill can be opened upwards. Scaling the walls requires a DC 20 Climb check but moving cross the overhang where the shaft abruptly widens requires a DC 25 Climb check. The bottom portion of the oubliettes walls are scratched and scarred by the dretch's insane attempts to escape. There is nothing of interest in any of the oubliettes.

Unoccupied Oubliettes: These have the same physical characteristics as the occupied oubliettes but also contain the remains of imprisoned humanoids. The skeletons bear no signs of physical violence implying that the prisoners starved to death. These also contain nothing else of interest.

C5: DARK LIBRARY

Read the following after the PC has dealt with the trap and opens the stone door (see Library Features for more details).

This cluttered chamber is a place of study or experimentation. Several bookcases, crammed with books, scrolls and pamphlets obscure one of the walls while three workbenches piled high with odds and ends dominate the center of the chamber. In one corner, stands an imposing stone desk. Behind it is a padded, comfortable chair besides which stands a highly polished lectern bearing an open book atop it. A large, silver mirror hangs nearby. A single everburning torch clearly illuminates the area around the desk; shadows cloak the remainder of the chamber. Several stone doors pierce one wall.

Sehvain has established a library deep underground to store his most distasteful and secret discoveries. This area comprises a library and study area, store rooms, and an experimentation room in which he researches the physiology of the undead. When the PC enters, the chamber is deserted.

While searching this area, no creatures accost the PCs. However, *The Black Lexicon* lies open on the reading stand near the desk. Antharumer becomes aware of the PCs when they set off the trap warding the chamber's door or when they enter. Refer to *The Black Lexicon* and Antharumer for details on how to play the PC's interaction with Antharumer.

LIBRARY FEATURES

This chamber has the following features of interest:

Stone Door: The stone door (hardness 8, hp 60, Break DC 28) protecting this area is firmly shut. A *fire trap* spell protects the door and activates if anyone but Sehvain touches the door. (Because of this, Gregor does not know exactly what lies beyond this door.) Refer to *Fire Trap* for details of this trap.

FIRE TRAP

CR 4

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger touch; **Reset** —; **Bypass** key person (Sehvain)

Effect spell effect (*fire trap*, CL 7, 1d4+7 fire, DC 21 Reflex save half damage)



Illumination: A single *everburning torch* set behind Sehvain's desk illuminates the chamber. It provides bright light in a 20 ft. radius; the rest of the chamber has shadowy illumination.

Bookcases: Several sturdy bookcases line the walls here. Crammed with books, they are a riot of disorganization. Books lie on their sides, upright and even open, balanced precariously on the shelves.

Sehvain's Desk: An imposing stone table (hardness 8, hp 60) dominates one corner of the chamber. Its surface is scratched and pitted. Books, notes, and other research paraphernalia lie scattered across it. The books cover a range of subjects including the undead, religion, ancient architecture and the planes. His notes are a confused mix of doodles, notes and diagrams detailing the physiology of the common forms of undead. One hastily penned note refers to "the gate to beyond" and a "dark bridge of souls". This refers to the ceremonial gate in area C6.

Rather incongruously, a comfortable, stuffed armchair (hardness 2, hp 10) stands at an angle behind the desk, pushed aside as if someone had hastily arisen.

Reading Stand: A highly polished wooden lectern (hardness 5, hp 10) stands next to Sehvain's desk. Atop it lies *The Black Lexicon*. Refer to *The Black Lexicon* and Antharumer for more information.

Large Silver Mirror: A 2 ft. by 4 ft. silver, highly polished mirror hangs from one wall. A DC 20 Appraise check reveals it is worth roughly 1,000 gp. A DC 24 Spellcraft or Knowledge (arcana) check reveals that the mirror is suitable for use with the *screaming* spell.

Work Benches: Piled high with items recovered from the crypts, rickety wooden work benches (hardness 5, hp 8)

clutter the centre of the chamber. Grave goods, scraps of material (burial shrouds), fragments of bone, and other oddities cram these tables.

Side Chambers: Several small storage areas stand behind unlocked stone doors (hardness 8, hp 60, Break DC 28). These are similarly filled with bric-a-brac recovered from the crypts. Nothing of value remains within.

Secret Chamber: A secret door in the west wall (DC 20 Perception check locates) provides access to a small chamber beyond. It is here that Sehvain, prompted by Antharumer, has been conducting research into the physiology of the undead. The dismembered skeletal remains of those interred here long ago hang from hooks in the ceiling. Small bones and other detritus littered the floor. A scroll case also lies on the floor as if dropped accidentally, however it is trapped (see *Exploding Scroll*).

Exploding Scroll: This scroll contains nothing but gibberish and an *explosive runes* spell. Sehvain set it here to slay any intruders discovering his macabre works. A PC casting *detect magic* and succeeding on a DC 18 Spellcraft discovers that the scroll radiates moderate abjuration. A character reading the scroll triggers the *explosive runes*, suffering 6d6 points of force damage (no save). Other individuals within 10 ft. take half damage if they succeed on a DC 14 Reflex save.

THE BLACK LEXICON AND ANTHARUMER

The PC can interact with Antharumer's spirit. He tries to deflect the PC from exploring further and uses his powers to confuse and hamper the intruder. Essentially, this is a roleplaying encounter, as he has no means of slaying the PC.

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

The Black Lexicon/Antharumer: AL LE; Int 17, Wis 10, Cha 17; Speech (Abyssal, Common, Draconic, Infernal), telepathy, 120 ft. darkvision and hearing; Ego score 14; hardness 20; hp 20; Break DC 30.

Appearance: A small book little more than 1 ft. high by 8 inches wide, *The Black Lexicon* is bound in sheets of hardened and blackened steel and decorated with iron and silver glyphs and symbols.

Lesser Powers: Diplomacy +13, *deathwatch* continually active, *detect magic* at will.

Special Purpose: Antharumer wishes to complete his transformation into a lich. See Personality and History for more details.

Special Purpose Powers: *song of discord* (DC 18 Will). Strong enchantment and necromancy; CL 11th; Craft Wondrous Items, *song of discord*; Price 120,000 gp.

Personality and Goals: Antharumer's goal is to escape his prison and to finally transform into a lich. However, his previous researches have not revealed how to achieve this. Antharumer has been feeding Sehvain's interest in the undead and other fell subjects in the hope that he will uncover the information for him. Thus far he has been unsuccessful and has reached the conclusion that Sehvain does not possess the necessary skill to complete such a ritual. Therefore, when the PC arrives Antharumer is not immediately hostile. Instead, he views the PC as a pawn, someone to help him flee Sehvain's clutches. To this end, he does almost anything if need be. Antharumer is a thoroughly reprehensible individual with no redeeming characteristics whatsoever. If he eventually manages to attain lichdom he wreaks his revenge on the followers of the Sun God.

Role-playing Hooks: He speaks in a grating whisper; ingratiating himself to appear weak and pliable.

History: *The Black Lexicon* contains the bound spirit of Antharumer, a necromancer from an elder age. Slain during the final moments of his transformation into a lich by followers of the Sun God, his spirit was able to flee to his phylactery. There he languished for many centuries until Sehvain recovered the book. Since then, Antharumer has been slowly corrupting Sehvain, whispering black dreams of power and rightful destiny into the half-elf's mind.

Contents: *The Black Lexicon* is written in Draconic and contains Antharumer research into lichdom. It contains the complete process for making a lich's phylactery and several high-level necromantic spells as the GM deems appropriate.

Additional Notes: Because it is a lich's phylactery, *The Black Lexicon* is preternaturally tough and resistant to damage (hardness 20; hp 20; Break DC 30). Destroying the book finally slays Antharumer. If Antharumer is slain, and Sehvain survives the adventure, his influence over the half-elf begins to wane.

Development: Although this area is unoccupied when the PC enters, it is possible that Sehvain may hear the character poking about here, particularly if he sets off the *fire trap* or *explosive runes*. If the PC does so, have Sehvain make a sound-based Perception check modified by distance (-1 per 10 ft. between him and the character) and distraction (-5). If he hears the PC he begins to cast protective spells but stays on the scaffolding, determined to defend "his" discovery.

C6: DARK GATE

A large ceremonial prayer gate, hewn from the living rock, dominates this natural, narrow cavern. Thick stone pillars depicting the writhing souls of the dead flank the gate. A riot of wooden scaffolding obscures much of the gate but ornate carvings of fearsome devils are clearly visible above the gate's lintel. Atop the scaffold, facing the gate stands Sehvain deep in scholarly thought. Several obviously magical torches shed light over the gate and surrounding area but shadow and darkness cloaks the rest of the cavern.

This chamber is the deepest part of the crypts and the most sacred to the followers of the Death God.

As soon as the PC enters the chamber or otherwise draws attention to himself, have Sehvain make a Perception check opposed by the PC's Stealth check. If he notices the PC, he attacks at once, certain in the knowledge that the PC is here to wrest control of the gate away from him. If he does not spot the PC, he continues his work.

Once battle breaks out, the gate's ancient guardians quickly awake. After the first round of combat, two animated stone statues (crafted to appear like devils) detach themselves from the carvings above the gate and attack everyone in sight.

DEVIL STATUTE (ANIMATED) (2)

N Medium Construct

CR 2

600 XP

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +0, **Will** -5

OFFENSE

Spd 40 ft.; faster

Melee slam +5 (1d6+3)

STATISTICS

Abilities Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +2; **CMB** +5; **CMD** 15

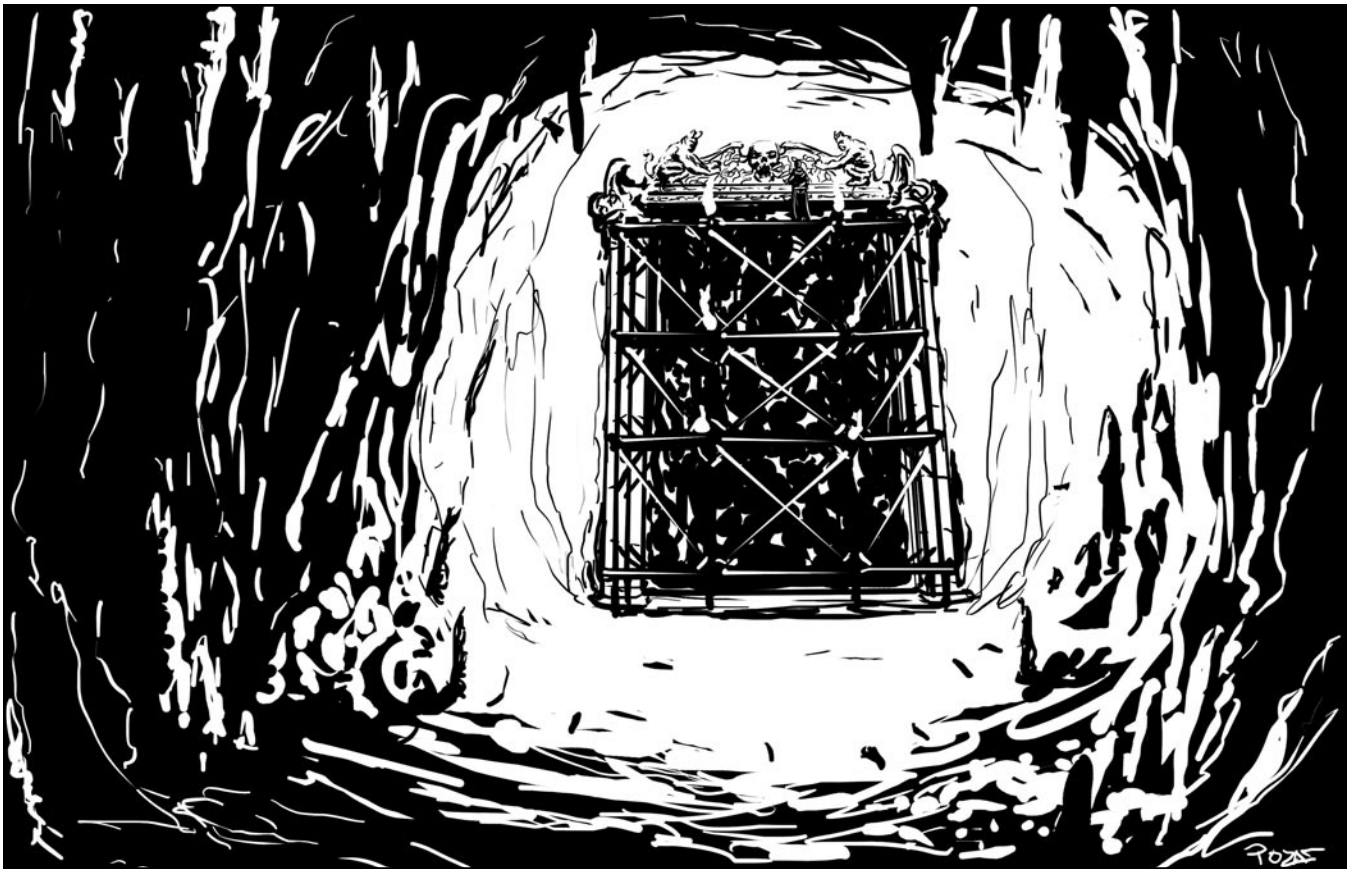
Skills Climb +11; **Racial Modifiers** +8 Climb

SQ stone (hardness 8)

Sehvain: 45 hp, AC 11; see Dramantis Persona

Refer to the Devil Carvings section for a description of these statues. They detach themselves from the fresco above the gate and climb down onto the scaffolding. One attacks Sehvain, while the other bypasses the necromancer to concentrate on the PC. If faced with no opponent, they also use attacks to break up parts of the scaffolding (the statues were commanded to destroy anyone and anything close to the gate). This potentially hampers movement on the scaffolding. A character must succeed on a DC 5 (or DC 10 if he cannot take a run up) Acrobatics check to leap over a 5 ft. wide destroyed section of scaffolding.

Development: Once the PC has dealt with the gate's guardians and Sehvain, they can examine the gate using Linguistics, *detect magic*, and so on (see Ceremonial Gate). He also finds Sehvain notebook that details his fall into evil, Antharumer's interest in the catacombs, Sehvain's attempts to understand and reenergize the gate. After the PC has perused the text, impart to him any information from the Adventure Background that he missed during play.



CAVERN FEATURES

This cavern has several features of interest:

Hewn Stone Walls: The natural walls of this large cavern are easy to scale (DC 15 Climb check).

Natural Ceiling: The ceiling has a number of patches of dense stalactites and is 60 ft. high. Flying creatures in the same square as the stalactites gain the benefits of cover as if they were in a square with a slender pillar (+2 to AC, +1 on Reflex saves).

Floor: The tread of countless petitioners of the Death God has smoothed the central portion of the floor in this chamber. Beyond this area, the floor is rough and natural. It costs 2 squares of movement to enter a square containing natural stone floor and the DC of Balance and Tumble checks increase by 5 in such areas. Running and charging are impossible beyond the central smoothed area.

Illumination: Sehvain has lashed several *everburning torches* to the scaffolding. Thus the ceremonial gate and a 20 ft. radius area around the gate is brightly lit. Surrounding this area, out to a radius of 40 ft., shadowy illumination bathes the chamber. Darkness cloaks the rest of the cavern.

Scaffolding: The scaffolding (hardness 5, hp 10, Break DC 13 per 5 ft. section) obscures much of the gate, provides cover (+4 to AC, +2 on Reflex saves) to those on a different level from their opponent, and stands four stories-tall. Each storey is 10 ft. tall.

A PC can scale the scaffolding with a DC 15 Climb check. Two wooden ladders (hardness 5, hp 5; Break DC 12, Climb DC 0) provide access to and from each level.

Ceremonial Gate: The gate stands fully 40 ft. high and 15 ft. wide. Great carved pillars (hardness 8, hp 900, Climb DC 20) depicting the writhing souls of the damned flank the gate. Between the pillars the rock is completely featureless and black hued. A PC casting *detect magic* and

succeeding on a DC 25 Spellcraft or Knowledge (arcane) check realizes that the rock of the gate contains some kind of enchantment similar to *plane shift* but that it is currently dormant. If a PC targets the gate with a *dispel magic* and succeeds on a DC 25 dispel check, the magic of the gate is temporarily negated for 1d4 rounds.

Devil Carvings: Carved into the living rock of the cavern, this fresco depicts many devils possessively clutching at the carven statues surrounding the gate. Their arms and legs end in wickedly curved claws, small horns sprouting from their foreheads, and scaly bodies.

Treasure: Once the PC has defeated the guardian statues and Sehvain, he can search the area for treasure. Apart from Sehvain's possessions (see his stat block) there is little treasure in the chamber.

CONCLUSION

The adventure concludes when either the PC defeats Sehvain or he leaves the wizard's townhouse and does not return. The PC should resolve any outstanding issues regarding the plot hook that brought him to Sehvain's townhouse; this could include reporting to his guild employers Sehvain's descent into evil or other tasks such as delivering the required item to the elf wizard Coralain.

Sehvain's Fate: If the PC has slain Sehvain, this does not give him license to loot the wizard's possessions; theft is still theft. Sehvain has powerful friends who investigate his death and determine that his change in alignment was due to an outside malign influence. They subsequently return him to life and begin the process of removing Antharumer's influence from the elderly half-elf. If, however, the PC merely subdued Sehvain and delivered him to his guild friends, he is rewarded as the GM deems appropriate.

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

Antharumer: Once free of the crypts, Antharumer assesses his new owner and begins the process of corruption anew. If he deems his new owner unsuitable (because he is not powerful enough) or too good-aligned he attempts to change owners using any method the GM deems appropriate.

Followers of the Death God: If Gregor survives the PC's investigations, he marks him for death. Soon after the conclusion of the adventure, the PC is subjected to a smear campaign, designed to besmirch his character, and the occasional assassination attempt. Eventually, Gregor reveals himself and the PC can finally slay his foe.

Shutting Down the Ceremonial Gate: It is possible that the PC will want to completely shut down the gate; there are many inventive ways that this could be achieved. For example, the PC could contact a local temple and arrange for them to cast *hallow* linked to a *dispel magic* in the chamber. Alternatively, he could collapse the entire cavern, burying it forever. Judge each scheme on its merits, but reward inventive play.

Further Adventures: Further adventures could include helping a newly restored Sehvain to track down and finally destroy Antharumer or the final cleansing of newly discovered portions of the Dark Crypts.

DRAMANTIS PERSONA

Such is the nature of this adventure that several of the NPCs at Sehvain's home can be encountered in many different areas. Therefore, for your convenience, all such characters appear here with notes on where they can be encountered, their statistics, physical description, and personality and goals.

GREGOR, SEHVAIN'S MANSERVANT

LE male human fighter 2/cleric 3

Init +0; Senses Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 enhancement)

hp 32 (2d10+2 plus 3d8+6)

Fort +7, Ref +3, Will +6 (+7 against fear)

Defensive Abilities bravery

OFFENSE

Spd 30 ft.

Melee masterwork kukri +8 (1d4+2/18-20)

Melee scythe +6 (2d4+2/x4)

Ranged dagger +4 (1d4+2/19-20)

Special Attack Channel negative energy, orisons, spells

Spells Prepared (CL3)

2nd—*aid*, *silence*, *death knell**

1st—*command* (DC 14), *cure light wounds*, *doom* (DC 14),
*protection from good**

0—*detect magic*, *light*, *read magic*, *stabilize*

Domain Powers (Death/Evil)

Bleeding touch, *touch of evil*

STATISTICS

Abilities Str 14, Dex 10, Con 13, Int 12, Wis 16, Cha 8

Base Atk +4; CMB +6; CMD 16

Feats Combat Casting, Far Shot, Lightning Reflexes, Point Blank Shot, Power Attack, Weapon Focus (kukri)

Skills Climb +7, Handle Animal +4, Knowledge (religion) +7, Profession (servant) +9, Sense Motive +9, Spellcraft +7, Survival +8

Languages Common, Draconic

Gear masterwork kukri, +1 studded leather armor, 4 daggers, *potion of cure moderate wounds*, silver holy symbol (grinning skull), spell component pouch, house keys, 50 gp

Combat Preparations: Before combat Gregor casts *protection from good* (+2 deflection bonus to AC, +2 resistance bonus to saving throws, blocks possession and prevents bodily contact from summoned creatures) and *aid* (+1 morale bonus on attack rolls and saving throws and gains 1d8+3 temporary hit points). These figures are not included in his stat block. Note that Gregor only uses a scythe if he is fighting in the Dark Crypts.

Appearance: Completely bald, Gregor stands a little over 6 ft. in height. His eyes are light gray and his skin is very pale, as if he spends little time outside. He is well built but a broken nose and thick bushy unibrow gives him a sinister appearance.

Personality and Goals: Gregor is a devout worshipper of the Death God. Several years ago, he discovered that Sehvain's house stood over the ruins of an old temple. He murdered Sehvain's previous assistant and since then has subtly prodded Sehvain into exploring and clearing the crypts under the house. Gregor is utterly without mercy and very cold and standoffish. Once Sehvain has reactivated the gate in area C6, Gregor plans to murder him and set up a new temple to his dark lord.

Encounter Areas: During the day, Gregor attends to the needs of the house. Thus he can be encountered tidying up the library, directing the other servants in their tasks, carrying out minor errands for Sehvain and so on. At night, he releases the lions into the garden and sees to the needs of any guests. After they have all retired, he enters the Dark Crypts and prays at the altar in area C2. He is very suspicious of Sehvain's guests, constantly checking up on what they are doing while they move around the house and gardens.

SEHVAIN

NE male half-elf wizard 7

Init +0; Senses Low-light vision; Perception +8

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 45 (7d6+21)

Fort +3, Ref +2, Will +7

OFFENSE

Spd 30 ft.

Melee masterwork dagger +4 (1d4/19-20) or

Ranged Touch Attack ray +4 (varies by spell)

Special Attacks cantrips, necromancy specialist bonus

Spells Prepared (CL7)

4th—*bestow curse* (DC20), *lesser globe of invulnerability*,
*eneration**

3rd—*dispel magic*, *lightning bolt* (DC 17), *ray of exhaustion*,
*vampiric touch**

2nd—*cat's grace*, *false life*, *scorching ray*, *spectral hand*, *ghoul touch** (DC 18)

1st—*feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *chill touch** (DC 17)

0—*detect magic*, *light*, *read magic*, *touch of fatigue* (DC 16)

School Powers *power over undead*, *grave touch*

STATISTICS

Abilities Str 10, Dex 10, Con 13, Int 18, Wis 14, Cha 12

Base Atk +3; CMB +3; CMD 13

Feats Craft Wondrous Item, Greater Spell Focus

(necromancy), Spell Focus (necromancy), Scribe Scroll^B, Skill Focus (Spellcraft)^B, Toughness, Weapon Focus (ray)

Skills Knowledge (arcana) +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +10, Knowledge (nobility) +8, Knowledge (planes) +9, Knowledge (religion) +8, Linguistics +11, Spellcraft +18

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elemental, Elven, Giant, Infernal, Sylvan

SQ arcane bond (dagger), scribe scroll, half-elf traits

Gear *headband of vast intellect* +2, masterwork dagger, *potion of cure serious wounds*, ring of protection +1, *slippers of spider climbing*, spell component pouch, robes, 50 gp

Spellbook (Opposition Schools: enchantment, illusion):
0 — *acid splash*, *arcane mark*, *bleed*, *dancing lights*, *detect poison*, *disrupt undead*, *flare*, *mage hand*, *mending*, *message*, *open/close*, *ray of frost*, *resistance*, *touch of fatigue*; 1st — *chill touch*, *comprehend languages*, *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd — *arcane lock*, *blindness/deafness*, *cat's grace*, *darkvision*, *false life*, *ghoul touch*, *scorching ray*, *spectral hand*; 3rd — *blink*, *daylight*, *dispel magic*, *halt undead*, *lightning bolt*, *nondetection*, *ray of exhaustion*, *vampiric touch*; 4th — *animate dead*, *bestow curse*, *enervation*, *lesser globe of invulnerability*, *scrying*, *stone shape*

Combat Preparation: Before he enters the crypts each night, Sehvain casts *mage armor* (+4 armor bonus) and *false life* (gaining 1d10+7 temporary hit points). These figures are not included in his stat block. If he hears the PC approaching he casts *cat's grace* (+4 Dexterity) and *spectral hand*. When the PC first appears, he immediately casts *lesser globe of invulnerability*.

Appearance: Short and gaunt, Sehvain is an elderly half-elf. He has graying shoulder length hair and pale skin. His eyes are green and he often squints when reading or studying. His hands uncontrollably shake when he is nervous or tired. He normally wears old, but serviceable scholarly robes in earthy hues.

Personality and Goals: Exhausted and unhinged from his long battles against the undead, and influenced by Antharumer bound spirit, Sehvain has unknowingly slid into evil (original alignment CG). He is now obsessed with reactivating the ceremonial gate in area C6. He only has time for guests who offer him substantial pay or books of arcane knowledge for his services. Otherwise he is abrupt and dismissive, seeking to end any conversation as quickly as possible.

Encounter Areas: During the day, Sehvain either rests in his suite of rooms or (rarely) spends time in the garden resting in the leafy shade of the trees. At night he descends into the crypts to continue his research.

AHLEM & JORLEEN (OTHER STAFF)

LN male human commoner 2

Init +0; **Senses** Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10

hp 14 (2d6+7)

Fort +1, **Ref** +3, **Will** +1

OFFENSE

Spd 30 ft.

Melee dagger +1 (1d4+1/19-20)

STATISTICS

Abilities Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 8

Base Atk +1; **CMB** +2; **CMD** 12

Feats Iron Will, Toughness

Skills Climb +5, Handle Animal +2, Profession (domestic servant) +4

Languages Common

Gear dagger, normal clothes, 10 sp

Appearance: Middle aged humans, Ahlem and Jorleen are of average appearance. Their eyes and hair are dark and they dress sensibly and a little prudishly.

Personality and Goals: Ahlem and Jorleen have served Sehvain for 20 years and are loyal to him. However, they have grown concerned over his changed demeanor and do not like Gregor; they view him as authoritarian and strange. They have heard him moving about the house at night but do not know of the secret passage or the crypts below the house. They are worried about the change in their master over the last few years and help anyone trying to find out what has befallen Sehvain without putting themselves in physical danger. They believe that "evil spirits" or entities from the "eternal blackness" have descended on the house to wreak their revenge on Sehvain for all the undead he destroyed in his youth. They tell the PC this if asked about Sehvain's behavior and beg the PCs to save his soul for he was once a good man.

Encounter Areas: During the day, they spend much of their time preparing food in the kitchen, tending the gardens or tidying the house. At night, after serving dinner and then tidying up, they retire to their room in the attic. They do not emerge until dawn.

MANATOR (GUEST)

CG male human ranger 3

Init +2; **Senses** Perception +7

CR 3

800 XP

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 22 (3d10+6)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Spd 30 ft.

Melee masterwork longsword +4 (1d8+2/19-20) and masterwork short sword +4 (1d6+1/19-20)

Melee masterwork longsword +6 (1d8+2/19-20), masterwork short sword +6 (1d6+1/19-20)

Special Attacks favored enemy (orc)

STATISTICS

Abilities Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10

Base Atk +3; **CMB** +5; **CMD** 17

Feats Alertness, Endurance^B, Iron Will, Two-Weapon Defense, Two-Weapon Fighting^B

Skills Climb +8, Handle Animal +6, Heal +7, Stealth +8, Survival +7

Languages Common

SQ favored terrain (forest), track, wild empathy

Gear masterwork studded leather armor, masterwork longsword, masterwork short sword, *potion of cure moderate wounds*, travellers outfit, miscellaneous adventuring gear, 50 gp

Appearance: Tall, slim and heavily sunburnt, Manator has long black hair and deep brown eyes. His face is wrinkled and leathery, a legacy of countless days spent in the wilderness. His hands are heavily scarred. He radiates restlessness and fidgets constantly.

LEGACY OF DARKNESS (LEVEL 8-10 WIZARD)

Personality and Goals: Manator is friendly but slightly dim. He much prefers to spend time in the wilderness and does not enjoy being cooped up in town. Here at the behest of a group of druids hoping to gain Sehvain's assistance with a problem involving a corrupted treant he is growing more frustrated at the half-elf's reluctance to grant him a meeting.

Encounter Areas: During the day, Manator spends much of his time in the gardens or out on business in the town and surrounding area. He has noticed the lion tracks in the garden and has correctly identified them. If the garden is mentioned in conversation, he mentions the lions' presence and counsels the PC from going into the garden after dark. After dinner, Manator normally retires early.

MORRIM GLANTEN (GUEST)

LN female dwarf fighter 2/rogue 2

Init +6; **Senses** Darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 30 (2d10+6 plus 2d8+4)

Fort +5, **Ref** +5, **Will** +1; +2 racial bonus vs. poison, spells, spell-like abilities; +2 vs. fear

Defensive Abilities bravery, evasion, stability

OFFENSE

Spd 20 ft.

Melee masterwork cold iron battleaxe +7 (1d8+3/x3)

Ranged masterwork heavy crossbow +6 (1d10/19-20)

Special Attacks rogur talent (bleeding attack), sneak attack +1d6

STATISTICS

Abilities Str 15, Dex 14, Con 15, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Improved Initiative, Iron Will, Weapon Focus (battleaxe)

Skills Acrobatics +7, Appraise +5, Climb +7, Diplomacy +4, Disable Device +7, Escape Artist +7, Sense Motive +6, Stealth +7, Survival +6

Languages Common, Dwarven

SQ dwarf traits, trapfinding

Gear masterwork studded leather armor, masterwork buckler, masterwork cold iron battleaxe, masterwork heavy crossbow with 10 bolts, masterwork thieves tools, *potion of cure moderate wounds*, *potion of invisibility*, *potion of flying*

Appearance: Short and doughty, Morrim always wears her armor, even at dinner and in bed. Black hair and black eyes, along with an intense gaze make her seem slightly intimidating.

Personality and Goals: Morrim is here to try and learn the location of a long-lost dwarven hold said to lie in a nearby mountain range. She arrived the day before the PC and is so far enjoying Sehvain's food and drink. Gregarious and loud, she enjoys fine food and drink and the swapping of legends and tall tales.

Encounter Areas: During the day, Morrim enjoys perusing Sehvain's library searching for information about legendary treasure hoards, the location of several lost dwarven holds, and other information of interest to the typically inquisitive adventurer. At dinner, she eats heartily before retiring to the withdrawing room to gaze into the fire and sip a large quantity of Sehvain's brandy.

SAMPLE CHARACTER

AELMAH DHOTHUS

CR 9

NG male elf wizard 9

Init +3; **Senses** Low-light vision, Perception +9

DEFENSE

AC 20, touch 15, flat-footed 17 (+3 Dex, +1 natural, +2 deflection, +4 armor)

hp 61 (9d6+27)

Fort +6, **Ref** +7, **Will** +8 (+10 against enchantments)

OFFENSE

Spd 30 ft.

Melee +1 *adamantine longsword* +5 (1d8+1/19-20) or

Ranged masterwork shortbow +7 (1d6/x3)

Special Attacks cantrips, conjuration specialist bonus

Spells Prepared (CL9)

5th—*extended fire shield*, *prying eyes*, *summon monster V**

4th—*empowered scorching ray* (DC 20), *shout* (DC 20), *stoneskin*, *black tentacles**

3rd—*dispel magic*, *fireball* (DC 19), *heroism*, *keen edge*, *sleet storm**

2nd—*acid arrow*, *false life*, *extended mage armor*, *scorching ray*, *spider climb*, *web**

1st—*detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile* (2), *shield*, *grease**

0—*acid splash*, *detect magic*, *disrupt undead*, *read magic*

School Powers *summoner's charm*, *acid dart*, *dimensional steps*

STATISTICS

Abilities Str 10, Dex 16, Con 14, Int 20, Wis 12, Cha 10

Base Atk +4; **CMB** +4; **CMD** 17

Feats Empower Spell, Extend Spell, Great Fortitude, Scribe Scroll^B, Skill Focus (Spellcraft), Spell Focus (evocation), Spell Mastery (*mage armor*, *spider climb*, *dispel magic*, *fly*, *stoneskin*)

Skills Appraise +13, Fly +11, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (religion) +13, Knowledge (planes) +13, Linguistics +13, Spellcraft +20

Languages Abyssal, Celestial, Draconic, Dwarven, Elemental, Elven, Giant, Gnome, Halfling, Infernal, Sylvan, Undercommon

SQ arcane bond (longsword), scribe scroll, elf traits

Gear +1 *adamantine longsword* (sheds bright light 20 ft. radius, 40 ft. shadowy illumination), masterwork shortbow with 10 arrows, 5 cold iron arrows and 5 silver arrows, *belt of mighty constitution* +2, *headband of vast intellect* +2, *cloak of resistance* +1, *ring of protection* +2, *amulet of natural armor* +1, *wand of detect magic* (20 charges), *wand of magic missile* (CL 7, 15 charges), *pearl of power* (1st-level), *pearl of power* (2nd-level), *eyes of the eagle*, *boots of elvenkind*, *potion of cure moderate wounds* (2), *scroll of knock*, *scroll of teleport*, spell component pouch

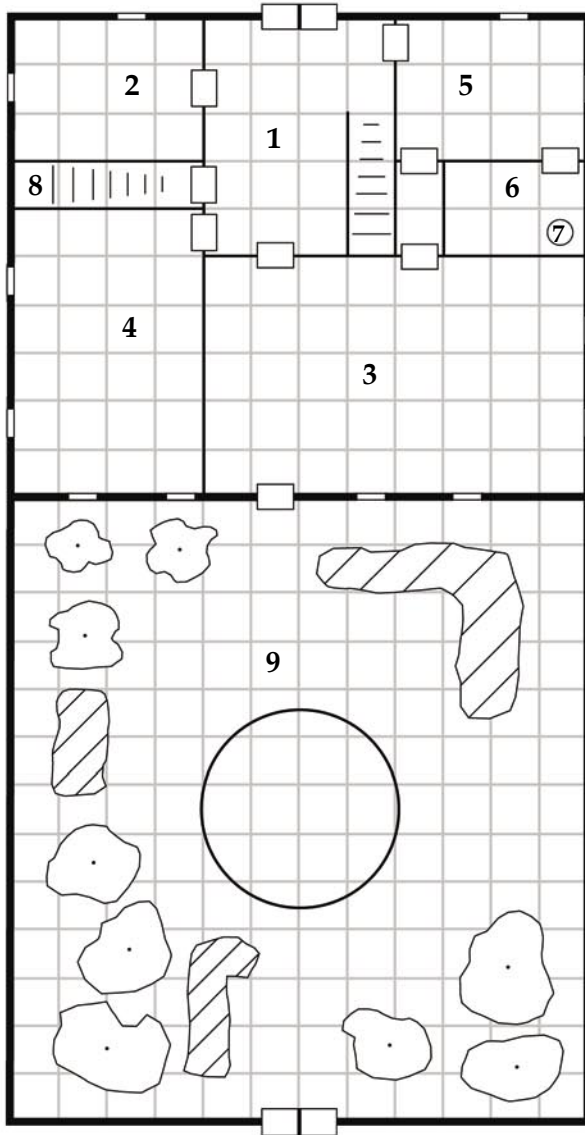
Spellbook (opposition schools—enchantment, illusion):

0—all; 1st—*detect undead*, *detect secret doors*, *expeditious retreat*, *grease*, *magic missile*, *mage armor*, *protection from evil*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*acid arrow*, *darkvision*, *false life*, *knock*, *scorching ray*, *see invisibility*, *spider climb*, *web*; 3rd—*clairvoyance/clairaudience*, *dispel magic*, *fireball*, *fly*, *heroism*, *keen edge*, *protection from energy*, *tongues*; 4th—*arcane eye*, *detect scrying*, *ice storm*, *remove curse*, *shout*, *stoneskin*; 5th—*cone of cold*, *contact other plane*, *extended fire shield*, *prying eyes*, *telekinesis*.

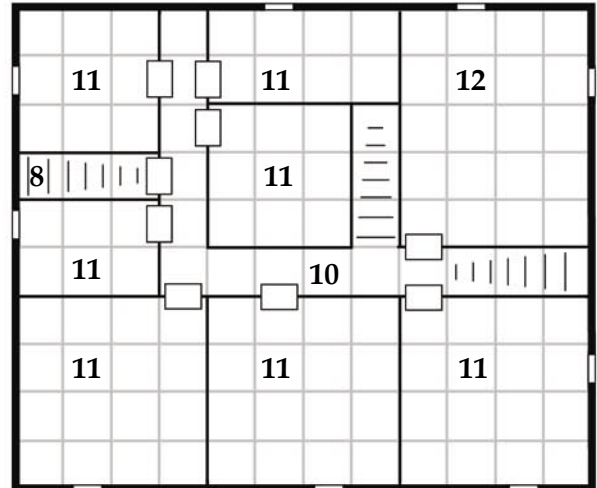
MAP OF SEVHAIN'S TOWNHOUSE

Each square equals 5 feet.

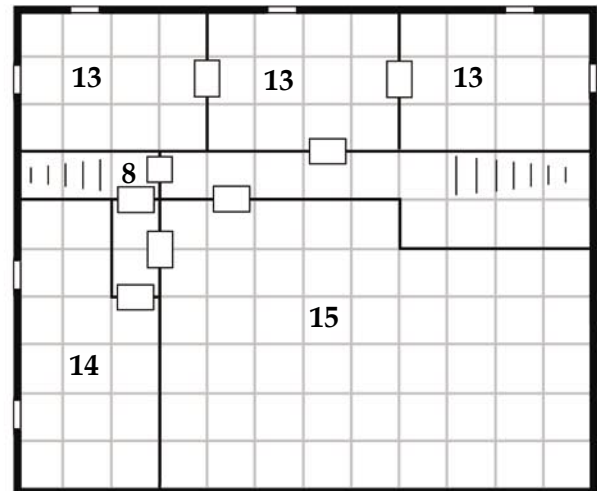
FIRST FLOOR








SECOND FLOOR

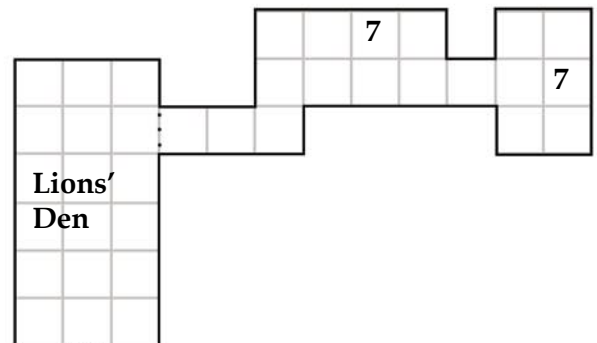


THIRD FLOOR



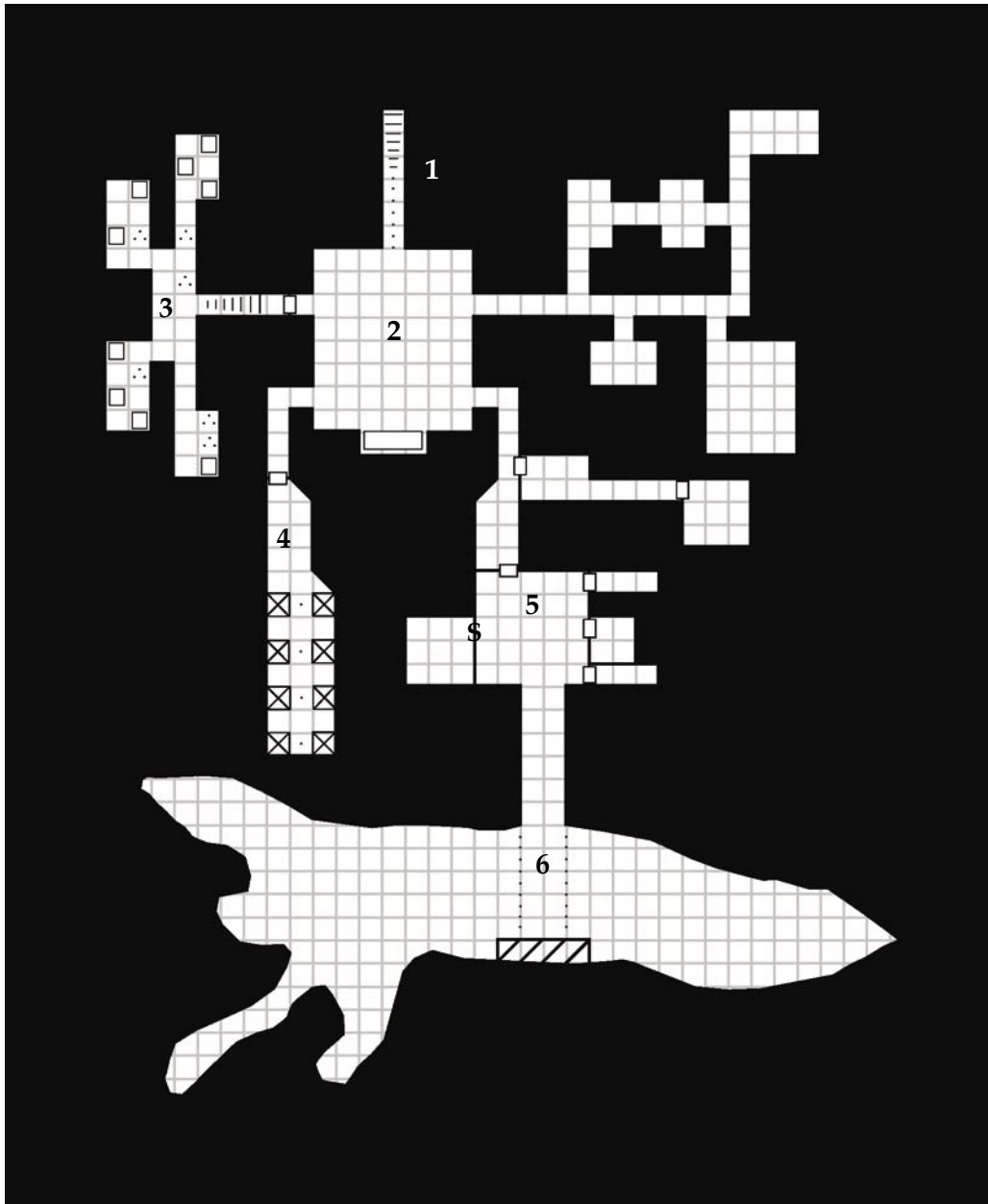
LEGEND

-  Door
-  Window
-  Tree
-  Ruin
-  Barred Gate









MAP OF DARK CRYPTS

Each Square equals 10 feet.



LEGEND

-  Door
-  Oubliette
-  Slender Pillar
-  Sarcophagi
-  Rubble or Difficult Flooring
-  Scaffolding

ONE ON ONE ADVENTURES #10

VENGEANCE OF OLINDOR

BY MATTHEW J. HANSON

AN ADVENTURE FOR ONE ROGUE LEVEL 8-10



Artist: Claudio Pozas

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VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

Thail Donnodol, an eleven scholar, has been imprisoned for crimes he did not commit. The law is no refuge. Only by breaking into the fortress prison of Granite's End can the player character save Thail from a lifetime of misery. There's only one problem: Thail Donnodol does not want to be saved. At least not until he finds the *Vengeance of Olindor*.

The Vengeance of Olindor is an adventure designed for one player and one GM. It was created with a single 8-10th level rogue, but can be easily adapted to larger parties or other characters who enjoy problem solving.

ADVENTURE BACKGROUND

Thousands of years ago the elven city of Olindor was the center of art and culture, but the city-state's highest advisors, the Arcane Council, saw dark omens on the horizon. Fearing the safety of their greatest treasures, the *Star*, the *Shroud*, and the *Vengeance of Olindor*, they decided hide these treasures throughout their territories. As the greatest of their treasures, the *Vengeance of Olindor* required the greatest protection. They crafted an elaborate vault filled with deadly traps beneath a one-time military outpost turned penal colony. Still they desired another layer of protection, so they sought a volunteer to undergo a ritual that would hide the sword within a living creature, binding it to her body and spirit. They found such a volunteer in the form of a promising apprentice wizard whose name has long been forgotten. After the ritual, the new Keeper of Vengeance was sealed within the vault, and remains there to this day.

Not long after the treasures departed, the city of Olindor fell to decadence and barbarian invasion. Now, millennia later, any artifact that once belonged to Olindor has become a prized item among collectors and historians, but none is as sought after as the three treasures that were hidden long ago. Recently two the treasures—the *Star* and the *Shroud*—have resurfaced, leading to speculation that the *Vengeance of Olindor* may soon be discovered as well. For there is a prophecy that the city of Olindor will return when the three treasures are again gathered together.

In fact, Thail Donnodol, a historian who focuses on Olindor thinks he may have discovered the location of the *Vengeance*. The problem is that site lies beneath Granite's End, an infamous prison complex from which no ones has ever escaped. As he could never enter on a scientific expedition, Thail entered the prison the only way he could—in chains.

ADVENTURE SYNOPSIS

The adventure begins as the player character is contacted by Thail Donnodol's son, Servian Donnodol, who begs the PC to free his father from false imprisonment.

Assuming that the PC agrees to help, she is likely to investigate Thail's supposed crime. Of course she finds no evidence to suggest Thail's guilt, and may convince the judge to admit that Thail wanted to be sent to prison. The only choice to free Thail is to venture into Granite's End.

Not surprisingly life within Granite's end is far from easy. The prison is run by a harsh warden, and the inmates are broken up into three factions who vie for control of the few resources present. The PC may join one of these factions or remain independent, but the next step is to find Thail. Thail reveals that the *Vengeance of Olindor* is hidden someplace below, and that a prison faction called the Feral Kin controls an entrance to the elven ruins.

There are several ways to access the Feral Kin's base, including stealth and force. However the PC manages, she finds her way through the ruins to the vault. Here she must navigate deadly traps and fierce guardians, including a dark naga who guards a false sword. The true sword is hidden behind a secret passage branching off of a pit trap. It is here that the Keeper of Vengeance resides with the *Vengeance of Olindor* bound inside her. Through words, force, or a combination of the two the PC can win the sword from its keeper, then find a way out of Granite's End.

ADVENTURE HOOKS

If player character has completed the *Shroud of Olindor* she has probably met Thail Donnodol, an elven historian who specializes in the study of Olindor. Thail hoped to meet the PC after she obtained the *Shroud*. Unfortunately when the PC attempts to contact Thail, the historian cannot be found. Instead she finds Thail's son Servian Donnodol.

If the PC did not play through *The Shroud of Olindor*, Servian Donnodol can still serve as the impetus that push the character to Granite's End. Either way Servian finds the PC and informs her that his father was wrongfully imprisoned on trumped up charges. The judge in the case is known to be corrupt, and Servian believes that somebody bribed the judge to have his father incarcerated.

If appealing to the character's better nature is not enough, Servian offers a diamond pendant worth 1,500 gp. This is his departed mother's engagement jewelry, and a character who succeeds a DC 20 Appraise or Knowledge (local) check (+5 bonus if the PC is an elf) identifies it as such.

PROLOGUE: IMPRISONED

It is likely the player character will start by investigating the crime that convicted Thail Donnodol, a dubious claim of conspiring with demons to open a permanent portal to the mortal realm. Any investigation, including inspecting his apartment or interviewing neighbors finds that there is absolutely no evidence to support the charges.

However a DC 20 Perception check of Thail's abode finds an ancient tome written in an obscure language. Between the pages, on loose paper, are translations (to elven) in Thail's hand. One passage is prominently circled and states, "...so *Vengeance* was taken to the vault on the Island of Stone."

Additionally a DC 15 Diplomacy check can determine that the Judge who sentenced Thail has long been rumored to be corrupt and open to bribes.

THE JUDGE

The easiest way to get to the heart of the matter is talk to the judge who convicted Thail Donnodol, a man that Servian identifies as Magistrate Jonnovus Templus.

It is easy arrange an appointment with Magistrate Templus, though the PC might have to wait a day or two. It is also simple for the PC to sneak into the Magistrate's house. While he has guards, they are mostly first level warriors and fighter, and should not challenge the PC.

When the PC has a chance to talk to Jonnovus Templus, he discusses the case, and points out that nature of the crime make it difficult to prove that Thail was wrongly committed. If it has not already occurred to the PC, Magistrate Templus mentions that about the only way to get Thail out of Granite's End is for the PC to go there and break him out.

Magistrate Templus's attitude is initially indifferent unless the PC broke into his house or took other provocative measures, in which case he is unfriendly. If his attitude can be shifted to friendly, he admits that he was bribed to send Thail to prison, by none other than Thail himself. He did not ask why, and he does not care.

If the PC wants to follow in Thail's footsteps, Magistrate Templus can arrange a stint in Granite's End in exchange for a 500 gp bribe.

OTHER WAY ONTO THE ISLAND

If the PC does not wish to bribe a magistrate to send her to Granite's End, there are other ways to reach the prison.

STOWAWAY

One option for the PC is to stowaway in one the weekly shipments of food and other necessities that travel to Granite's End. The shipments are thoroughly searched (guards take 20), but the PC may be able to remain hidden if she succeeds a DC 28 Stealth check. If successful in stowing away, she ends up in the storage facility, area A8 of the guard compound.

JOIN THEM

Guard duty at Granite's End is far from glamorous, and the high burnout rate means Warden Zarial is always looking for new guards. Applicants are put through a series of tests, which may be simulated by DC 20 sight-based Perception, sound-based Perception, and Sense Motive checks. If two out of three of these succeed, the PC must interview with warden Zarial, and pass a DC 18 Bluff check to hide her true intentions.

PART I: GRANITE'S END

Granite's End is a built on a small island several miles off the mainland coast. The island is almost completely barren rock; nearly all materials are brought from the mainland. In addition to the prison, a small hamlet exists outside its walls. The hamlet is little more than a bar, a temple, and housing for the support staff needed to run the prison.

The prison is ringed by a double set of walls with a spike-filled pit between them (see defenses), and guard towers placed intermittently around the walls. At the northern end of the compound, a stone complex serves as the headquarters for the warden and his guards. When it was first built Granite's End contained basic wooden structures that served to house the prisoners at various points within the large courtyard. Over the years these buildings have fallen into disrepair, and have mostly been torn down and rebuilt by the prison population.

GRANITE'S END OVERVIEW

A. Entrance & Guard Compounds

B. Guard Towers: One guard each.

C. Feral Kin territory

D. The Wolf's Den

E. Hammer and Bow territory

F. The Forge

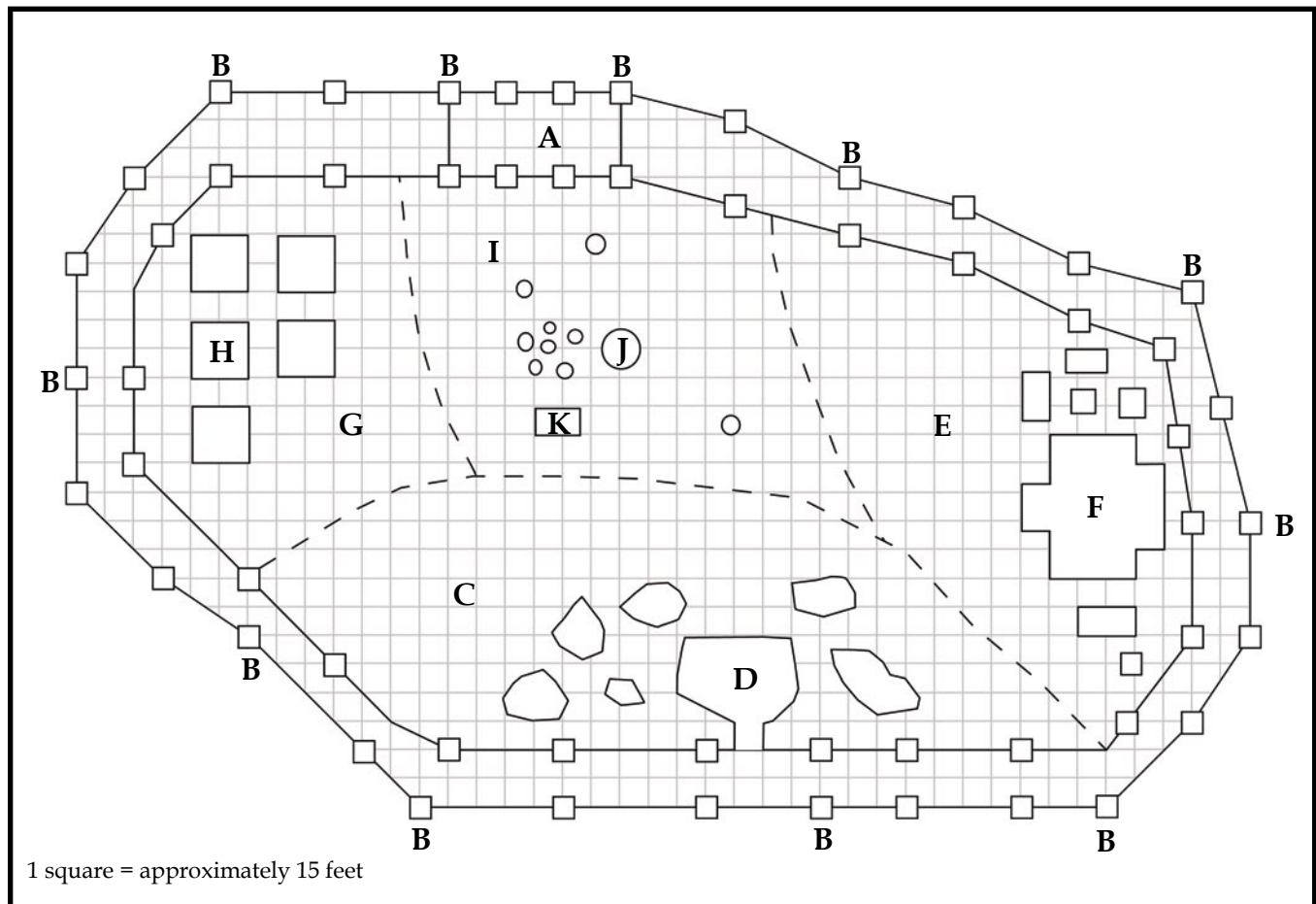
G. Shadow Striker territory

H. Dark Halls

I. No Man's Land

J. Claud Deshar's Shop

K. Murdon's tower



VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

DEFENSES

Granite's End has a number of defenses, both mundane and magical that prevent prisoners from escaping.

WALLS

A double wall structure surrounds the prison of Granite's End. Each wall has an inward facing overhang, making it still more difficult to climb. Halfway up the inner wall is a permanent *alarm* spell that alerts guards of any climb attempt. Guards posted on the towers have orders to shoot to kill any prisoner scaling the walls. The outer wall has a catwalk that connects the guard towers. Any character who falls between the walls takes typically falling damage (1d6 per 10 feet), and is attacked by 1d4 spikes (Atk +10 melee for 1d4+5 each).

Inner Wall (Superior Masonry): 3 ft thick, 40 ft high; hardness 8; hp 270; Break DC 45; Climb DC 25 (35 overhang).

Outer Wall (Reinforced Masonry): 5 ft thick, 60 ft high; hardness 8; hp 900; Break DC 65; Climb DC 15 (25 overhang).

MAGICAL WARDS

Granite's End is protected by several magical wards. The most important is a permanent effect similar to *dimensional anchor* that prevents teleportation or dimensional travel into or out of the prison.

These wards are not actually created by the latest residents of Granite's End, but remain from the days when Olindor maintained a prison on the island.

Any inmate of Granite's End who is capable of casting spells or using powerful spell-like abilities is fitted with a special bracelet, which prevents its wearer from using magic. They are forged of adamantine and magically sealed in order to prevent removal. (Minor spell-like abilities, such as the gnome's racial abilities generally do not require bracelets.)

Bracelet: 1/2 in. thick; hardness 22; 22 hp; break DC 35. Any attempt to damage the bracelet also damages the wearer.

INHABITANTS OF GRANITE'S END

Granite's End is run under the powerful hand of an aasimar diviner named Zarial. While he generally upholds the principles that are considered "good," he is decidedly not "nice." Zarial is shrewd, cold, and calculating. He believes that the ends justify the means, and has no problem using deceit and manipulation. Nor is he above allowing innocents die, provided it saves more lives in the end.

Zarial maintains a large force of veteran guards, who are primarily used to monitor the prisoners and occasionally to put down rebellions. There is also an elite squad of six highly trained guards who deal with the most powerful of prisoners. The primary method of controlling the prison population is by playing the prisoners against each other.

Zarial and his guards spend most of their time in the guard complex at the northern end of the prison, though during their off hours guards often leave the complex to drink at the tavern or visit their family in the hamlet nearby.

GUARD COMPLEX OVERVIEW

Unless otherwise noted, all walls are reinforced masonry, and all doors are strong wooden doors with good locks (Disable Device DC 30).

A1. Outer Gate: Iron portcullis and strong wooden door with good lock (DC 30). Two guards posted outside.

A2. Gate Courtyard

A3. Inner Gate: Iron portcullis and strong wooden door. Two guards posted on prison side.

A4. Barracks: Twelve guards resting at any time (each room).

A5. Break Room: Six guards on call.

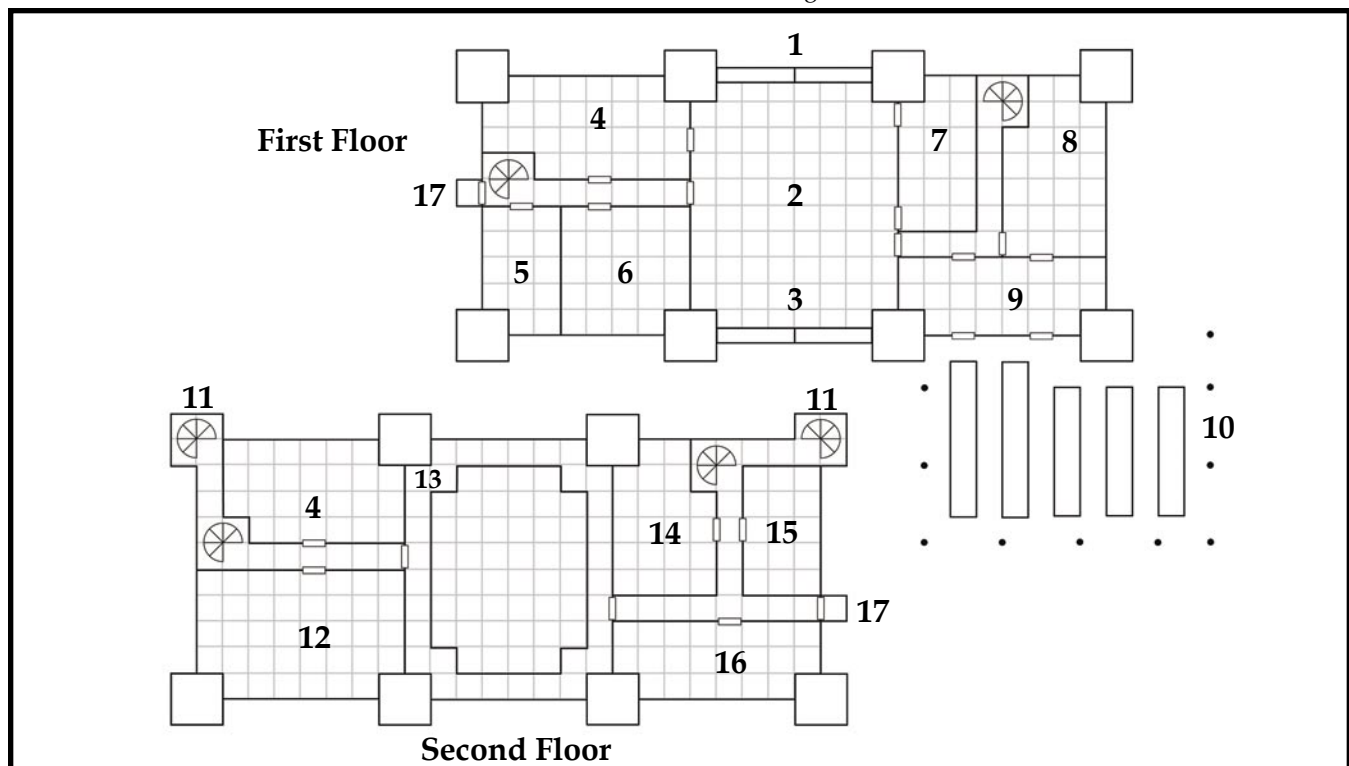
A6. Guard Mess: Guards eat meals in three one-hour shifts.

A7. Check station

A8. General Storage

A9. Kitchen: Four cooks (human commoner 1) during daytime.

A10. Prisoner Mess: Outdoors beneath tents. Prisoners eat in three shifts by faction, supervised by elite guard and three guards.



VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

A11. Stairs to Outer Wall Catwalk

A12. Armory

A13. Courtyard Balcony

A14. Zarial's Office: Door arcane locked. Iron safe (hardness 10; 90 hp; break DC 30; Disable Device DC 40) with spell book and 1,200 gp. Zarial during daytime.

A15. Zarial's Quarters: Door arcane locked. Zarial during evening.

A16. Elite guards quarters: Two elite guards resting.

A17. Commode

ZARIAL

LN male aasimar wizard 13

Medium outsider (native)

Init -1; **Senses** Darkvision 60ft.; Perception + 10

CR 14

38,400 XP

DEFENSE

AC 16, touch 14, flat-footed 15 (-1 Dex, +4 armor, +2 deflection, +1 dodge)

hp 71 (13d6+26)

Fort +9, **Ref** +7, **Will** +13

Resist acid 5, cold 5, and electricity 5

OFFENSE

Spd 30 ft.; fly 40 ft.

Melee *greater magic weapon* masterwork quarterstaff +9/+4 melee (1d6+3)

Special Attacks cantrips, *daylight* (1/day, CL 13)

Spells Prepared (CL13)

7th—greater arcane sight

6th—*greater dispel magic*, quickened *mirror image*, quickened *scorching ray*

5th—silent *dimension door* *overland flight*, prying eyes, quickened *shield*

4th—silent still *invisibility*, *charm monster* (DC 20), *greater invisibility*, locate creature, *rainbow pattern* (DC 20)

3rd—*dispel magic*, *fireball* (DC 19), *heroism*, *keen edge*

2nd—*acid arrow*, *false life*, extended *mage armor*, *scorching ray*, *spider climb*

1st—*animate rope*, *burning hands* (DC17), *feather fall*, *mage armor*; *magic missile* (2)

0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat Zarial has already cast *mage armor*, *greater magic weapon* and *overland flight* (reflected in stat block).

STATISTICS

Abilities Str 10, Dex 8, Con 12, Int 22, Wis 16, Cha 15

Base Atk +6; **CMB** +6

Feats Combat Casting, Empower Spell, Great Fortitude, Lightning Reflexes, Quicken Spell, Spell Penetration, Still Spell, Silent Spell, Scribe Scroll^B, Toughness

Skills Appraise +19, Fly +15, Knowledge (arcana) +22, Knowledge (local) +14, Knowledge (nature) +16, Knowledge (the planes) +22, Knowledge (religion) +16, Linguistics +14, Profession (prison warden) +11, Sense Motive +10, Spellcraft +22

Languages Common, Celestial, Draconic, Dwarven, Elemental, Elven, Giant, Goblin, Halfling, Orc

SQ arcane bond (masterwork quarterstaff), permanent spells (*tongues*, see *invisibility*).

Gear masterwork quarterstaff, *headband of intellect* +4, *ring of protection* +2, *cloak of resistance* +2, *wand of cure light*

wound (42 charges), *scroll of neutralize poison*, *scroll of heal*, *true seeing ointment* (2)

Spellbook: Spells prepared plus 0—all; 1st—*alarm*, *detect secret doors*, *identify*, *trueshield*; 2nd—*arcane lock*, *locate object*, *see invisibility*; 3rd—*arcane sight*, *true seeing*; 4th—*scrying*, *wall of ice*; 5th—*permanency*, *sending*, *teleport*; 6th—*analyze dweomer*, *legend lore*; 7th—*greater scrying*

ELITE GUARD

LN male and female human rogue 5/fighter 4

CR 9

6,400 XP

Init +3; **Senses** Perception +12

DEFENSE

AC 22, touch 9, flat-footed 22 (+9 armor, +1 enhancement, -1 Dex, +2 shield, +1 shield enhancement)

hp 75 (5d8+15 plus 4d10+16)

Fort +8, **Ref** +4, **Will** +4 (+5 against fear)

Defensive Abilities armor training, bravery, evasion, rogue talent (stand up), trap sense +1, uncanny dodge

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee +1 *longsword* +11/+5 (1d8+5/19-20)

Ranged masterwork mighty composite longbow +8/+3 (1d8+2/x3)

Special Attacks bleeding attack, sneak attack +3d6

STATISTICS

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 14, Cha 12

Base Atk +7; **CMB** +9; **CMD** 18

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Use Magic Device), Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +9, Climb +13, Diplomacy +9, Intimidate +13, Linguistics +8, Sense Motive +12, Survival +9, Use Magic Device +12

Languages Common, Dwarven, Elven, Goblin, Halfling, Orc

SQ trapfinding

Gear +1 *full plate*, +1 *heavy steel shield*, +1 *longsword*, masterwork mighty composite longbow (+2 Str), 20 arrows, *wand of cure light wounds* (25 charges), *wand of detect magic* (10 charges), *wand of deep slumber* (25 charges)

STANDARD GUARD

LN male and female human warrior 2/expert 2

CR 3

800 XP

Init +0; **Senses** Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 30 (2d10+7 plus 2d8+3)

Fort +4, **Ref** +0, **Will** +4

OFFENSE

Spd 30 ft.

Melee masterwork longsword +5 (1d8+1/19-20), sap +4 (1d6+1 non-lethal)

STATISTICS

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +4; **CMD** 14

Feats Alertness, Persuasive, Toughness

Skills Bluff +4, Climb +8, Diplomacy +6, Heal +6, Intimidate +6, Linguistics +4, Profession (guard) +6, Sense Motive +8, Survival +5

Languages Common, Elven

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

Gear Breast plate, heavy steel shield, masterwork longsword, sap, *potion of cure light wounds* (2), *potion of see invisibility*, tanglefoot bag (3), 10gp, 25 sp, 50 cp

THE FACTIONS

Zarial became the new warden of Granite's End after a particularly violent uprising. He realized that the key to quashing the impulse to rebel was to keep the prisoners busy fighting amongst each other. Thus he chose three prisoners that he thought up to the task, and granted each of them special privileges provided that they work to maintain order amongst the rest of the prison population. These privileged prisoners soon became leaders of the three powerful factions within the prison, and it was not long before these factions began battling against each other to control territory and other resources within the prison. Over the years, new leaders have come and gone by the principle remains the same.

Due in large part to Zarial's manipulations, none of these factions ever gains a permanent upper hand against any other. As soon as one begins to gain power, the other two form a temporary alliance to bring down the more powerful leader.

A NOTE ON CR

Most of the inmates of Granite's End are deprived of equipment they would normally possess, and thus their CR is lowered by 1. On a similar note, the PC may be deprived of her usual equipment for much of this adventure, and will find it more difficult to face challenges that she could have previously handled.

THE FERAL KIN

The Feral Kin faction is made primarily of the so called "savage humanoid," such as orcs, half-orcs, goblinoids and gnolls, though a fair number of humans exist among their ranks. This faction has some of the strongest melee combatants within the prison.

The Feral Kin are lead by a hobgoblin named Grissarrk the Quick. He is a cold effective leader, who slew the previous leader of the Feral Kin while barely receiving a scratch. Despite his martial abilities, Grissarrk prefers for his minions to do his dirty work. His chief enforcer is a savage gnoll known as Red Fang, who has a tendency of consuming fallen foes.

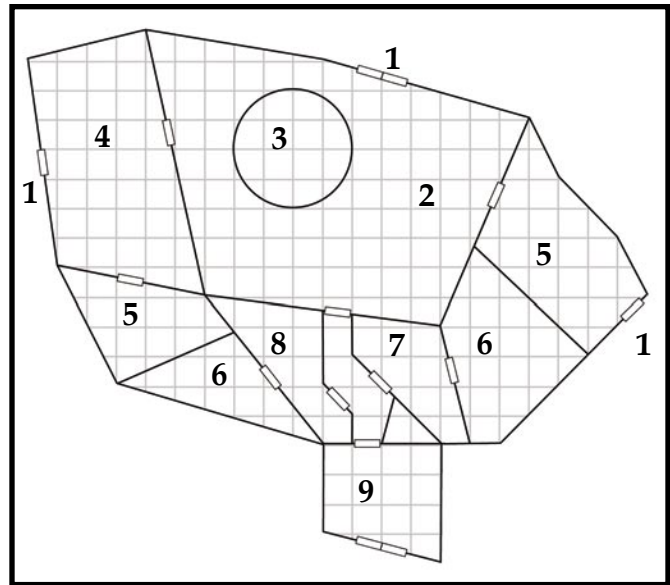
The Feral Kin lay claim to the southern part of the compound, and they are based in the Wolf's Nest. The Wolf's nest is a sprawling building cobbled together from scraps of other buildings.

While not fighting turf wars, the Feral Kin often compete in (usually) non-lethal battles in their fighting pit. Betting among combatants and spectators is common. The Feral Kin currently control the entrance to the ancient ruins.

WOLF'S NEST OVERVIEW

Unless otherwise noted walls are wooden, and doors are unlocked, simple, and wooden.

- D1. Entrances:** Two Feral Kin thugs.
- D2. Great Hall:** Grissarrk and Red Fang during afternoon and evening. 1d6 Feral Kin thugs and 2d6 orcs at any time.
- D3. Fighting Pit:** 5-foot bellow floor level of great hall.
- D4. Barracks:** Sixteen Feral Kin Thugs resting at any time.
- D5. General Storage**
- D6. Weapon Storage**



D7. Grissarrk's Quarters: Door locked (Disable Device DC 20). Grissarrk during late night and morning.

D8. Red Fang's Quarters: Door locked (Disable Device DC 20) Red Fang during late night and morning.

D9. Entrance to Ruins: Door boarded over. DC 20 Disable Device to remove, or bash as strong wooden door (hardness 5, 20 hp Break DC 23).

GRISSARRK THE QUICK

NE male hobgoblin rogue 8

Medium humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft.; Perception +9

CR 8

4,800 XP

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +1 enchantment, +4 Dex, +1 dodge, +1 shield)

hp 60 (8d8+24)

Fort +5, **Ref** +10, **Will** +1

Defensive Abilities evasion, uncanny doedged, improved uncanny dodge, trap sense +2

OFFENSE

Spd 30 ft.

Melee +1 *short sword* +10/+5 (1d6+3/19-20) and +1 *short sword* +10 (1d6+2/19-20)

Melee +1 *short sword* +12/+7 (1d6+3/19-20)

Special Attacks rogue talent (bleeding attack, finesse rogue, weapon training), sneak attack +4d6

STATISTICS

Abilities Str 14, Dex 19, Con 16, Int 10, Wis 8, Cha 12

Base Atk +6; **CMB** +8; **CMD** 22

Feats Dodge, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills Acrobatics +13, Bluff +11, Climb +11, Disable Device +14, Intimidate +11, Sense Motive +9, Stealth +17, Sleight of Hand +13; **Racial Modifiers** +4 Stealth

Language Common, Goblin

SQ trapfinding, hobgoblin traits

Gear +1 *chain shirt*, +1 *short sword* (2), *gloves of dexterity* +2, *potion of cure moderate wounds* (2), thieves' tools, silk rope (50 ft.), 40 gp

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

RED FANG

CE male gnoll barbarian 5

Init +1; **Senses** Darkvision 60ft.; Perception +7

DEFENSE

AC 18, touch 11, flat-footed 17 (+3 armor, +1 enchantment, +1 Dex, +1 natural, +1 shield, +1 shield enchantment)

hp 62 (2d8+6 plus 5d12+15)

Fort +10, **Ref** +2, **Will** +2

Defensive Abilities *guarded stance*, improved uncanny dodge, *rolling dodge*, trap sense +1, uncanny dodge

OFFENSE

Spd 40 ft.

Melee +1 *battle axe* +8/+3 (1d8+8) [3-point Power Attack]

Special Attacks fast movement, rage

STATISTICS

Abilities Str 18, Dex 13, Con 17, Int 8, Wis 12, Cha 6

Base Atk +6; **CMB** +10; **CMD** 21

Feats Power Attack, Improved Bull Rush, Improved Sunder

Skills Climb +12, Intimidate +6, Linguistics +3, Survival +7, Swim +10

Language Common, Gnoll

Gear +1 *heavy wooden shield*, +1 *studded leather armor*, +1 *battle axe*, *potion of cure serious wounds*

SPECIAL ABILITIES

Rage: While raging Red Fang has the following changes to their stats: hp 76; AC 16, touch 9, flat-footed 15; CMB+12; +1 *battle axe* +10/+5 (1d8+10) [3-point Power Attack]*; SV Fort +12, Will +4; Str 20, Con 19

FERAL KIN THUG

NE male and female half-orcs barbarian 2/ rogue 2

Init +1; **Senses** Darkvision 60ft.; Perception +9

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 32 (2d12+6 plus 2d8+4)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities evasion, *guarded stance*, uncanny dodge

OFFENSE

Spd 40 ft.

Melee quarterstaff +5 (1d6+10) [2 point power attack]

Special Attacks fast movement, rage, rogue talent (*bleeding attack*), sneak attack +1d6

STATISTICS

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; **CMB** +7; **CMD** 19

Feats Cleave, Power Attack

Skills Climb +11, Intimidate +8, Knowledge (local) +4, Sense Motive +7, Sleight of Hand +7, Survival +7, Stealth +6

Language Common, Orc

SQ trapfinding, half-orc traits

Gear Quarterstaff, leather armor

SPECIAL ABILITIES

Rage: While raging Feral Kin Thugs have the following changes to their stats: hp 40; AC 11, touch 9, flat-footed 11; CMB +9; quarterstaff +7 (1d6+14) [2-point Power Attack]; SV Fort +7, Will +3; Str 22, Con 18

CR 6
2,400 XP

Orcs: as Bestiary with clubs and no armor, 6 hp, AC 10, Clubs +4 melee (1d6+3)

HAMMERS AND BOWS

The Hammer and Bow was formed by an unlikely alliance between two of the prison's most powerful inmates, a dwarf named Iskal Bloodhammer, and an elf named Larison Larossil. The faction includes elves, half-elves, dwarves, and a few humans. The Hammer and Bow faction is the smallest in number, but is also one of the best disciplined, and excels at strategy and tactics.

Iskal Blood Hammer is a skilled warrior who (despite his name) is a master of the halberd. He is a dwarf of few words, preferring to let his action speak for themselves. Larison on the other hand is perfectly happy to talk, and her lies can be just as deadly as any blade. Chief among her lies, she managed to hide her magical talents from the authorities, and may be the only spell caster in Granite's end whose has avoided the nullifying bracelet.

While these two make decisions equally, Larison Larossil is the more charismatic of the two, and thus serves as the primary spokesman. Iskal Bloodhammer, however, is the more powerful combatant.

The Hammers and Bows claim the eastern part of the compound and make their home in the Forge. While not protecting their turf, more skilled members spend time crafting weapons and armor at the workshop. Thail Donnodol currently resides with the Hammer and Bows.

THE FORGE OVERVIEW

Unless otherwise noted walls are wooden, doors are good, wooden, and unlocked.

F1. Entrance: Doors strong wooden, locked (DC 20). Two dwarf thugs.

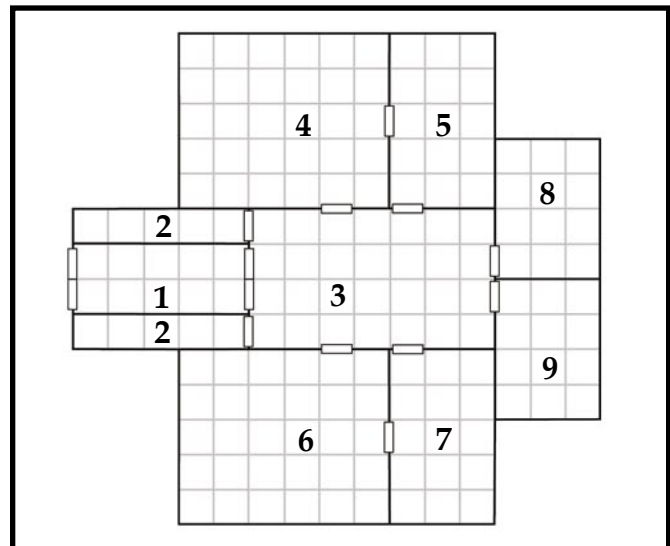
F2. Arrow Halls: Arrow slits in each 5-foot section of wall offer improved cover (AC +8, Reflex +4). One elf thug each.

F3. Great Hall: Iskal Bloodhammer during day. Larison Larossil afternoon through early night. 1d6 thugs (evenly split) at all times.

F4. Barracks: Five dwarf thugs and five elf thugs. Thail Donnodol.

F5. General Supplies

F6. Workshop: Includes artisan's tools. One elf thug and one dwarf thug.



VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

F7. Armory

F8. Iskal Bloodhammer's Quarters: Door locked (DC 20). Iskal during night.

F9. Larison Larossil's Quarters: Door Locked (DC 20). Larison late night through morning.

ISKAL BLOODHAMMER

LE male dwarf fighter 8

Init +1; **Senses** Darkvision 60ft.; Perception +3

CR 8

4,800 XP

DEFENSE

AC 23, touch 13, flat-footed 21 (+9 armor, +1 enhancement, +1 Dex, +1 deflection, +1 dodge)

hp 84 (8d10+32)

Fort +9, **Ref** +3, **Will** +3; +2 racial bonus vs. poison, spells, spell-like abilities; +2 vs. fear

Defensive Abilities armor training, bravery, hearty, stability

OFFENSE

Spd 20 ft.

Melee +1 halberd +15/+10 (1d10+8/x3)

Special Attacks weapon training (polearms)

STATISTICS

Abilities Str 16, Dex 13, Con 16, Int 13, Wis 12, Cha 6

Base Atk +8; **CMB** +11; **CMD** 22

Feats Dodge, Combat Expertise, Endurance, Greater Weapon Focus (halberd), Improved Trip, Mobility, Spring Attack, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Appraise +6, Intimidate +6, Craft (armorsmithing) +7, Craft (weaponsmithing) +7

Languages Common, Dwarven, Orc

SQ dwarf traits

Gear +1 full plate, +1 halberd, +1 ring of protection, *potion of bull's strength*, *potion of bear's endurance*, *potion of cure serious wounds* (2)

LARISON LAROSSIL

NE female elf rogue 1/wizard 5

Init +1; **Senses** Low-light vision; Perception +7

CR 6

2,400 XP

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 deflection)

hp 26 (1d8 plus 5d6+5)

Fort +2, **Ref** +5, **Will** +6; +2 racial bonus vs. enchantment

Immune magical sleep

OFFENSE

Spd 30 ft.

Melee masterwork longsword +2 (1d8-1/19-20)

Ranged masterwork lowbow +4 (1d8/x3)

Special Attacks cantrips, spells, sneak attack +1d6, +2 to caster level check to overcome spell resistance

Spells Prepared (CL5)

3rd – *clairaudience/clairvoyance*, empowered *shocking grasp*

2nd – *false life*, *invisibility* (2)

1st – *mage armor* (2); *shocking grasp* (2)

0 – *prestidigitation* (2), *read magic* (2)

TACTICS

Before Combat Larison has *mage armor* and *false life* (additional 10 temporary hit points) already cast on herself.

STATISTICS

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14

Base Atk +2; **CMB** +1; **CMD** 12

Feats Empower Spell, Eschew Materials, Scribe Scroll^B, Spell Mastery (2)

Skills Appraise +11 (+13 on finding properties of magic items), Bluff +6, Climb +3, Disable Device +5, Diplomacy +6, Escape Artist +5, Intimidate +6, Knowledge (arcane) +11, Knowledge (local) +11, Linguistics +11, Perception +5, Sense Motive +5, Sleight of Hand +5, Spellcraft +11, Stealth +5, Swim +3

Languages Common, Dwarven, Draconic, Elemental, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan

Hammers and Bow Martial Weapons For Sale

Light Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Chain	4 gp	1d4	1d6	x20	—	2 lbs.	Bludgeoning
Ranged Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Handbow	50 gp	1d3	1d4	x3	30 ft.	1 lb.	Piercing
Arrow (1)	1 sp	—	—	—	—	1 lb.	—

Chain, Light: A light chain is a short length of chain designed to look like nothing more than industrial chain. However they are properly balanced with weighted ends to be used in combat.

With a light chain, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Handbow: A handbow is small bow that sacrifices power and range for concealability.

You need at least two hands to use a bow, regardless of its size. You can use a handbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow.

You received a +2 bonus to Sleight of Hand checks to conceal a handbow that is unstrung as well as handbow arrows. Stringing a handbow is a move action.

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

SQ arcane bond (unsummoned familiar), elf traits, trapfinding
Gear masterwork longsword, masterwork longbow, 20 arrows, mithral buckler, *wand of magic missile* (22 charges), *cloak of resistance* +1, *ring of protection* +1, *potion of cure moderate wounds*.

Spellbook: Larison does not have access to a spellbook, and can only prepare the spells she has mastered via the spell mastery feat (and *read magic*).

Spells Mastered: *clairaudience/clairvoyance*, *invisibility*, *false life*, *mage armor*, *prestidigitation*, *shocking grasp*

ELF THUG

CE male and female elf ranger 4

Init +4; **Senses** Low-light vision; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 30 (4d10+8)

Fort +5, **Ref** +8, **Will** +2; +2 racial bonus vs. enchantment

Immune magical sleep

OFFENSE

Spd 30 ft.

Ranged handbow +6/+6 (1d4/x3)

Ranged handbow +8 (1d4/x3)

Melee club +5 (1d6+1)

Special Attacks favored enemy (humans), spells

Spells Prepared (CL2)

1st — *cure light wounds*

STATISTICS

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 8

Base Atk +4; **CMB** +5; **CMD** 19

Feats Endurance^B, Percise Shot, Point Blank Shot, Rapid Shot^B

Skills Climb +8, Heal +8, Intimidate +6, Stealth +11, Survival +8

Languages Common, Elven

SQ elf traits, favored terrain (urban), hunter's bond, track, wild empathy

Gear Leather armor, club, handbow, 20 arrows

DWARF THUG

LE male and female dwarf fighter 4

Init +1; **Senses** Darkvision 60ft.; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 shield)

hp 38 (4d10+16)

Fort +7, **Ref** +2, **Will** +2; +2 racial bonus vs. poison, spells, spell-like abilities; +2 vs. fear

Defensive Abilities armor training, bravery, hearty, stability

OFFENSE

Spd 20 ft.

Melee light chain +8 (1d6+5)

STATISTICS

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 13, Cha 6

Base Atk +4; **CMB** +7; **CMD** 18

Feats Athletic, Dodge, Mobility, Weapon Focus (light chain), Weapon Specialization (light chain)

Skills Climb +6, Survival +6, Swim +6

Languages Common, Dwarven

SQ dwarf traits

Gear Hide armor, light chain, light wooden shield

THAIL DONNODOL

NG male elf expert 9

Init +1; **Senses** Low-light vision; Perception +18

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 49 (9d8+9)

Fort +3, **Ref** +6, **Will** +8; +2 racial bonus vs. enchantment

Immune magical sleep

OFFENSE

Spd 30 ft.

Melee club +5/+0 (1d4-1)

STATISTICS

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13

Base Atk +6; **CMB** +5; **CMD** 15

Feats Alertness, Lightning Reflexes, Persuasive, Run, Skill Focus (Knowledge [history])

Skills Appraise +15, Bluff +13, Diplomacy +15, Intimidate +15, Knowledge (geography) +15, Knowledge (history) +18, Linguistics +15, Sense Motive +16

Languages Abyssal, Celestial, Draconic, Dwarven, Elemental, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan

SQ arcane bond (unsummoned familiar), elf traits

Gear Club, hemp rope (50 ft.)

SHADOW STRIKERS

The Shadow Strikers are a faction lead by halflings and gnomes, though they also have a large number of humans among them. Of the three factions, they are the stealthiest, relying heavily on subterfuge and trickery.

The faction is lead by a secretive halfling known only as Mistress Shadow. Mistress Shadow appears patient, speaking little but always listening. She is truly ruthless, and rumors abound that she murdered her own child. Her top assassin is a gnome called Gort Firewater who has a passion for both alcohol and poison.

The Shadow Strikers claim the western part of the compound as their territory, and make their lair in a trap-strewn set of building called the Dark Halls, all connected by a network of tunnels. In their off time, the Shadow Strikers like to bet on games of skill and chance, particularly throwing daggers.

DARK HALLS OVERVIEW

Unless otherwise noted walls are wooden, and doors (including trap doors) are average, wooden, and unlocked. Tunnels between buildings are proper size for a Small creature, but a Medium creature must squeeze.

H1. Gambling Hall: Door locked (DC 30), opens for secret knock that changes weekly. 1d6 Shadow Striker thugs, 2d6 halflings; 30% chance of Mistress Shadow; 40% chance of Gort Firewater.

H2. General Storage

H3. Weapon Storage

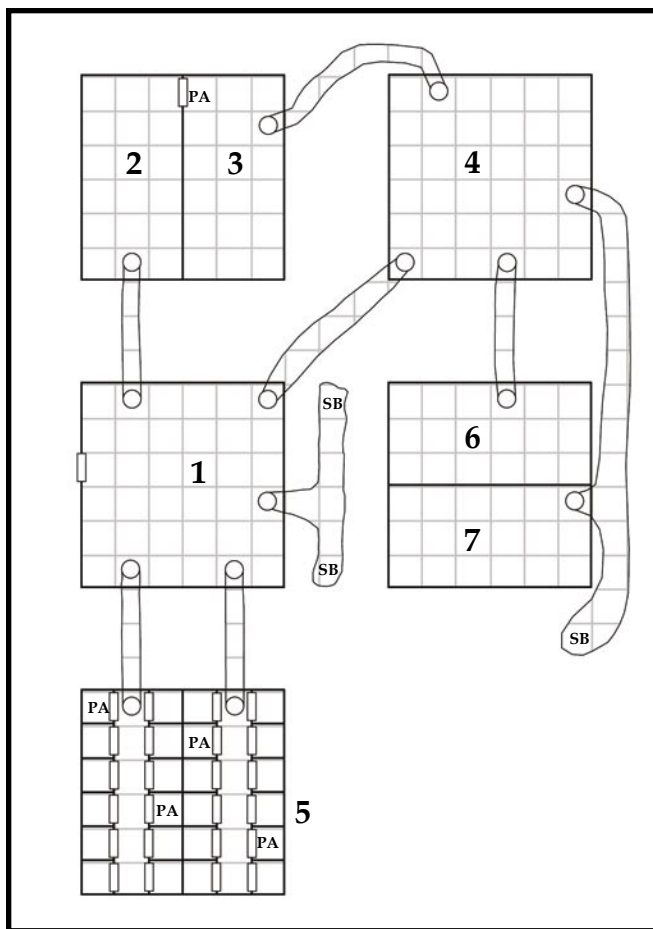
H4. Meeting Room: 30% chance of Mistress Shadow with 1d4 Shadow Striker thugs. 20% chance of Gort Firewater.

H5. Quarters: Any non-trapped room has of 20% chance of a Shadow Striker Thug.

H6. Mistress Shadow's Quarters: 30% chance of Mistress Shadow.

H7: Gort Firewater's Quarters: 30% chance of Gort Firewater

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)



SB. Stone Blocks from Ceiling Trap: see below
PA. Poisoned Arrow Trap: see below

STONE BLOCK FROM CEILING TRAP CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch (open trap door); **Reset** repair
Effect Atk +8 melee (4d6)

POISON ARROW TRAP CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger touch (door opening); **Reset** manual
Effect Atk +12 ranged (1d8 plus scorpion venom)

LARGE SCORPION VENOM

Type poison, injury; **Save** Fortitude DC 18
Frequency 1/round for 6 rounds
Effect 1d2 Str damage; **Cure** 1 save

MISTRESS SHADOW

NE female halfling rogue 8
 Small humanoid (halfling)
Init +4; **Senses** Perception +12

CR 8

4,800 XP

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 armor, +1 enchantment, +4 Dex, +1 dodge, +1 size)

hp 52 (8d8+16)

Fort +3, **Ref** +11, **Will** +2; +2 racial bonus vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +2, uncanny dodge

OFFENSE

Spd 20 ft.

Melee +1 rapier +12/+7 (1d4+2/18-20)

Ranged masterwork dagger +12/+7 (1d3+1/19-20)

Special Attack sneak attack +4d6, *finesse* rogue

STATISTICS

Abilities Str 12, Dex 18, Con 10, Int 14, Wis 9, Cha 12

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Reflexes, Dodge, Mobility, Toughness, Weapon Finesse

Skills Acrobatics +18, Appraise +10, Bluff +10, Climb +11, Diplomacy +13, Disable Device +13, Escape Artist +13, Knowledge (local) +10, Sense Motive +10, Sleight of Hand +12, Stealth +20

Languages Common, Elven, Halfling, Gnome

SQ halfling traits, rogue talent (*fast stealth*, *quick disable*, *rogue crawl*), trapfinding

Gear +1 mithral shirt, +1 rapier, masterwork daggers (3), *boots of elven kind*, *cloak of elven kind*, masterwork thieves' tools, silk rope (50 feet) grappling hook.

GORT FIREWATER

CR 6

NE male gnome rogue 5/assassin 1

2,400 XP

Small humanoid (gnome)

Init +2; **Senses** Low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 44 (6d8+17)

Fort +3, **Ref** +8, **Will** +2; +2 racial bonus vs. illusion

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 20 ft.

Melee masterwork short sword +8 (1d4/19-20)

Ranged +1 *shortbow* +8 (1d4+1/x3) plus giant wasp poison on first three attacks

Special Attack sneak attack +4d6, *bleeding attack*, death attack (Fort save DC 12)

STATISTICS

Abilities Str 11, Dex 16, Con 14, Int 12, Wis 12, Cha 10

Base Atk +3; **CMB** +2; **CMD** 15

Feats Precise Shot, Point Blank Shot, Weapon Finesse

Skills Acrobatics +11, Bluff +7, Climb +8, Craft (poison) +11, Escape Artist +11, Linguistics +5, Sense Motive +8, Sleight of Hand +11, Stealth +19, Use Magic Device +9

Languages Common, Dwarven, Gnome, Halfling, Silven

SQ gnome traits, poison use, rogue talents (*fast stealth*), trapfinding

Gear masterwork studded leather, +1 *shortbow*, 20 arrows, 3 arrows coated in giant wasp poison, masterwork short sword, *cloak of elven kind*, *wand of cure light wounds* (11 charges)

GIANT WASP POISON

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

Familiar Faces

If you play this adventure as a sequel to *The Star of Olindor* and/or *The Shroud of Olindor*, the player character may encounter some familiar faces, as the villains of those adventures may have been sent to Granite's End.

Any of the foes may return to make the PCs life difficult. The more martial enemies may attack the PC directly, but that is not the only possibility. An old foe may oppose the character when she attempts to join a faction, or may explain that the PC is not the criminal she pretends. These complications are completely optional, and omitting some or all of them bears no effect on the adventure's outcome.

Baron Velstaf and Azalor join the Feral Kin. While Velstaf has little to contribute deprived of his fortune, Azalor retains his extraordinary combat skills and hopes to erode Grissarrk's support to gain control of the faction. Elskar meanwhile joins Hammer and Bow, but deprived of her magic, her threat level is greatly reduced.

Lord Dragle joins the Shadow Strikers, and attempts to assist by providing clever schemes. Quarillos Starwhisper, as well as Gurt and Sable, joins the Hammer and Bow. Quarillos is setting up plans to gain control of the faction when the current leaders are found with their slit throats in the night.

SHADOW STRIKER THUG

NE male and female halfling rogue 4

Small humanoid (halfling)

Init +4; **Senses** Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 26 (4d8+8)

Fort +3, **Ref** +9, **Will** +2; +2 racial bonus vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 20 ft.

Melee dagger +8 (1d3/19-20) or

Ranged dagger +8 (1d3/19-20)

Special Attack sneak attack +2d6, *bleeding attack*

STATISTICS

Abilities Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 10

Base Atk +3; **CMB** +2; **CMD** 16

Feats Combat Expertise, Weapon Finesse

Skills Acrobatics +13, Bluff +7, Climb +9, Diplomacy +7,
Disable Device +11, Escape Artist +11, Sense Motive +7,
Sleight of Hand +11, Stealth +11

Languages Common, Halfling, Gnome

SQ halfling traits, rogue talent (*fast stealth*), trapfinding

Gear daggers (2), leather armor

Halfling: Warrior 1 with clubs and no armor; hp 5, AC 12,
Clubs +2 melee (1d4).

INDEPENDENTS

In addition to the three powerful factions, there are a number of independents who pledge allegiance to none of the factions. For the most part, these have little power and must struggle to eek out an existence. Much more rarely, independents find a middle ground and manage to gain the respect of all factions.

CLAUD DESHAR

Claud Deshar is one of the few independents who holds the respect from all factions, because he provides something that they all want: weapons. Claud runs a combination of small crafting shop and illegal smuggling operation to provide weapons for each of the factions.

The player character may also wish to contact Claud to obtain something stronger than an unarmed strike, however this is not an easy task. Characters asking about weapons may be directed to Claud after a DC 20 Diplomacy check (a result of 30 or greater give the character a recommendation, which

CR 3

800 XP

grants a +5 bonus to later Diplomacy checks with Claud). Claud is paranoid that Warden Zarial will discover his activities and shut him down. He initially denies any rumor that the character might have heard and will only deal with the character if she can shift his attitude to at least friendly (he is initially unfriendly).

Even then the character must have something to offer in exchange. Gold will do, but trade is a more common option. Further more, metal is in short supply and high demand within Granite's End. As a result metal weapons and armor sell or trade at a rate roughly three times the listed values.

Unbeknownst to Claud, Zarial knows of the smith's activities, and consciously turns a blind eye to the activities, as long as Claud keeps the three factions at a balance.

CAIPH PHEROD

Granite's End is full of inmates who claim to be innocent, but only for a few is this claim true. One such unfortunate soul is Caiph Pherod, a small town cleric accused of murdering his superior. (In reality the superior was killed by an evil cultist who framed Caiph).

At some point early on Caiph may approach the PC, sensing a kindred spirit. Unless the PC does anything to betray Caiph's trust, he does what he can to answer any of the PCs questions. Caiph initial attitude is friendly. If converted to helpful he offers to accompany the player character on her quest.

CAIPH PHEROD

NG male small humanoid (halfling) cleric 5

Init +2; **Senses** Perception +7

CR 4

1,200 XP

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)

hp 27 (5d8+5)

Fort +5, **Ref** +6, **Will** +8; +2 racial bonus vs. fear

OFFENSE

Spd 20 ft.

Melee club +3 (1d6-1)

Ranged sling +6 (1d2-1)

Special Attacks channel positive energy, orisons, spells

Spells Prepared (CL5)

3rd — *daylight*, *magic vestment*, *dispel magic**

2nd — *bull's strength*, *calm emotions* (DC 15), *make whole*, *magic mouth**

1st — *bless*, *magic stone*; *obscuring mists*, *sanctuary* (DC 14), *identify**

0 — *create water*, *detect magic*, *light*, *read magic*

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

Domain Powers (Healing/Magic) *rebuke death, hand of the acolyte*

TACTICS

In Combat Caiph prays for spells every day, but is unable to use them while wearing his armband and within the area of Granite's End.

STATISTICS

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 16, Cha 13

Base Atk +3; **CMB** +1; **CMD** 13

Feats Alertness, Extend Spell, Skill Focus (Spellcraft)

Skills Diplomacy +7, Heal +9, Knowledge (religion) +8, Knowledge (planes) +8, Sense Motive +9, Spellcraft +9

Languages Common, Dwarven, Elven, Halfling

Gear Padded armor, sling (rocks readily available), club, crude (but functional) wooden holy symbol.

MURDON THE ONE-HANDED

Murdon the One-Handed is something of a legend in Granite's End. Rumors abound about the bloody murders he committed before landing in Granite's End and about the secrets that are hidden in his "tower" – little more than an elevated shack. But the favorite story is the one that gave Murdon his name: the story of how he severed his own hand to remove the bracelet that prevents spell casting.

Unfortunately, most of these rumors are true. Murdon is unredeemably evil. And when he severed his hand he did not realize that the additional wards prevented teleportation and calling summoned creatures (his favorite tactic). Thus Murdon remains prisoner in Granite's End, spending his days searching for a way out, studying his prized possession: a scroll of teleport.

The player character may seek Murdon's aid, most likely as a means to escape the prison after locating the *Vengeance of Olindor*. Doing so is not easy, as Murdon has little time for strangers. His "tower" has only one door, which is protected by *alarm*, *arcane lock*, and *fire trap*. He responds to knocks, but is initially unfriendly, and will not listen long to strangers (Diplomacy checks must be rushed, imposing a -10 penalty). If his attitude can be altered to at least indifferent, he will listen longer. If the PC promises a means of escape, she may make a second Diplomacy check with no penalty.

If Murdon's attitude is ever shifted to friendly, he will agree to teleport (along with the PC and up to two more Medium creatures) after the path has been cleared. If he can be made helpful, he agrees to accompany the PC into the ruins below even while they remain dangerous.

The PC may also seek more basic spellcasting from Murdon. To do so he need only be made indifferent, but in this case the second Diplomacy check is not allowed. Murdon is willing to cast any spell in his spellbook, but charges double the prices (either in coin or trade).

MURDON THE ONE-HANDED

CE male human wizard 7

Init +1; **Senses** Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 45 (7d6+21)

Fort +4, **Ref** +3, **Will** +6

OFFENSE

Spd 30 ft.

Melee masterwork dagger +3 (1d4-1/19-20)

Ranged masterwork light crossbow +5 (1d8/19-20)

Special Attacks cantrips, conjuration specialist bonus, spells

Spells Prepared (CL7)

4th – *summon monster IV* (x2)*

3rd – *fireball* (2), *stinking cloud*, *summon monster III**

2nd – *acid arrow* (x2)*, *darkvision*, *extended mage armor*, *see invisibility*

1st – *grease*, *mage armor*, *magic missile* (2), *shield*, *unseen servant**

0 – *detect magic*, *prestidigitation* (2), *read magic*

School Powers *summoner's charm*, *acid dart*

STATISTICS

Abilities Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10

Base Atk +3; **CMB** +2; **CMD** 13

Feats Augment Summoning, Eschew Material Components, Extend Spell, Greater Spell Focus (conjuration) Scribe Scroll^B, Spell Focus (conjuration)

Skills Appraise +11, Knowledge (arcana) +11, Knowledge (nature) +11, Knowledge (planes) +11, Linguistics +12, Sense Motive +6, Spellcraft +12

Languages Abyssal, Common, Draconic, Dwarven, Elemental, Elven, Giant, Gnome, Infernal

SQ arcane bond (familiar) unsummoned, scribe scroll

Gear masterwork light crossbow (20 bolts), masterwork dagger, *amulet of natural armor* +1, *ring of feather fall*, *scroll of teleport*, *potion of cure serious wounds*, *potion of fox's cunning*

Spellbook (Opposition Schools: enchantment, illusion): all spells prepared and school power spells, plus *fire trap*, *alarm*, *arcane lock*, *dimension door* and all 0 levels spells

ENCOUNTERS AT GRANITE'S END ENTERING THE PRISON

Assuming the player character enters Granite's End as an inmate, she is brought to the island by boat. Because trips are infrequent, she is berthed with other future inmates. This may be a good opportunity to instill some basic information about Granite's End as another prisoner strikes up a conversation with the PC.

Once she reaches land, the PC is transferred to the local guard, brought through the first gate to the check-in station. Here an elite guard searches the player thoroughly (taking 20 on her Perception check, so the player must beat a DC 32 Sleight of Hand check to sneak in any items. The guard then uses her *wand of detect magic*, summoning Zarial if any auras are presents.

After the prisoner is guaranteed safe, she is led to the courtyard between gates. Here she waits with other assembled prisoners until all of the day's arrivals have been processed (and often longer to accommodate Zarial's schedule). When they have waited long enough, Zarial enters.

A man with long white hair and silver pupilless eyes steps onto a balcony overlooking the courtyard. He is dressed in a white robes. "Welcome to Granite's End," the man says. His voice is smooth and melodious, but commands respect and reverberates off the prison walls. "I am Zarial, and hopefully you will never see me again. If you do, it is very bad for you. Not that life at Granite's End is pleasant under any conditions. You are here to be punished, and more importantly, you are here because you are too dangerous to be any place else.



"As you may have surmised, I am the Warden at Granite's End. Rest assured I know everything that happens here." As Zarial speaks, a few of the inmates snicker, causing Zarial to pause. "Do you find something amusing?" His eyes seem to look at everyone and no one at once. "Do you find something amusing Norbert, or..." Zarial sneers, "Blackdog as you call yourself. Norbert who was committed to this institution after murdering Regland the Blacksmith and his wife. Convicted only after getting away with several other crimes.

"Perhaps you laugh because I say I know everything that goes on in Granite's End, but you know I am wrong. You know, that I do not know, about the three precious stones you swallowed, in hopes that you could use them for trade after they passed. Sometime, Norbert, I choose to reward ingenuity. But I do not like being laughed at. So not today." Zarial points his finger at one of the prisoners and utters a string of arcane words. The prisoner eyes shrink in terror as he regurgitates the contents of his last meal. Two guards lead the terrified prisoner away. "Are there any others who doubt my omniscience?" The remaining prisoners are silent. "Good.

"One final word. You may notice several corpses hanging around the outer wall of your new home. This is not because I have a particularly morbid sense of design. It is warning: do not attempt to escape. If you are not shot by the guards, you will fall on the spikes. If you somehow manage to escape the walls... there is one inmate, before my time, who managed to get over the outer wall of Granite's End. His skeleton is the one that appears to have been eaten alive by giant ants. Because he *was* eaten alive by giants ants. This warning is entirely for your benefit. I do not care if you try to escape, because I do not care if you live or if you die.

"Welcome to Granite's End."

As he says this, the main gate to the prison yard opens, and Zarial disappears.

This text assumes no interruption from the PC. If she speaks up, she should receive a dressing down from Zarial similar to what he used against Norbert "Black Dog." If that is not successful, Zarial uses magic to subdue the PC, possibly deadly magic.

Just prior to the speech, Zarial *case detect thoughts* on himself, and used it to scan the thoughts of the prisoners. At some point during the speech you may have the PC roll a Will save to resist this spell. Any thoughts gleaned will not greatly

impact the course of this adventure. After the speech, Zarial cast his silent, stilled invisibility on himself and continues to watch the prisoners file away.

Treasure: The three stones formerly belonging to Norbert fell on the ground after he regurgitated them and are close enough to the PC to pick up in passing. Locating the stones requires a DC 20 Perception check, and picking them up without the guards noticing requires a DC 18 Sleight of Hand check. (Zarial may notice, but he will not stop the PC.) Each of these three stones is a piece of amethyst worth 75 gp.

FINDING THAIL

One of the first tasks that the player character is likely to undertake is to locate Thail Donnodol. Because few aged elves have recently been incarcerated at Granite's End, the PC can find Thail with a DC 15 Diplomacy check. If she makes a point of asking elves or other members of Hammer and Bow the PC gains a +2 bonus to this check.

Once the PC has determined that Thail is staying within the Hammer and Bow compound, there are several ways to contact him. If the PC is an elf, half-elf, dwarf, or human, she may join the faction and then has free access to Thail. Alternatively the character may use stealth to infiltrate the compound (see Hammer and Bow), or she may try to send a message through one of the member of the faction.

Sending a message requires that the player character shift the subjects attitude to friendly. Members are typically unfriendly to members of other factions, and indifferent to unaffiliated. If the player manages to send a message to Thail, the scholar sends a message in return agreeing to meet the PC near Claud Deshar's shop in No Man's Land.

Once the player contacts Thail, he explains that he had himself intentionally imprisoned in order to locate the *Vengeance of Olindor* and reveals most of the information described in the Adventure Background section, except that he does not know that the sword is physically bound to the Keeper. Thail ends his discussion with a plea to the PC to help enter the Wolf's Nest and then journey through the ancient ruins below the prison to find the *Vengeance of Olindor*. Ever the intrepid scholar, Thail desires to accompany the PC into the elven ruins. While he can aid battle, or help notice clues the PC might miss, he can also be something of a liability. If the player character convinces Thail to remain behind, Thail offers his rope to the PC.

Ad Hoc XP: When the character contacts Thail, reward her as though she defeated a CR 4 encounter.

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

JOINING A FACTION

It is quite likely that the PC will want to join one of the factions. Doing so grants the PC added security, allies, and a source for equipment. Before she can join a faction however, she must be of the proper race. Elves and dwarves may only join Hammer and Bow. Halflings and gnomes may only join the Shadow Strikers. Half-orcs (and savage humanoids such as bugbears and kobolds) can only join the Feral Kin. Humans, and other races can join any of the factions.

Once the player character has contacted the proper faction, she must undergo an interview with the faction head, followed by test of ability against an opposing faction.

THE CONVERSATION

When the PC makes it known that she seeks to join a faction, she is escorted to the faction headquarters and presented before the faction's leader. The second in command, will also be present, as will four thugs, just incase the PC should try anything.

The interview starts with a few basic questions, like who the character is, and why she has been sent to Granites End. After this brief introduction the player is asked three questions.

After each of these three questions the PC should make either a DC 25 Bluff or Diplomacy check (whichever is higher). Depending on the answers she gives, the character may apply a bonus or penalty of up to 5 to this check. Examples of good and bad answers (that should receive bonuses or penalties) are provided with each question.

Why do you want to join our faction? Good answers to this question flatter the faction and its commander. Complementing the faction's strengths (brute force of Feral Kin, tactics of Hammer and Bow, stealth for Shadow Strikers) works especially well. Bad answers include obtaining specific goals such as talking to Thail or getting access to the elven ruins.

What can you do for us? Good answers include demonstrations of the character's abilities, such as defeating a thug in (non-lethal) combat, or demonstrating the powers of the *Shroud of Olindor*. Bad examples include skills not useful to life inside the prison walls, such as using the Perform skill.

How can we trust you? Good answers are practical responses that acknowledge the harsh realities of prison. For example, because the PC will be killed if she betrays the faction, or because her race means this is the only faction she can join. Bad answers include claims of the character's general trustworthiness or appeals to ones better nature.

THE TEST

While the conversation is an important prelude to being accepted by any of the factions, words are not enough. The gang leaders all demand action. Before being fully accepted, the PC must perform a favor.

Regardless of which faction the PC attempts to join, the favor is the same: tomorrow night one of the rival faction will receive a covert shipment of healing potions by way of one of the (supposedly) corrupt guards. The PC's mission is to intercept the shipment and divert the potions to the sponsoring faction. If the PC does not already have a weapon, she is offered a melee weapon appropriate to the faction (whatever the thugs use).

If the player character succeeded in making all three checks during the Conversation, the faction leader sends two of the appropriate thugs to assist the attack. If the PC fails all three checks, she is sent with four thugs, but these thugs are ordered to immediately turn on the PC after the rival faction is defeated (in this case allow the PC a Sense Motive check opposed by the leader's Bluff check to realize the truth).

At the end of the assignment, the faction leader stresses that he or she knows there to be exactly ten potions in this shipment, and he or she will know if the PC has taken any for herself. This is actually a bluff (and can be detected by an opposed Sense Motive check). The leader is well aware that there are twelve potions in the shipment and part of the test is seeing what become of the extra potions.

THE AMBUSH

The character has received accurate information about the potion shipment. It takes place in the prisoner's mess area, and after the transaction the thugs take a circuitous route back to their headquarters. The PC is free to attack at any point along the route.

Creatures: The potion shipment is escorted by two thugs from a rival faction.

Feral kin thug (2): 32 hp, AC 13; see The Feral Kin for more information OR

Shadow striker thug (2): 26 hp, AC 17; see Shadow Strikers for more information OR

Elf thug and dwarf thug: Elf Thug: 30 hp, AC 16; Dwarf Thug: 38 hp, AC 15; see Hammers and Bows for more information

Treasure: Instead of the ten potions the player character was told of, there are actually twelve potions of *cure moderate wounds*. (In addition to the slight gear carried by the thugs.)

THE CONSEQUENCES

After the PC returns and presents the potions to the faction leader, she is accepted into the faction. Whether or not the PC returns all twelve potions or only ten does not change this. It is simply a way for to help the leader understand how the PC's mind works, and how closely she will need to be watched. If the character is does not return all the potions, she is deemed Suspect, which may have consequences later in adventure. If she returns all of the potions, she is rewarded by being given one *potion of cure moderate wounds* by the faction leader.

Once the PC has been accepted, she is afforded free access to the lair, including a bunk and three meals per day. She also receives a suit of leather armor and may trade her current weapon for any simple weapon. Each faction also has a store of basic equipment, and the PC may trade for any item (except a spyglass) listed in the Adventuring Gear, though metal items cost three times their normal price.

The PC also gains a +2 bonus to Charisma based skills and checks when dealing with members of her faction, but takes a -5 penalty to such skills when dealing with other factions. She is expected to do her part to defend and expand her faction's territory.

ENTERING THE RUINS

In order to obtain the *Vengeance of Olindor*, the Player Character must at some point make her way through the Wolf's Den to access the entrance to the ruins. There is a variety of ways that the PC can accomplish this, including stealth, assault, or asking permission.



STEALTH

One way that the PC may be able to enter the ruins is through stealth. Though this is difficult, it is possible, especially if the PC possesses the *Shroud of Olindor*. Use the map and description provided for the Wolf's Den, allowing the each enemy or group of enemies a chance to notice the PC.

ASSAULT

Simply walking into the Wolf's Den and attacking anybody within is virtual suicide. But the PC may be able to convince the rest of her faction to join her quest in an all out faction war.

The first step in initiating a faction war is to convince the player character's own faction to invade the Wolf's Nest. The quickest way to do so is to petition the leader of the PC's faction. Doing so requires making a successful DC 25 (or DC 30 if character is Suspect) Diplomacy or Bluff check (adding modifiers based on the validity of the PC's arguments). The player may opt to make an Intimidate check instead, but this makes the player character Suspect if she is not already so and guarantees that the leadership of the PC's faction will attempt to betray the PC when she is at her weakest.

If the player character initially fails to convince her faction leader, she may attempt to launch a grass-roots effort by convincing the members of her faction. Twice a day, she may attempt a DC 20 Bluff, Diplomacy, or Perform (oratory) check to sway members of her faction in her direction. If she succeeds, she gains one Mob Point, and for every additional five points by which she beats the DC, she gains another Mob Point. If she fails, she loses a Mob Point, and for every additional five that she fails the check she loses and additional Mob Point. (+2 Mob Points for a result of 25, -2 Mob Points for a result of 14). Once the PC reaches 5 Mob Points she may make another check to convince the leadership with a +5 bonus, and if she reaches 10 Mob Points, the leader automatically agrees to invasion. However if the PC accumulates -5 Mob Points, the leadership warns her to give up her plan, and labels her Suspect. If she reaches -10 Mob Points, the leadership tries to have the player character killed (sending the second in command plus two thugs). If she survives, she is outcast from her faction.

The player character may also think to conspire with the third faction (e.g. Shadow Strikers, if she belongs to Hammer and Bow). It is possible to gain an audience with the opposing leadership, but the PC only has one chance to make her case. To convince the leadership from the third faction, she must

make two out of three DC 25 Diplomacy or Bluff checks. If she fails all three checks, she offends the host and is attacked in the halls. If she fails to convince the other faction, she does not get a chance to convince the membership.

Once the decision has been made to invade the Wolf's Den, the player character is invited to participate in the planning process. This can be as simple or as detailed as the PC and GM would like. Good plans should be rewarded, but if the plan seems flawed, the leadership will steer away from it.

If the player character convinces her faction to attack, there is no need to run every opponent involved in the battle. To simplify things, describe the chaos ensuing while the PC runs three small battles. If only the PC's faction is involved in the battle, she should fight five orc warriors outside the Wolf's Nest, three Feral Kin thugs in area D1, and then Grissarrk the Quick just outside area D9. However if she secured aid from the third faction, the battle should be easier. In this case have her fight three orc warriors, two thugs, and Red Fang in the same areas. If the PC came up with an innovative attack plan, you may reward her by making the fight even easier or providing some other bonus.

ASKING PERMISSION

The simplest way to gain access to the ruins is to simply ask. Unfortunately option only available to member of the Feral Kin faction (see *Joining a Faction*).

If the PC has already joined the faction, she may be granted permission to enter the ruins by succeeding a DC 20 Bluff or Diplomacy check when petitioning Grissarrk the Quick.

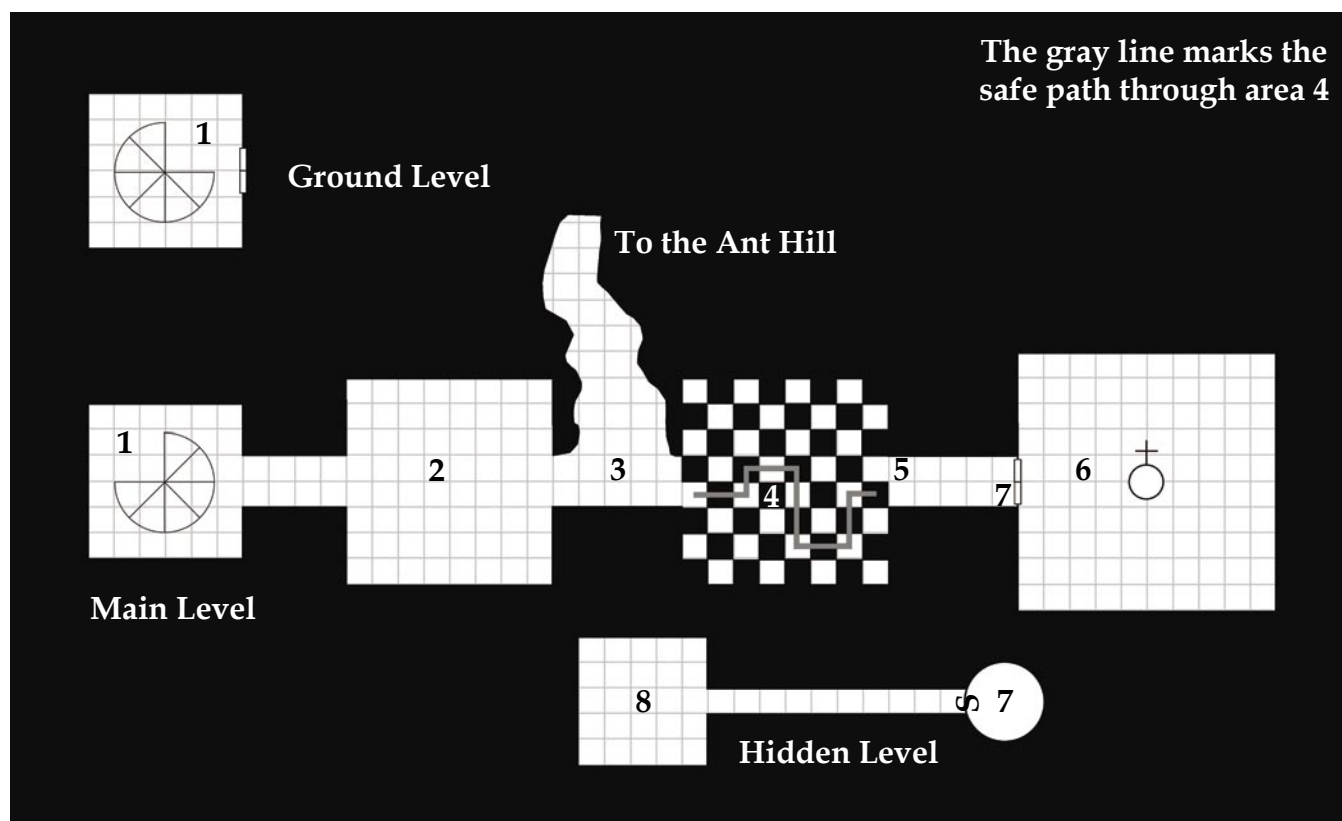
If the character is not Suspect and she receives a 30 or more on her Bluff or Diplomacy check, she is also allowed to take two Feral Kin Thugs with her into the ruins to combat the guardians below.

On the other hand, if the character is Suspect, she is given an escort of two thugs, plus the crazed gnoll, Red Fang. However, these escorts have orders to turn on the PC once she reaches the *Vengeance of Olindor*.

Under no circumstance does Grissarrk allow anybody that does not belong to his faction (such as Thail Donnodol) to enter the ruins.

AD HOC EXPERIENCE

However the character enters the ruins, she should receive experience equal to overcoming a CR 6 foe for doing so.



PART II: THE ANCIENT GROUND

Once the player has made it through the Wolf's Den, she can venture into the true heart of Granite's End to obtain the *Vengeance of Olindor*.

The ruined complex below Granite's End is nearly the size of a small city. It began as a small military outpost and gradually grew in scale until it include elements such as the prison whose artifact supplies much of Granite's End's wards and the vault that hosts the *Vengeance of Olindor*. Finding exactly what the PC is looking for is not an easy task. For every hour of searching the ruins, allows the PC to attempt a DC 20 Survival or Knowledge (geography) check, granting a cumulative +2 bonus for each hour of searching. Success indicates that the player has successfully found the vault that contains the *Vengeance of Olindor*.

FEATURES

The subterranean compound below Granite's End is of obviously different construction than the prison, appearing more elegant, but also much older.

Unlike the prison above, this complex has very few magic wards. Characters are free to use dimensional travel, and most importantly the armbands that prevent spell casting no longer function.

THE VAULT OF THE SWORD

VI. ENTRANCE

This building is small and squat, though the walls are thicker than any of the surrounding doors. Engraved upon the stone doors is the symbol of the ancient city of Olindor.

This entrance to the vault is locked and magically reinforced.

Entrance Stone Door: 4 in. thick; hardness 8; hp 75; Break DC 33; Disable Device DC 30.

THE LONG STAIRCASE

The only noteworthy feature in this room is a spiral staircase in the floor. The stairs are made of smooth stone and descend sharply several flights before the view is blocked.

Traps: Halfway down the staircase one step causes the entire staircase to flatten, turning it into a giant slide. A successful DC 20 Perception check notices a small symbol engraved in the wall next to the trapped step, and a DC 20 Linguistics or Knowledge (engineering) check identifies this as a rune meaning "steep slope." If the character fails the initial Reflex save, she has two chances to catch herself with a DC 20 Climb check before crashing into the spiked wall at the bottom of the stairs. After she catches herself, the character must either climb down 40 feet with a DC 15 Climb check, or wait one minute for the stairs to reset.

STAIR SLIDE TRAP

CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

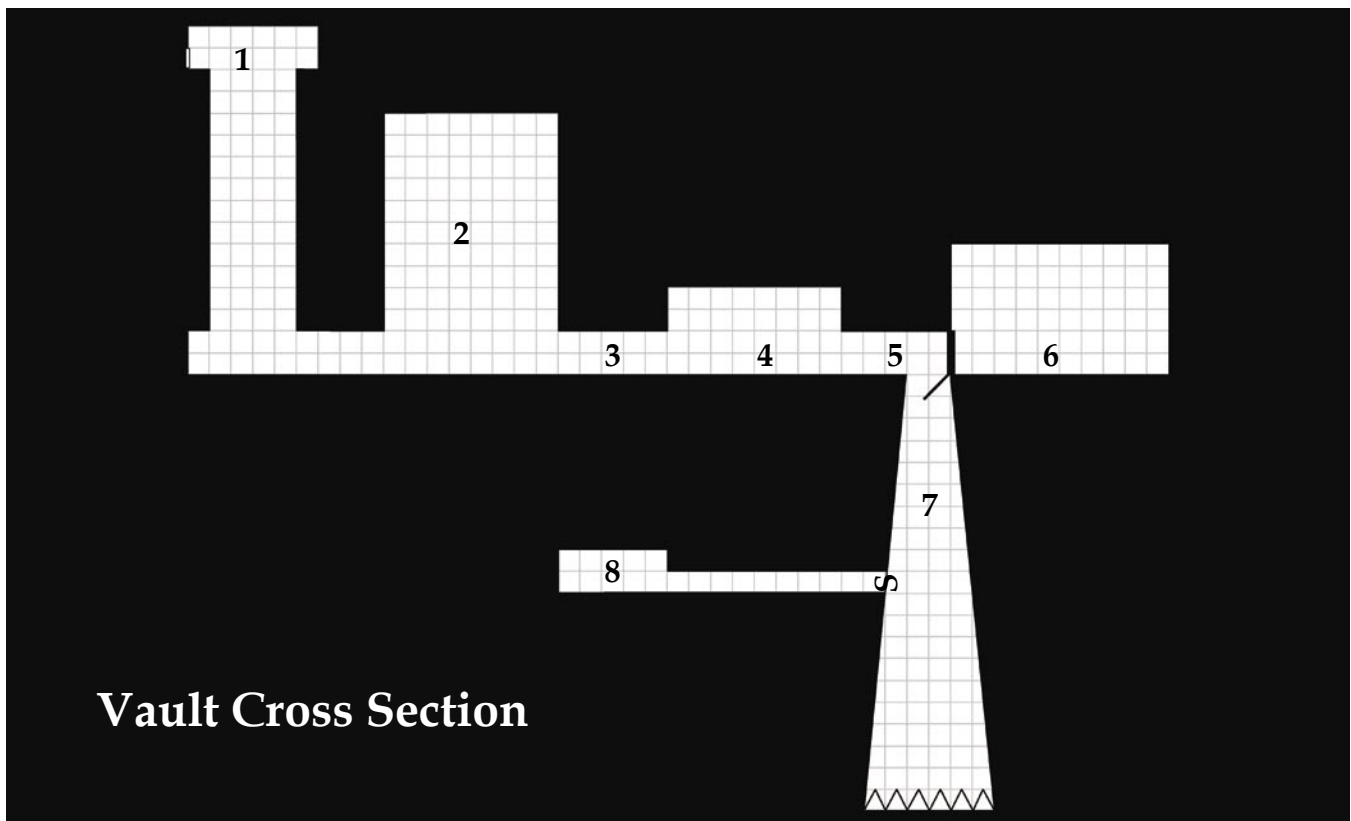
Trigger location; **Reset** automatic; **Bypass** Reflex save DC 20

Effect 2d6 falling damage plus wall spikes Atk +10 melee, 1d4 spikes per target for 1d4+2 damage per spike; Reflex save DC 20 avoids; multiple targets (all on staircase).

Treasure: Impaled against wall is a skeletal arm, still clutching a *potion of levitate*.

V2. HALL OF UPS AND DOWNS

This large square room boasts an even taller ceiling. Bones litter the floor, growing thickest towards the center, but no skeletons remain intact. Above both the entrance door and the door directly across from it are metal loops about half a foot across.



There are a good number of bones close enough to the entrance that the player character can examine them without triggering the room's trap. A DC 10 Heal check indicates that bones suffer damage consistent with falling, while a DC 15 check notices that all the bones suffered at least two impacts in opposing directions. A character who succeeds a DC 15 Perception notices, on the far side of the room, bits of a chitinous exoskeleton that seems to have come from a giant insect (similar to the ants described in area V3).

When the designers of the vault need to cross safely, they attached each end of a rope to the metal loops above the doors, and then harness themselves to the rope to prevent a fall. The PC may attempt a similar method (securing a grappling hook the opposite loop requires a DC 18 Acrobatics or Sleight of Hand check).

Traps: This room contains a reverse gravity trap that triggers when any creature crosses halfway across the room. It first send the victims slamming to the ceiling, the a round later drops them back to the ground.

REVERSE GRAVITY TRAP

CR 8

Type magic; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger proximity; **Reset** automatic

Effect spell effect (enlarged *reverse gravity*, 6d6 fall [upon hitting the ceiling of the 60-ft.- high room], then 6d6 fall [upon falling 60 ft. to the floor as the spell ends; Reflex save DC 20 avoids if handholds are available

Treasure: Among the bones and other scraps near the center of the room, the PC can find a +1 *dagger*, leather scroll case containing an arcane scroll with two spells (*dimension door* and *major image*), a *wand of cure light wound* (7 charges) made of ivory engraved with the holy symbol of a popular god of healing (DC 10 Knowledge [religion]).

V3. ANT HILL ENTRANCE

The walls of this chamber are a sharp contrast to the rest of the vault. Rather than worked stone, this area seems to have been exuviated by some kind of tunneling animal.

This area was in fact carved out by a colony of giant ants, who tunneled into this vault purely by accident. When they encountered a few of the vault's many traps, they soon learned to stay away.

While the ant colony provides little useful to find the *Vengeance of Olindor*. It is a possible escape route from Granite's End.

Creatures: Though the ants never venture into the vault, they do have guards nearby. While not afraid to die, these warrior ants would rather scare enemies away and will start the encounter by bearing their mandibles and making a loud clicking. They might enter the vault to combat a foe with ranged weapons, but will not pursue a fleeing character.

Giant Ant (3): 18 hp, AC 15; see Pathfinder Bestiary.

Treasure: Recently an intrepid member of the Feral Kin navigated all this way into the heart of the vault before dieing at the mandibles of giant ants. He left behind a masterwork sling, and 10 +1 *sling bullets*.

V4. HALL OF FIRE AND ICE

This square room is covered with a checkerboard pattern of alternating blue and red tiles.

Creatures: This room is guarded by four outsiders: two azer and two darkala – lesser-known relatives of the azer, which hail from the elemental plane of ice. Each starts in one corner of the room azer on red corners and darkala on blue. They do not attack unless the trap is triggered, or they are attacked themselves.

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

Azer (2): 13 hp, AC 23; **melee** warhammer +3 (1d8+1/x3) plus 1 fire; immune fire, vulnerability to cold.

Darkala (2): 13 hp, AC 23; treat as azer but replace instances of fire with cold and cold with fire.

Tactics: The azer and darkala make a point of standing only on squares that deal damage they are immune to. While each coordinates with the other of its race, they do not communicate across species.

Traps: The majority of the tiles on the floor contain a magical trap that blasts everybody in the area of the tile with either magical cold (blue squares) or magical fire (red squares). The only squares not trapped are those which are part of the in the “safe path,” as indicated on the map. The blast effect in each square must be found and disabled separately, but for experience purposes, this room counts as one trap.

After the trap is first triggered, the trap must wait one round before activating again, at which point all creatures on an unsafe square feel the effect of a blast.

FIRE AND ICE TRAP CR 5

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger touch; **Reset** automatic

Effect area effect (all standing on magic square) spell-like affect (4d6 fire or cold, DC 16 Reflex for half)

V5. THE TRAPPED HALLWAY

This hallway is fairly nondescript. Its purpose is to instill a sense of paranoia into the PC so that she passes over the final pit trap, which is actually the correct way to the *Vengeance of Olindor*.

Traps: Every five feet of this hallway contains different traps, which occur in the order presented her. The final trap (the spiked pit trap) is detailed further in area 7.

POISON ARROW TRAP CR 3

Type mechanical; **Perception** DC 19; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** manual; **Bypass** lock (DC 30 Disable Device)

Effect Atk +12 ranged (1d8 plus giant wasp venom)

GIANT WASP POISON

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

WALL SCYTHE TRAP CR 4

Type mechanical; **Perception** DC 21; **Disable Device** DC 18

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (2d4+8/×4)

FIREBALL TRAP CR 7

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (*fireball*, 6d6 fire damage, DC 21 Reflex for half damage); multiple targets (all targets in a 20-ft.-radius burst)

COMPACTING ROOM TRAP CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 22

EFFECTS

Trigger location; **Reset** automatic; **Bypass** hidden switch (DC 25 Perception)

Effect walls move together (12d6, crush); multiple targets (all targets in the hallway); never miss; onset delay (4 rounds)

SPIKED PIT TRAP CR 6

Type location; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10d6 falling damage (100 ft. deep) plus pit spikes atk +10 melee, 1d4 spikes per target for 1d4+5 damage per spike; DC 20 Reflex save avoids.

V6. THE FALSE SWORD

In the center of this circular room stands an ornate hemisphere of stone, inlaid with gold and silver runes. Embedded within the stone is a sword. Judging by the hilt and few inches of the blade visible, the craftsmanship seems of a caliber not seen in a thousand years.

This chamber is designed to trick raiders into believing that they had successfully discovered the *Vengeance of Olindor*, but it is only part of an elaborate ruse. The real *Vengeance* is elsewhere in the complex.

The runes around the base of the sword are in old elven and say “Here rests the heart of homeland, guarded until our greatest hour of need. The pure of heart may speak my name to set me free.”

The stone containing the sword is a special magic item whose only purpose is to hold the sword. A good-aligned character who says the elven word for “*vengeance*” may freely draw the sword. Otherwise a character may remove the sword by making a DC 25 Strength check, or by dispelling the stone (CL 12).

Creatures: This chamber is guarded by dark naga named Vissil. She has protected this place for thousands of years, and thanks to the deadly traps that precede her in this complex, she has yet to have a single visitor. Unfortunately this loneliness has done nothing to improve her mood, and she attacks intruders on sight.

If the PC manages to talk to Vissil, she finds the naga to be of very little help. Vissil has never ventured outside the room she guards. She believes the sword within to truly be the *Vengeance of Olindor*, and herself to be the Keeper of *Vengeance*.

Vissil, Dark Naga: 85 hp, AC 22; as in Pathfinder Bestiary except replace Typical Sorcerer Spells Known: *lightning bolt* with *summon monster III*.

Tactics: As combat begins, Vissil casts *invisibility* on herself. She then casts *summon monster III* twice, preferring to summon various sizes of fiendish snakes. While the PC combats the summoned monsters, she casts her defensive spells (*displacement*, *shield*, and *cat's grace*), after which she begins to cast offensive spells, such as *scorching ray*, and *magic missile*. As her summoned creatures are destroyed she conjures new ones, hoping to keep at least two between her and the PC at all times.



Treasure: The sword embedded in stone is actually a +1 *longsword*. A character examines the sword can make a DC 25 Appraisal or Knowledge (arcana or history) check to identify the sword as a fake. Using detect magic to identify the strength of the sword's aura gain a +10 bonus to this check. Thail Donnodol automatically identifies this as a false sword.

Development: If Vissil merely knocks the PC unconscious, she does not immediately kill the player character. Instead she enjoys watching the PC slowly starve to death or forces her to battle summoned monsters.

V7. THE PIT

Initially, this pit is meant to appear to be nothing more than a simple trap, so do not read the boxed text until the player has already decided to investigate the pit.

This pit drops nearly 100 feet until at last ending in bed of spikes. These walls are perfectly round, but not entirely vertical. As they slope down, the walls angle slightly outwards, such that the entire pit is narrow cone, with the opening at its tip.

This room is the true path to the *Vengeance of Olindor*. The walls are virtually impossible to climb, requiring a DC 50 Climb check to scale. Halfway (50-feet) down the pit, is a well-hidden secret door, requiring a DC 25 Perception check to discover.

Traps: The secret door in the tunnel is protected by a trap designed to take advantage of the pit trap where that any intruders are dangling. As soon as the character opens the door, a long blade crosses the entire top of the tunnel, while a zone of anti-magic prevents flying, thus plummeting the

victim to her doom. A successful DC 20 Reflex Save allows the PC to catch hold to the floor of the hall, after which she must pull herself up (DC 15 Climb check). She has three rounds to do so, before the secret door automatically closes, leaving her with no handholds. If the character succeeds her Reflex save by 5 or more, she manages to leap fully into the secret tunnel.

ADAMANTINE BLADE TRAP

CR 9

Type mechanical; **Perception** DC 35 (30 if searching the pit entrance); **Disable Device** DC 30

EFFECTS

Trigger touch (opening secret door); **Reset** automatic

Effect Atk +20 melee (2d6+6/19-20, bypasses hardness, blade attacks entrance to pit not the door)

ANTI-MAGIC FIELD TRAP

CR 6

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch (opening secret door); **Reset** automatic

Effect spell effect *anti-magic field* (as spell, but fills entire pit and lasts 15 rounds)

FALLING TRAP

CR 9

Type mechanical and magic; **Perception** DC 20; **Disable Device** DC 22

EFFECTS

Trigger touch (opening secret door); **Reset** automatic; **Bypass** hidden switch (DC 25 Perception)

Effect 5d6 falling damage (from height of secret door) plus pit spikes atk +10 melee, 1d4 spikes per target for 1d4+5 damage per spike; DC 20 Reflex save avoids; multiple targets (any within pit)

V8. THE KEEPER OF THE SWORD

At the end of this hall is a small square room. Unlike the halls above, the walls are simple and roughly cut. In one corner sits a cross-legged elf, ancient beyond reckoning. Her clothes are in tatters, and her only other possessions seem to be two crystal stones orbiting her head. As you enter, she opens her eyes to look at you. "Visitors," she whispers with a voice rasping from centuries of neglect. "Intriguing."

This room is the final resting place of the *Vengeance of Olindor*, though the sword is not easily apparent. When the ancient wizards of Olindor sought to hide the *Vengeance* they placed it within the elf now dwelling here: the Keeper of Vengeance.

Creatures: The sole inhabitant of this room is the Keeper of Vengeance. Once a promising apprentice wizard during the fading days of Olindor. She volunteered to become the Keeper knowing full well the life of solitude that was her destiny. Though she was formerly a mortal elf, the long time having the *Vengeance* embedded within her body and soul has changed her into a unique creature.

The Keeper is quite willing to converse with the player character. She answers all questions truthfully, if sometimes cryptically. At some point the Keeper will ask the PC why she has ventured into the vault. The following are some likely questions with sample answers. Some lines of discussion may grant Conversation Points. Keep track of these as they have an effect on how willing the Keeper is to turn over the sword.

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)



Who are you?

"A good question. I once called myself by a name, but that was long ago. I have become... the Keeper. You may call me that if you wish."

The Keeper of What?

"I keep many things: memories, stories, love, fear, joy, and sorrow. Most of all, I keep *Vengeance*."

Do you mean the *Vengeance of Olindor*? I'm looking for that!

"I know the *Vengeance of Olindor*... better than any has a right to. I know where it is now, and I may tell you. But I am not ready yet."

Why was it hidden?/How can I convince you to tell me where it is?

"The *Vengeance of Olindor* was hidden someplace that very few people will even think to look. It will return in our hour of greatest need to crush our enemies. It will found rivers of Kredukaar blood and send the Sasspanari to the new eternal darkness. Even Azkadell the Eastern Pyre shall fear its name."

(A DC 30 Knowledge [history] check reveals that the Kredukaar and Sasspanari were civilizations of hobgoblins and drow, respectively, who also disappeared around the time of Olindor. Askadell was an ancient red wyrm who was slain not long thereafter.)

You have nothing to fear, all your old enemies are gone.

"We have triumphed, and without our greatest weapon. But our darkest hour has not yet come. There must be other dangers of which I dare not know."

Actually, Olindor's been destroyed for a few millennia.

"Gone. But... you lie! No, I can see in your heart you speak the truth. Then all this time... were all my struggles... for nothing?"

There is a prophecy that the city will be reborn when the three treasures of Olindor are reunited.

"The perhaps not all is lost. Perhaps we are merely the tree in winter. May spring be soon at hand?"

(A character who informs the Keeper of the prophecy gains two Conversation Points.)

I have (seen) another treasure of Olindor.

"This is significant. Such a family can only be separated for so long."

(A character who describes seeing another treasure [Star or Shroud of Olindor] gains a Conversation Point for each treasure. A character who shows a treasure to the Keeper gains two Conversation Points for each treasure.)

How did you come to be here?

"They said they needed a Keeper, I asked for the honor, and the Keeper I became."

Who is "they?"

"Those who guided us, the wisest of the sages, the Arcane Council of Olindor."

How long have you been here?

"A long time. Long enough to forget. Long enough to remember."

You lived in Olindor?/Tell me about Olindor

"Olindor is the land of my birth. The land of my heart. I loved the land so much that I chose to forsake it so that it may prosper."

I also have this Ring of Olindor./What about this ring that has the Olindor symbol on it?

"The ring of royalty. How did it come to you?"

(Showing or describing the Ring of Olindor [worn by both Belinal and Quarillos Starwhisper in *The Shroud of Olindor*] grants the PC a Conversation Point)

Characters who attempt to adjust the Keeper's attitude with the Diplomacy skill can also gain conversation points. The Keeper is initially indifferent. Shifting her attitude to friendly earns one Conversation Point, while shifting it to helpful grants two Conversation Points.

Other actions taken by the player character to convince the Keeper that the PC is an ally of Olindor may be worth additional Conversation Points at the GM's discretion.

EFFECTS OF THE CONVERSATION

At some point the conversation with the Keeper must come to an end, and she must decide how to grant the PC the sword. This depends on how many Conversation Points the player character obtained.

0-2 Points: The Keeper is unconvinced of the character's motives. She is able to draw upon the full power of the sword. In addition to the stats listed below, she gains a +2 luck bonus to all her attacks, saves, checks, and to the DCs of her spells-like abilities. She can also cast *cure moderate wounds* (2d8+10) on herself as a free action 3/

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

day. She does not yield, or accept surrender. (This level applies if the PC attacks the Keeper without parlaying.)

3-4 Points: The Keeper trusts the PC's motives, but wants to test her ability. The Keeper challenges the PC to honorable combat. She does not gain the bonuses above. If brought down to 12 hit points, she offers to surrender. If the player character accepts, the Keeper recognizes her as a true champion of Olindor, and grants her permission to take the sword as described in the next section.

5+ Points: The Keeper recognizes the character as a true champion of Olindor. She says she will show the PC where the *Vengeance of Olindor* is, and offers the PC her hand. When the player character accepts, the Keeper's hand transforms into the blade of a sword. The rest of the Keeper's physical form scatters like dust in the wind, leaving only the *Vengeance of Olindor* (and the Keeper's ioun stones).

THE KEEPER OF VENGEANCE

NG female medium outsider (native, elf) **CR 9**
6,400 XP
Init +4; **Senses** Darkvision 120ft. *true seeing*; Perception +13

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 52 (8d10+8)
Fort +7, **Ref** +10, **Will** +8

OFFENSE

Spd 40 ft.
Melee *Vengeance of Olindor* +12/+7 (1d8+3/19-20)
Special Attacks death blast, spells, *Vengeance* powers, scholarly abilities
Spell Like Abilities (CL 10th)
3/day—*lightning bolt* (DC 19), quickened *magic missile*, quickened *shield*
At-will—*magic missile*, *mage armor*

STATISTICS

Abilities Str 12, Dex 19, Con 13, Int 22, Wis 14, Cha 13
Base Atk +8; **CMB** +9; **CMD** 24

Feats Quicken Spell-Like Ability (magic missile), Quicken Spell-Like Ability (shield), Spell Penetration, Weapon Focus (longsword)

Skills Diplomacy +12, Fly +15, Knowledge (arcana) +17, Knowledge (dungeoneering) +16, Knowledge (engineering) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (nature) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Knowledge (religion) +16, Linguistics +17, Sense Motive +13, Spellcraft +17

Languages Abyssal, Celestial, Draconic, Dwarven, Elemental, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon

SQ arm of Vengeance

Gear clear spindle ioun stone (sustains without food or water), and an iridescent spindle ioun stone (sustains without air)

SPECIAL ABILITIES

Scholarly Abilities: Because her spell-like abilities are vestiges of her wizard training, the Keeper uses her Intelligence score rather than her Charisma score to calculate save DCs.

Death Blast (Su): If the keeper is slain in combat, she explodes in a burst of magical energy, dealing 5d6 points of damage to any creature within 30 feet. A successful DC 20 Reflex save reduces this damage by half).

Arm of Vengeance (Su): As a free action, the Keeper can transform her right arm into a sword that functions for all purposes as a +2 *cold iron longsword*. Her hand can also resume its shape as a free action.

Ad Hoc Experience: In addition to getting full experience for the Keeper of Vengeance, the PC should receive experience as though she defeated a CR 9 creature for obtaining the *Vengeance of Olindor*.

ESCAPE

Once the player character has located the *Vengeance of Olindor*, only one task remains: to find a way out of Granite's End and return to the mainland. There are several means of escaping Granite's End, many provided by the ruins below. Because the PC has reached the climax of the adventure, do not throw up too many obstacles at this point, and try to support the PCs plans.

MAGIC

One method to escape is through magic. If the PC has found the scroll of *dimension door* located in room V3, she may able to use it to escape from the either by casting it directly, or using the Use Magic Device skill. If the player character cannot use the scroll herself, she may receive aid from an NPC such Caiph Pherod, or Murdon the One-Handed.

If the PC chooses to trust Murdon, she may be in for an unfortunate surprise. He uses his scroll of teleport, to transport everybody to an old hideout, where two howlers (see MM) loyal to Murdon live. He then turns on the PC to prevent any witness of his escape.

ANT HILL

The ants that broke into area V3 also provide a means of escape by traveling through their colony. Allow the character to make a DC 15 Survival check every fifteen minutes that she moves through the hill. Success indicates that she is making progress towards escape, and three total (not necessarily consecutive) checks indicate that she finds an exit.

Every 15 minutes, also roll for a random encounter 1%-50% indicates no encounter; 51%-80% indicates 1d6 worker ants; 81%-99% indicates 1d4 soldier ants; and 100 indicates the queen plus 1d6 workers plus 1d4 soliders.

FRONT ESCAPE

The PC may attempt to leave through the prison complex, as difficult as that task is. Use the information provided in the description of Granite's End to conduct such an escape.

ACROSS THE WATER

Even when the PC manages to escape the prison, she still has to cross three miles of water to return to the mainland. She may tray to stow-away (similar to stowing away to enter the prison), or she may "borrow" a rowboat from one of the inhabitants of the nearby hamlet. She may even attempt to swim, though doing so require a DC 15 check, and a creature with a speed of 30 takes two hours to cross).

Inventive characters may find other means, for example those who have befriended Caiph Pherod could have the cleric caster water walk.

VENGEANCE OF OLINDOR (LEVEL 8-10 ROGUE)

CONCLUDING THE ADVENTURE

Once the PC has escaped Granite's End with Thail Donnodol and the *Vengeance of Olindor*, she may safely return to Servian Donnodol, who is overjoyed to see his father. The younger elf offers his mother's pendant whether he promised it or not (an offer that could be interpreted as a proposal).

If you are playing this adventure as the final installment of the Olindor Trilogy, you may wish to run the epilogue to provide a final sense of closure.

EPILOGUE: RETURN OF OLINDOR

While Thail Donnodol wishes to study the *Vengeance of Olindor*, and many champions (possibly including the player character) hope to wield it in battle, the sword has other ideas.

The *Vengeance* asks the PC to bring into the heart of an overgrown forest that has long been abandoned by civilized people. If the PC declines, the sword refuses to manifest its magical abilities for the PC, and it uses its ego to either force the player character to go, or turn it over to somebody who will.

In the heart of the forest are ancient stones, long ago covered with moss and weeds. These, of course, are the ruins of the city of Olindor. But more surprising than finding the city are the people who now inhabit it.

Dozens of tents are pitched in the heart of the city, gathered around a white marble fountain whose appearance seems to defy its age. While they are predominantly humans and elves, a sizeable minority of these tent dwellers are dwarves, halflings, gnomes, and even half-orcs. The only thing they have in common is tale of how they were drawn to the place by dreams and whispers that no one else could hear.

Among the gathered are familiar faces. Father Arden has brought the *Star of Olindor* (from the adventure of the same name), and half-elf bard Belinal (*Shroud of Olindor*) has felt compelled to gather as well (she brings the *Shroud* if the PC no longer possess it).

At this point the *Vengeance of Olindor* instructs the player character to place it, along with the *Shroud* and the *Star* upon the fountain. As soon as the PC does so the fountain springs to life, providing fresh, clean water. For those few among the gathered who are not yet convinced, this is the final sign they need. They will remain here to return Olindor to his former glory, but now not just as a home to the elves, but a city united by all free peoples of the world.

THE FOUNTAIN OF OLINDOR

The white marble fountain is in fact an artifact that maintains the same level of water, no matter how much is taken away. Further any who drinks from the fountain receives the beneficial effects of consuming a *heroes' feast* (CL 20). If water is bottled and removed from the fountain to be consumed later, it remains potable, but does not grant the effects of the *heroes' feast*. The fountain only functions as long as all three Treasure of Olindor remain in contact with the fountain.

THE VENGEANCE OF OLINDOR

The *Vengeance of Olindor* is the third, and some say the greatest, of the legendary treasures of Olindor. While the *Star of Olindor* was made to heal, and the *Shroud of Olindor* was meant to provide stealth, the *Vengeance of Olindor* was designed to destroy enemies of the ancient city. It is also unique in that it was given an intelligence of its own to prevent it from being used by enemies of its creators.

The *Vengeance of Olindor* is a sword of unsurpassed craftsmanship. The blade always remains sharp and polished regardless of the circumstances. The grip is wrapped in blue leather, and pommel set with an enormous sapphire, engraved with the symbol of Olindor.

Vengeance of Olindor: +2 cold iron longsword; AL NG; Int 10, Wis 17, Cha 17; Common; Speech, Telepathy, 120 ft. darkvision and hearing; Ego Score 17

Lesser powers: 10 Ranks in Sense Motive (+13 modifier), cure moderate wounds (2d8+10) on wielder 3/day, 1/day fly on the wielder.

Dedicated Power: Wielder gets +2 luck bonus on attacks, saves, and checks.

Special Purpose: Defend the city of Olindor

Strong Evocation; CL 15th; Craft Magic Arms and Armor, cure moderate wounds, divine favor, fly; Price: 116,215 gp; Cost: 59,265 gp + 4,556 XP

PRE-GENERATED CHARACTER

AGATHA WHITLEY

CR 9

Female human rogue 9

CG Medium Humanoid (human)

Init +7; **Senses** Perception +12

DEFENSE

AC 24, touch 16, flat-footed 24 (+3 armor, +3 enhancement, +2 natural, +4 Dex, +2 deflection)

hp 76 (9d8+36)

Fort +5, **Ref** +10, **Will** +3

Defensive Abilities evasion, uncanny dodge, improved uncanny dodge, trap sense +3

OFFENSE

Spd 30 ft.

Melee +1 keen rapier +12/+7 melee (1d6+2/16-20)

Ranged shortbow +10/+5 (1d6/x3)

Special Attacks rogue talent (bleeding attack), sneak attack +5d6

STATISTICS

Abilities Str 12, Dex 19, Con 14, Int 14, Wis 10, Cha 12

Base Atk +6; **CMB** +7

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Finesse (rapier)^B, Weapon Focus (rapier)^B

Skills Acrobatics +16, Appraise +10, Bluff +12, Climb +13, Diplomacy +11, Disable Device +16, Escape Artist +16, Knowledge (dungeoneering) +7, Knowledge (local) +7, Linguistics +7, Sense Motive +10, Stealth +19, Swim +11, Use Magic Device +12

Languages Common, Dwarven, Elven, Gnome, Goblin

SQ rogue talent (fast stealth, finesse rogue, weapon training), trapfinding

Gear arrows (20), amulet of natural armor +2, backpack, belt of incredible dexterity +2, boots of elvenkind, cat's grace potion, cloak of elvenkind, cure serious wounds potion, eyes of the eagle, glamered studded leather armor +3, invisibility potion, +1 keen rapier, 2 rations, ring of protection +2, rope (silk), shortbow, 5 sunrods, thieves' tools (masterwork), 50 gp

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- "Kobold with the headress made of human ears"
- "You have entered the bedchambers of the Elf Queen. She stands before you and speaks, 'Hold, Krunk, barbarian of the frozen waste. You shall pass no further,'" "Her gold-spun blond hair spills past her alabaster shoulders like springs of honey mead. Her full, ample breasts are barely covered by a sheen of magical elven chainmail. Leather leggings hug her butter-supple loins."
- "The last of the kobold tribe has no time to scream as the force of your blow reduces it to a pink mist! The once-proud kobold tribe now lies in diminutive severed limbs at your feet. Carnage drips victoriously from the ripples of your tanned and enormously muscular chest!"
- "Remember, Elite GameMasters don't just create adventures, they become them! You must weave this adventure into your existing campaign, reinforcing your multi-layered tapestry of themes and subject matter that is, quite frankly, simply too strong for the 'hobbyist gamer.'"