

IUZ4-06

Shadows Of A Dread City

Part Two Of The Howling Hills Saga

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

Version 1.2

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It has been five years since Count Sverdlin took Kendragund Keep from the Urzun Orcs. Since that time, a flourishing city has developed around the keep, and it has become a seat of power and corruption in the Land Of Iuz. But there are deep shadows hanging over Kendragund. Count Sverdlin and his brother Sven have become increasingly reclusive, and the Urzun have been asked to oversee a new kind of merchandise, destined to make this dread city live forever in the favor of Old Wicked. This scenario follows on from IUZ3-07 Infiltration, and is designed for APLs 4-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Land Of Iuz. Characters native to the Iuz Metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In IUZ3-07 Infiltration, the PCs were employed by the Wolf Nomads to infiltrate (and liberate) the Wegwiur Thralls – an ancient burial site which once belonged to the Nomads, but which was now controlled by Urzun Orcs under the command of Panshazek, a general in the Greater Bonehart of Iuz. Upon liberating the thralls, the PCs discovered that a wizard called Batfy was creating golems in the thralls as part of Iuz's new plot to hatch evil upon the face of the Oerth. After wrecking Batfy's laboratory, the PCs discovered a note from Panshazek to Batfy, which summoned Batfy to the dread city of Kendragund (in the Howling Hills) so that he may participate in an ancient ceremony which would resurrect a wicked varrangoin named Chi'Zan. As it turns out, Chi'Zan was Panshazek's adopted "son".

This adventure begins with the PCs being quested by The Drinkers Of Midnight to go directly to Kendragund, find Batfy, and stop him (at all costs) from resurrecting Chi'Zan. Should Chi'Zan return, the arcanist varrangoin will be seen as having triumphed over death. Such a feat will rally the normally chaotic varrangoin to his side, and Panshazek will have an army capable of finally destroying his long-sought prize: the City Of Traft (in northern Perrenland). Such a move would give Old Wicked a secure base of operations within this newly rebellious, and no longer neutral, nation of do-gooders. It will also convince Iuz that promoting Panshazek to the Greater Bonehart was one of his better decisions of late.

The PCs do not have to have participated in IUZ3-07 in order to play and enjoy this adventure. In running this scenario, it is important that the DM move players along and keep in mind the time limits recommended in the Adventure Summary. This is a four hour adventure and should not take any longer than this. The time limits suggested in the Adventure Summary are recommendations only.

Adventure Summary

In the **Introduction** (10 mins), the PCs are contacted in a tavern by a circus performer who represents The Drinkers of Midnight. She asks the PCs to meet The Ringmaster at midnight to discuss details.

In **Encounter One** (30 mins), the PCs meet Rex Rillander, a bard who works undercover for The Drinkers Of Midnight (an anti-Iuz resistance movement dedicated to doing covert operations in the name of good within the Land Of Iuz). He reminds PCs about the note found during the infiltration of the Wegwiur Thralls. He informs them that an opportunity has arisen which will allow the PCs to get into Kendragund (a city of the edge of The Howling Hills), find Batfy, and stop him from

resurrecting Chi'Zan. The PCs will join a traveling circus which Rex has recently infiltrated. The circus has been invited to perform at the birthday party of Count Sverdlin, the resident overseer of Kendragund Keep and the surrounding city. The party has been organized by Sverdlin's brother, Sven. It is rumored that a known spy, Eorkbled The Dealer, is also with Batfy and has gone within the walls of Kendragund Keep. The PCs will join the circus troupe and pose as performers. This is how they will be able to enter Kendragund unhindered.

In **Encounter Two** (30 mins) the circus troop travels to Kendragund Keep. The PCs have an opportunity to rehearse their "act", whilst other PCs get a chance to talk with some of the circus performers.

In **Encounter Three** (60 mins) the circus troupe arrives at the newly built walls which encompass the city grown up around Kendragund Keep. At the city gate the PCs get to meet the Urzun chieftain, Kreshenk, who happens by to check on his orcish guards.

Once inside, the troupe is escorted directly to Kendragund Keep. On the way, the PCs see many daunting images of life (if you can call it that) in the Dread City. Soon, the circus troupe is standing before Count Sverdlin, his brother Sven, and their invited guests. The performance begins, and whilst several PCs perform, other PCs will seek out Sven's daughter, Ingrid. Ingrid wants to escape Kendragund and has offered to provide the part with the location of Batfy in return for safe passage. Unfortunately, when the PCs find her she has been stabbed by her maidservant who is a Vampire Spawn. Ingrid's last words tell the PCs where to find Batfy.

After the party, the PCs are ushered without ceremony to private (but not very flash) bed chambers. Each room hosts up to three people. Rex Rillander bunks down with the troupe master, Kitty Prooster, and her gnomish maidservant, Bouncie.

With Batfy's location known, and information which suggests that the final ceremony of Kaled-Kali is to take place at midnight, the PCs are forced to act immediately. Later, when they try to enlist the help of Rex, they find that he has eaten too much Hammered Hamster (at the party) and has developed very bad stomach cramps. As a result, he cannot venture more than 5 feet from a toilet.

So, in **Encounter Four** (30 mins), the PCs find themselves on the first level of the dungeon – alone. The cells on this level are all empty, but they appear to be clean (as if ready to receive prisoners of noble birth). PCs who *detect magic* will discern that there is a permanent *protection from good* cast on this entire dungeon complex. In the guard room at the end of the corridor, the PCs will have to fight one of Sven's pets – set to guard the lower levels of his dungeon.

In **Encounter Five** (40 mins), the PCs will reach the second level of the dungeon. Here, the PCs find dozens of clerics and paladins who are good of faith corralled into prison cells no more than 5ft x 5ft wide. They have all had their tongues, hands, and feet surgically removed. It is a pitiful, and painful, sight to behold. Only their tattered clothes, give away who these emaciated figures might once have been (and which god they served).

Down the end of that corridor, in a separate room, the PCs find a terrible sight (depending on the APL at which they played this adventure). Whatever the case, the PCs hopefully stop Chi'Zan from leaving this dungeon – alive..

Eorbled The Dealer is chained up on the wall. It seems that Batfy needed him because he possessed an ancient scroll which he stole from Dorakaa some years ago. It contained the words of the Kaled-Kali (needed by Batfy as part of his ceremony to resurrect the varrangoin).

Eorbled thanks the PCs and tells them that he learnt of a secret door in this very chamber. The door leads to a passage which takes you under the Keep and comes up beneath The Tinkerer's Toss – a squalid tavern near the Keep which Eorbled knows very well. Eorbled advises that the party sneak back and let Rex and the circus troupe know that they have found a secret way out of the Keep. It must be done soon – before the change of guard at 2am. Once out of the Keep, the troupe can be smuggled out through the city's sewer system.

In **Encounter Six** (30 mins), the PCs are traveling back through the dungeon when they meet up with Sven who has discovered his “pet” has been killed. Sven is a vampire and will fight the PCs until they are dead (or he is forced to flee in *gaseous form*). There may also be some Vampire Spawn with him at higher APLs.

In the **Conclusion** (10 mins), Rex arrives at the tavern with the PCs and the circus troupe. Eorbled tells the troupe of a secret way out of the city, thus avoiding the wrath of the Urzun guard, and Count Sverdlin's revenge ... for now.

Introduction

Read or paraphrase to the players when you are ready to begin.

It is Richfest, and the height of summer heat, as you all sit smoldering and sweating in a stinking bar, appropriately called “The Rat's Guts”. A strange note, delivered by an asthmatic pigeon, has brought you back to Critwall – suspecting that this latest summons has something to do with the secret anti-Iuz force known simply as The Drinkers Of Midnight.

At this point, the PCs may wish to introduce themselves to each other if they have not already done so.

After your third drink, some of you become decidedly restless ... even bored ... waiting for your unknown contact to materialize. The barman, Alfonz, suggests that you all relax and go see the new traveling circus which has come to town. But no sooner does he say this, and the tavern doors swing wide, and in walks a beautiful, voluptuous woman. As she sweeps aside her long auburn hair, her deep brown eyes intently scan the tavern – eventually coming to rest ... on your group! She smiles, and starts to walk towards you all. As she does, and only then, do you notice that she is, in fact, half-woman and half-man ...

For those PCs who absolutely must know, Gruda-Anders is female down her left side, and male down his right side. This NPC is intelligent, witty, and self assured; and should in no way be played for cheap laughs. When he/she speaks, the voice is sultry, but strong-willed (even a little sarcastic). He/she has a slight accent.

“I am Gruda-Anders, the human anomaly,” she says as she sits at your table. “No doubt you are currently wondering whether or not I am a person or a monster? Let me assure you that should you give me cause I will prove that I am both. For now, simply consider me a messenger. But first ...”

Gruda-Anders considers the riddle she has been asked to say to the PCs in order to determine that they are the right ones.

“... I would say it is particularly HOT this Richfest. Some would prefer to sit in the SUN. Where do YOU prefer to sit?”

The answer is, of course, “In The Shade” (referring to the secret female leader of The Drinkers Of Midnight). If PCs have not played previous metaregionals (or simply forget), then give them an INT check (DC 10) to remember. If you must resort to this check, deduct some role-play points as noted in the end summary. Once PCs have (somehow) proven themselves, Gruda-Anders continues:

“You are to meet The Ringmaster at the public bath-house at midnight. Tell the doorman that you have the “Midnight Sweat” and he will let you in. The Ringmaster has organized a private bathing session for himself after tonight's show. But he has a strong request. Do not come to tonight's circus performance. We have heard that there are agents of Iuz in town

looking for those who have been thwarting the Old One's plans of late. Stay here until midnight. Do not let him down. The Ringmaster has an offer that will interest you very much ..."

With this, Gruda-Anders abruptly gets up and leaves the tavern as quickly as she arrived.

If PCs try to ask her questions or run after her, they strangely (but not surprisingly) notice that she jumps into some deep shadows outside the bar – and simply disappears ...

If the PCs refuse to follow Gruda-Anders's advice (ie. leave the tavern or go to the circus), then let them go. The circus will have all its tickets sold out anyway (no-one allowed in). If PCs try to get in somehow, they will just see a typical circus performance with the usual acts. The ringmaster describes and announces events. He is a tall man with black hair tied back in a ponytail, a thick black moustache, and a big nose. If PCs try to interrupt the circus act, or speak with The Ringmaster at the circus (thus compromising his identity), then The Ringmaster will call them "impetuous fools", and say "You've put The Drinkers Of Midnight in jeopardy by coming here against my wishes! The operation is cancelled. Bah! Idiots!"

The Ringmaster will not go to the bath-house, but will summon the PCs to the Circus the day after next (2 days) when he cools down. He will offer PCs the job, but now this scenario costs the PCs double the TUs they originally paid to play this adventure.

All the shops are shut at night. Frighten PCs along the way by having them think they see sinister figures watching them from the shadows. If they investigate, they find nothing (and no-one).

Encounter One

An Invitation To The Ball

Those PCs who follow Gruda-Anders's advice will wait until just before midnight, then set off towards the public bath-house.

And so you set off through the dark and lonely streets of Critwall – in search of the bath-house (which is normally shut from dusk till dawn). As you arrive, the place seems deserted, and the door is closed and barred from the inside.

DM's Note: Get the PCs to make a Listen check (DC 10). If they make it, they can hear a faint voice (with an "Austrian" accent) coming from somewhere inside.

The voice belongs to The Ringmaster, but PCs won't know this for sure unless they go inside. If they knock, the masseur (also the doorman) will open up and ask why they're here. If they say they have the "Midnight Sweat", he'll let them in. Some PCs might find another way in, but The Ringmaster won't talk until he's sure of who they are.

When the PCs are inside, describe the following:

Upon entering the bath-house, you quickly notice that it is small but effective. There are probably four baths here, each with room for several occupants with a modicum of privacy. At this time, however, only one bath is steaming and in use. Walking in, you see that the burly doorman is also a masseur. He saunters up to his client, who is a man sitting upright in a bubble-bath smoking a big fat cigar. The man is humming some old Oeridian folk-song – badly. He has long black hair, a thick black moustache, and a long crooked nose which looks like it is made of putty and is about to fall off ...

"The Ringmaster" is actually a Perrenese bard called Rex Rillander, in (a bad) disguise. Some Perrenese PCs might immediately recognize him from IUZ3-01 Across The Border. Many PCs will not know him and the DM will need to have him introduce himself before he gets down to business.

About Rex Rillander

Rex Rillander is a "ladies man" with a huge ego. Think of him as a cross between Errol Flynn and Arnold Schwarzenegger (including the accent). If there are any female PCs, he will immediately turn on the charm and act "playful". When he strips off his disguise (which he does as he talks to the PCs), he does actually appear very handsome. He has short dark hair neatly parted, and a little thin moustache. He has a very fit physique, and has a melodious voice (which he uses to recite poetry – not to sing). He will ask if any PC has a mirror. If they produce one, Rex will use it to practice smiling and moving his eyebrows up and down from "serious" to "playful". Then he blows a kiss at himself and gives the mirror back.

In reality, this "ego" is also part of a disguise. When he has to be, Rex can be deadly serious (and extremely dangerous). The DM should show this side to the PCs once they start to discuss "The Business" (see below). Rex is a valuable member of The Drinkers Of Midnight. He has (on more than one occasion) foiled Panshazek personally. He is currently, as a result of this, marked for death by agents of Iuz. But he doesn't mind. Such a thing gives him an excuse to disguise himself (as he is now), and help foil Iuz on other fronts.

The Business

Rex Rillander will quickly become serious. As he leaves the bath and dresses unashamedly in front of the PCs, he turns to the masseur and says:

"That will be all, Pogo. Tell your mistress I will be there soon." And with that the burly masseur leaves silently through a well-concealed door at the back of the bath-house.

Rex will briefly remind the PCs of the events which occurred in the scenario IUZ3-07 Infiltration. This involved a group of adventurers liberating some tombs which rightfully belonged to the Wolf Nomads. Deep within the tombs, the adventurers discovered that a cleric of Iuz (called Batfy) was making golems for some nefarious purpose. Batfy was not present, but the adventurers found a note.

At this point, give the PCs **Player Handout #1**. This is the same note found at the end of IUZ3-07. The PCs may wish to ask questions of Rex. Below are some possible answers, but ultimately, this conversation should end with Rex offering the PCs the chance to join him on an expedition to Kendragund. If PCs do not agree, then this adventure is over.

"What is the Golem Project?"

The Drinkers Of Midnight has ascertained that Iuz was developing golems so that he might use them in some kind of massive assault. The exact time and location is unknown – but due to the nature of the golems we suspect that it involves a conflict not of the Material World.

"What is a varrangoin?"

Varrangoins are bat-like humanoids whose home plane is the Abyss. They have emaciated hairless bodies, skull-like demonic faces, tattered wings, and barbed tails. They have traditionally been used by Iuz as mercenaries, but they are intelligent and some have grown powerful.

"Who (or what) is Chi'Zan?"

Chi'Zan was the adopted varrangoin son of Panshazek. He was the arcanist varrangoin who led an attack on Traft City, in Perrenland, during 593 CY. He was killed, and the attack was repulsed. Chi'Zan's death has led to demoralization amongst the other varrangoin. Panshazek hopes that by resurrecting Chi'Zan he will restore his own control over the varrangoin, and this will please his master, Iuz.

"Who is Panshazek?"

Panshazek is a 48 year old cleric of Iuz. Up until last year he was a member of the Lesser Bonehart; but success on the borders of the Sepia and in the Vesve saw him promoted to the Greater Bonehart. He is about 6ft tall, slim of build, and has wiry curly hair and a cropped beard which he is fond of stroking. He is probably the most tolerant and most compassionate of all of Iuz's bonehart; and this undoubtedly is his weakness. His overly fond attitude towards Chi'Zan may prove his undoing.

"What is (and where is) the Dread City Of Kendragund?"

Kendragund is situated on the southern side of the Howling Hills – deep within the frozen north of Iuz's territory. It started life as a squat, four-tower keep which was controlled by Urzun orcs. When Iuz invaded the Hills in 578 CY, he chose Kendragund as his base of operation to subjugate the north. He placed the orog chieftain, Kreshenk, in charge of the Urzun; and put the priest called Sverdlin in charge of Kreshenk, Kendragund, and the Howling Hills. This was an inspired choice. Kendragund Keep soon became a thriving city. This was mostly the handiwork of Sverdlin, his brother Sven, and an evil wizard called Zuberin. Together they enslaved most of the giants in the area, and used them to build many great stone buildings stretching outwards from the original citadel.

Five years ago, however, a strange shadow fell over Kendragund City. This shadow caused the city to be perpetually shrouded in a state of twilight – and plunged many parts of the city into complete darkness. The "shadow" does not emanate from any particular point, and no form of magical scrying has been able to determine its purpose, its origin, or its effect (apart from making the people of Kendragund more depressed than usual).

This in turn has led Sverdlin, Sven, and Zuberin to become virtual recluses. For the last three years not one of them has left the citadel (the original Keep), and very few outsiders have gone in (and come out alive). There is also rumor that the citizens of Kendragund have recently been disappearing without any obvious reason; and there have been sightings of caravans carrying a new kind of slave towards the dungeons of Kendragund – good hearted clerics and paladins who have been hunted, caught, and exported from lands all over the Flanaess ...

"Who is Eorkbled The Dealer? And what is Kaled-Kali?"

Kaled-Kali is an evil ritual which must be performed in order to resurrect the carcass of a deceased varrangoin. Iuz discovered it twenty years ago, and used it as a bargaining chip to help subjugate the varrangoin and promise them immortality. He has, however, used it

sparingly – perhaps too sparingly. When Chi'Zan died, Panshazek had Eorkbled The Dealer steal the scroll with the ritual from a vault deep beneath Dorakaa. When done, Eorkbled was to bring the scroll to Kendragund – the place where Panshazek believes the conditions are right to have Chi'Zan raised by the mad cleric, Batfy. The Drinkers Of Midnight has been watching the gates of Kendragund. Two weeks ago, Eorkbled The Dealer was spotted entering the city. Yesterday, Batfy The Mad was also seen arriving. Both of them were spotted entering the citadel. Neither have yet come out. The Drinkers Of Midnight have determined that the astrological conditions needed for Kaled-Kali will occur at midnight in five days. There is now no doubt that Chi'Zan will be resurrected at that time, if not stopped.

“What can we do to help?”

The astrological conditions for Kaled-Kali also happen to coincide with Sverdlin's 50th birthday. To mark this occasion, Sverdlin's brother, Sven, has broken with three years of obscurity and called for a celebration. Yes, a birthday party! He has invited to this party all the local dignitaries, and has arranged for circus performers to put on a show in his brother's honor – inside Kendragund Keep! That circus troupe just happens to be the one of which I am Ringmaster – Prooster's Performers. The plan is to get inside the keep using the circus as cover. We perform at the party, then use the night to discover the whereabouts of Batfy – and stop him from going through with the ceremony. I need you all to help me stop Batfy when we find him. The circus performers are good – but they have specialist skills which do not always help in times of conflict.

“What's the catch? How do we find out where Batfy is holding the ceremony?”

The Drinkers Of Midnight has discovered that Sven's 20 year old daughter, Ingrid, was sadly molested by Batfy upon his arrival at the Keep. She helped Sven organize the circus performance, and has secretly expressed her desire to get out of Kendragund with the circus when it leaves. She also wants revenge on old Batfy – and knows his movements. We think we have devised a way of speaking with Ingrid without Sven suspecting. During the performance, Sven has requested that there be an original oration performed in tribute to Old Wicked. Iuz is, apparently, Sverdlin's hero and nothing will please him more. Your task is for half of you (Group A) to compose and perform that tribute in front of Sverdlin and Sven, thus diverting their attention most fully. Whilst you do this, the other half (Group B) will slip away and go to the servant's lounge – where you will meet with Ingrid. Once you have the whereabouts of Batfy, and arranged to smuggle Ingrid out of

Kendragund, return to the main hall where we will regroup and find Batfy once the Keep has gone to sleep. This operation must be done quickly and quietly. We must then find a way to get us (and the circus) out of Kendragund before dawn. Easy?

DM's Note: Yes, the PCs must *actually perform*. They must compose the song (or poem) and then perform it at the game table. The performance can involve one of them or all of them (Group B needs a minimum of three or else they won't survive the Spawn encounter). The performance needs to go for at least two minutes (real time). This will give Group B the time needed to speak quickly with Ingrid, then return without being noticed. As for the performance itself? It needs to be: a) Entertaining; b) Respectful of Iuz and extol his virtues; c) Somehow link Sverdlin to his hero – thus puffing him up with pride (and keeping his mind off what Group B might be doing). How successful this performance is will depend on a Perform Check and DM judgment. See Encounter Three (Group A) for more information. There will be time to compose the poem during Encounter Two.

“How much will you pay us for doing this job?”

This is for the good of the Flanness. Your reward will be bringing a known felon, Batfy, to justice – and preventing him from raising an evil creature which would lead thousands of others into battle against our home nations. Of course, The Drinkers Of Midnight is not interested in trifles, and you may keep any money or items of note which may have once belonged to purveyors of evil.

Once The PCs Agree To Do The Job

Once the party have agreed to go (and all questions have been answered), Rex will tell them that the Circus Troupe leaves Critwall early in the morning. They will each need to construct a new Circus-persona for each of themselves – one which allows them to conceal magics, items, and any weapons they might choose to bring along on the journey. Rex will bid the party farewell, then leave via the secret door in the bath-house. The party can then spend a few minutes deciding on their personas, and getting their stories straight if asked to identify themselves.

They should also decide at this point which of them is going to be in Group A (and perform the song/poem) and who is going to be in Group B (and speak with Ingrid). There will be time to compose the poem itself, later (during Encounter Two).

Encounter Two

The Journey

Read or paraphrase when the PCs are ready to leave Critwall.

The journey from Critwall to Kendragund is, at times, quite disconcerting. You head deep into Iuzian lands, ever fearful of your potential discovery. Apart from the odd patrol, Rex Rillander and the circus manager, Miss Kitty Prooster, appear to flash the right credentials so that the troupe might pass unchallenged.

Then, the circus takes a little-known trail through the wilderness, designed primarily to avoid the prying eyes of several horrid settlements firmly in Iuz's grip. The journey also avoids a particularly nasty section of the Skull Trail at this southern end of Iuz's Empire. It is during this rough and uneventful part of the journey that some of you have time to compose and practice your recital; whilst others of you get to know some of the circus folk you will be working with in Kendragund.

At this point, those PCs who are in Group A can pair off for 20 minutes (recommended time limit) to quickly write and rehearse their performance. Tell them that you can allow no more time than this, and that they have to work together if they are to get it accomplished effectively. Remind them that the performance must last 2 minutes real time (otherwise they will place their friends in jeopardy of being discovered). You may hand them the Criteria Sheet (Appendix III) so they know the kinds of things you're looking for.

Meanwhile, Group B can use the time to chat with the various circus folk. Most are available and happy to chat – except for Rex and Kitty (who seem to use every available moment to disappear into Kitty's well-covered wagon). What is interesting about this group of circus-folk is that they are from places all over the Flanaess and will tell PCs about latest rumors if they succeed at a Gather Information or Diplomacy check DC 15.

The DM may use the map from the Greyhawk Gazetteer in order to show the players where some of these people come from (though this is not absolutely necessary).

Gruda-Anders (Human Anomaly)

Gruda is from Nyrond. He/she is the person who delivered the message to the PCs during the Introduction. Gruda joined the circus to escape catching a strange plague which is currently sweeping through parts of Nyrond. The plague started in Mowbren, but has

now spread to other areas – including the Royal Fleet. The Church Of Pholtus is investigating the illness, and have had to put-down many household pets who they fear might be spreading the disease.

The other worrying thing is that the Glaive Valorous Of Heironeous has begun an inquisition to root out secret followers of Hextor. Many of those facing execution are simply “differently visaged” (like herself), and are in no way connected to the evil god of war. Gruda hopes to earn enough money on this job to buy the freedom of her friends before they burn at the stake.

Korbis Butal (Lion-Tamer)

Korbis Butal is a male human “lion-tamer”. He became a lion tamer because his job as an accountant was too unchallenging. His act involves animating several special *figurines of wondrous power [lions]* which are (unbeknownst to the audience) under his control. The lions battle Korbis, and he attempts to “train” them into submission (which they eventually do). The act is frightening, but usually safe. Korbis is a 15th level bard/druid who takes his performance seriously.

Any PC who tries to steal his *figurines* will be caught by his *alarm* (cast at 15th level) and reported to Rex. Otherwise, Korbis is from the Theocracy Of The Pale. Korbis will tell the party stories about the most recent events in the Pale, including the story of the huge *plant creatures* who came from *beyond the stars*. Many lives were lost, but the otherworldly threat has been eradicated. A group of these creatures attempted to flee, but the heroic and quite daring efforts of some adventurers thwarted their escape. The faithful pray to Pholtus that they have seen the last of these creatures. What worries Korbis is that now the ether creatures have been driven from Tenh, the Pale will once again consider annexing that territory. Korbis does not think Iuz will give up that place so easily ...

Lords Jarvis And Jordanis (Co-Joined Twins)

Jarvis and Jordanis are two male twins who are joined together at the waist. They come from the City Of Knurl in the Bone March. They are very talkative and finish each other's sentences. They are very keen to tell anyone who will listen about their plight. Currently, the City Of Knurl is the only place in the Bone March that is held by humans. Built just north of the Kaye where the Harp River and Teesar Torrent meet, Knurl is a frontier city struggling for survival against a wide array of humanoid armies. It is ruled by Count Dunstan, a lawful, just and wise ruler who is the only remaining noble in the area. Additional political influence is carried out by a Heironeous monastery order as well as the church of Pelor, inside the city of Knurl.

However, all those priests who are capable of defending the city have deserted. Dunstan is surrounded, and there does not appear to be much hope. Lords Jarvis and Jordanis have joined the circus so that they may travel to various lands so that they may spread the word about their besieged City Of Knurl. They beseech the help of the PCs once this current mission is over, or at least, help them find others who have armies who might come and help this desperate nation.

Stavid Draxx and Jinka Pusskaa (Acrobats Extraordinaire)

Draxx and Pusskaa are both acrobats and lovers who hail from Onnwal. Onnwal, like Knurl, is currently surrounded by the forces of the Scarlet Brotherhood. This has meant bitter attacks against the Storm Coast which, at one point, allowed the Scarlet Sign to actually land and secure a portion of Free Onnwal. Just when all hope seemed lost, the Szk (Lord) of the taken region agreed to enter into a compact with Xavener (Overking Of Ahlissa) which allowed Ahlissan navy forces to attack in time to drive the Scarlet Brotherhood back into the sea. Although a lull currently exists in the fighting, many lords (including Duke Gellen himself) are wondering whether doing a deal with Xavener is no better than doing a deal with Old Ivid himself. As for Draxx and Pusskaa, they joined the circus as a blessed relief from the constant warfare faced by those who currently try to live in the Free State.

DM's Note: Please do not continue with these people once the 20 minutes rehearsal time is up. Let the players speak to whom they can in this time, then move on.

Encounter Three Kendragund Keep

When Group A has finished rehearsing, read or paraphrase the following.

The secret trail fortunately bypasses the Devouring Bridge, and the deadly citadels of Husharn and Zariag. Unfortunately for you, it is so fraught with secret twists and turns that you would have no way of ever finding it again. Eventually, your caravan rejoins the main road at Koblek, and it is from here that you embark upon the final leg of your journey – arriving in Kendragund at an appropriate and fortuitous time.

It is midday. The performance is due to begin in 2 hours. At the huge gate, Rex humbly produces the invitation to a burly orc. This is a busy day, particularly so because of all the local dignitaries arriving for the party. The orc grunts and barely reads

the invitation; but just as he is about to wave the caravan through, a monstrous orog steps from the gatehouse and yells: "Stop That Wagon!"

This orog is General Kreshenk himself. He doesn't like circus-folk. Never has. Thinks they're all deviants. He is secretly frightened of them. So when he sees the caravan, he uses this moment to intimidate the "deviants" and assert the power of his own "normalcy". Ironic.

General Kreshenk will inspect the circus caravan and ask questions about who each of the performers are and what they do in "this stinking freak show". When he gets to each of the PCs, this is a chance for them to relay their "circus-persona". If a PC seems nervous or shaky, get the PC to make a Bluff, Perform, or Diplomacy check Vs Kreshenk's Sense Motive (+1 per APL). Other players may come to the aid of the PC and convince Kreshenk otherwise. If Kreshenk suspects the PC is not who he says he is, then Kreshenk will say:

"I'm watchin' you freak. Watchin' you VERY close ..."

This is just a hollow threat. He actually suspects that the performer has class levels, but has given up adventuring to join the circus. Nothing more. The DM should, however, use this encounter to unnerve the PCs and make them feel as if they are being watched at all times. This will stop them from wanting to venture too far off the beaten track during this scenario.

When Kreshenk has finished inspecting the caravan, read or paraphrase the following:

Eventually, the great gate swings wide and your caravan enters the shadowy city. And most strange it is too. Almost immediately upon entering, a shadowy twilight engulfs your party, and the temperature drops about 20 degrees in one hit. Ahead, you see a long straight muddy road which gradually leads up to a huge citadel in the centre of the city. The citadel itself must be six stories high, and it towers menacingly over the sprawling cityscape. Or whatever you call it. Cityscape? Hardly.

This is a city smashed by poverty, wracked with evil, and blanketed by darkness. On either side of the road you pass ramshackle stone hovels inhabited by those who are eking out a meager existence – fighting for every crumb dropped, and every drop of water spilled. All around you, you hear the cries of these unfortunates ... "help us ... oh please ... help us ..." but your caravan must continue on past these skinny, sorry wretches. Maybe one day someone will be able to help them.

Finally, your caravan arrives at the gates of Kendragund Keep. From below, you see shadows

within shadows, and even for a moment you think you see the shadow of a tower moving ... hovering over you ... staring at you ... but then you realize it's not the case. Or is it? Slowly, the outer doors open without a gatekeeper, and Rex guides your caravan inside. Then, the gates mysteriously shut of their own accord behind you, and you are left briefly in complete darkness.

After a moment more, a candlelit path lights your way ahead and you move forward. The path takes you up a spiral causeway which joins different paths of the keep – yet the pathway never veers from the shadows, and you notice that all the windows and outer openings of the keep have been sealed ... shut.

Then, eventually, the path arrives at what appears to be an inner courtyard. Once it might have been exposed to the outside, but now it has a roof over it, and it is lit only by torchlight. There are several other coaches and carts parked in this area. It appears most of the guests have already arrived. As you disembark and begin unloading, the door to the courtyard opens and you are greeted by a well dressed young man, an (even younger) woman, and a servant.

"My name is Count Sven D'Lortagio. This is my daughter, Ingrid. I believe she has made the necessary arrangements for your performance. My brother, Count Sverdlin, knows nothing. Your being here is a ... surprise. You will perform in 1 hour. Do not disappoint me. I have arranged for lodgings here in the citadel tonight. You will leave at dawn tomorrow. Do not go anywhere within the citadel other than where you are guided. This place is ... dangerous ... as you have no doubt already suspected."

The PCs may speak with Sven, and he will answer pleasantly (but without emotion) any reasonable questions the PCs might have. Don't let this drag on. Sven wants to get back to the party. Ingrid won't say much at all, and certainly won't betray her real feelings at this point. If any PC is belligerent or makes corny jokes or tries to be smart, Sven will be cautious and watch that PC more closely. If it is one of the performers, that performer will get a –2 on all checks with Sven for the rest of this encounter. If any PC tries to detect undead or turn undead, let them. Sven has on an Amulet Of Dark Dreaming. This amulet radiates a *non-detection* effect cast at 15th level (thus resulting in a caster level check against a DC 26 if a PC casts a divination spell on Sven). Sverdlin, Sven's brother, also wears one of these, as does his wife, and the wizard Zuberin. Ingrid has been spared the curse – for now.

Let the PCs unpack the caravan. The servant will usher them into the ballroom when it is time for their performance. Read or paraphrase the following:

When it is time to perform, the servant signals you all to follow him into the giant ballroom. Upon entering, a cacophony of noise immediately hits you – sounds of laughter, music, and gaiety of all kinds. The place is generously lit with hundreds of flickering torches, and the shadows of dancing patrons flash majestically across the walls and ceilings of the huge room. They are larger than life in this decidedly lifeless city.

At the far eastern end of the ballroom is a podium. In the centre of the podium sits an older gentleman. He has silver hair slicked back, and he sports a thickly twirled moustache. He is laughing and clapping his hands, quite obviously enjoying what appears to be his own party. Next to him is a woman no older than he. She too is laughing and enjoying herself. On the left side of Sverdlin is Ingrid. Next to her sits an old man with a bald head. His entire head and face is covered in dark runes which wind around his neck and appear to also engulf his torso. He is dressed in a black cape and has an amulet around his neck with the symbol of Iuz carved into it. Next to Sverdlin's wife is Sven (whom you've met). He nods to you all and claps his hands three times. The music stops. The dancers pause and move off to the side of the room to allow you all entrance.

"Ladies and gentlemen. Might I present ... all the way from the ... great ... Greyhawk City ... Prooster's Performing Circus!"

There is polite applause. Sverdlin seems absolutely delighted. His sallow, pallid face lights up and he reaches over and squeezes his brother's arm in genuine thanks.

Sven continues, "I know, my brother, how hard it has been these past few years. But now that the new project is reaching its conclusion, there is yet hope that our Lord and Master may release us from his debt, and let us live like ordinary men once again ..."

There is complete silence. Someone drops a pin. You hear it fall.

"But enough of this wishfulness. Let the performance begin!"

At this point, Rex Rillander effectively starts to play the part of the Ringmaster, whilst Kitty Prooster readies each new act. As one finishes and another one begins, each is greeted with rapturous applause and much appreciation. Even when one of Korbis Butal's lions accidentally swallows a guest, there is much laughter and applause (as that guest wasn't much liked by anyone, anyway). Eventually, the performance draws to a close, and Sven stands up and

speaks once more. At this point, you notice Ingrid excuse herself and move out of the ballroom through the northern door which leads to the toilets and the Servant's Lounge. Sven speaks:

"Dear brother. Knowing how much you love our Lord and Master, I have requested that a special ode be recited in your honor. I hope you enjoy this special treat – what will almost certainly be the highlight of this momentous occasion. Ringmaster! Bring forth the orators!"

Rex now signals for Group B to leave the ballroom and go meet Ingrid in the servant's quarters. Rex gives them directions passed on by Ingrid. There are hundreds of people present going backwards and forwards from the ballroom to the toilet area. Nobody will notice the PCs gone for a few minutes. Rex then signals for Group A to step forward – ready for their recital. Remember that the group can nominate one person to perform. It is just that they are all responsible.

In the following sections, a good DM will do this in alternate parts. I.e. Hear the recital for 30 seconds; then switch the action to the party confronting Ingrid; then back again for 30 seconds; then back to Ingrid, et.al. This will build the tension, because just as Group A finish their 2 minute recital, Group B may still be confronting the Vampire Spawn which attacks them in the Servant's Lounge. Group A may need to buy some time ... and make up some more poetry on the spot so they give their friends time to return to the ballroom without being noticed.

Group A : The Recital

Rex will encourage this group to step forward in front of Sverdlin and his entourage and perform. The DM should encourage his/her players to stand at the table to perform for the group (with the DM playing the part of Sverdlin and company). The performance must last two minutes in total, but after 30 seconds, ask the group to pause and sit down for a moment whilst you switch the action over to Group B. The tempo of this performance will be guided by what happens with Group B. This whole scene should be play cinematically and very excitingly. It will become increasingly hard for the performers (Group A) to ignore events going on with Group B; and there is no way for them to know what is actually going on, regardless.

Group B : Meeting Ingrid

Let Group A recite the first 30 seconds of their piece, then switch to Group B for their first 30 seconds.

Group B – First 30 Seconds

Read or paraphrase the following:

After leaving the ballroom, you follow the directions given by Rex Rillander – your task: find Ingrid and discover the whereabouts of Batfy's ceremony which, by all accounts, should take place at midnight tonight. After passing the toilets, and then the kitchen, you eventually turn into a long corridor. As you near the end of the corridor, you notice that it is quite secluded – probably because all the servant's are out working amongst guests. The corridor is also cut off from the din and noise of the busy ballroom.

Eventually, you come across an open door to your left. There is a sign above the door that says "Servant's Lounge".

At this point, ask players what they are doing. You may even like to place down a battle template which shows the corridor, the door, and a 40ft x 40ft room beyond. See DM Map #1 for more information. When the PCs are ready to enter, describe the following:

As you enter the servant's lounge you notice that the door is open and the room is fully visible. There are chairs, several tables, and some reading matter scattered around. There is also a large bookcase on the southern wall. It is then that you realize something terrible. There, lying on the floor against a two-person sofa, is Ingrid. She is staring at you and mumbling for help in a weakened voice. She appears to have been stabbed in the stomach by a single knife wound, and her fragile body is soaked in thick blood! She begs you not to leave, but to come closer to her ... as she seems anxious to tell you something before she dies.

Now switch back to Group A for 30 seconds.

Group B – Second 30 Seconds

Ask the PCs what they are doing. A Heal check on Ingrid (DC 10) will reveal that she has indeed been stabbed once by a knife. A further Heal check (DC 15) will also reveal that after being stabbed, her clothes were torn aside near the wound, and somebody has used their mouth to suck the blood from her wound. If spoken to, Ingrid will say the following:

"I have been betrayed by my maidservant. You must stop her before she reveals my treachery to my father! Then you must stop Batfy! Tonight, before midnight, you must go down into the dungeons of this keep. The entrance is at the rear of the small staircase. At the end of the second level is an oval-shaped room.

There you will find Batfy. Destroy him for me! My time is at an end. But before you leave this room, you must promise to remove my head from my shoulders when I die, and stuff my dead mouth with garlic. Then hide my body. Don't let them find me! This will buy you time. I should have so much liked to have gone with you"

Then she dies. A Heal Check (DC 5) will reveal this to be true.

Ask **each** PCs what they are doing. Make sure every PC gets a turn. If they are smart, they will immediately cut off Ingrid's head and stuff her mouth with garlic. If nobody has garlic, or they do not cut off her head, Ingrid will rise as an *extra* Vampire Spawn and attack the party *as well* during the Third 30 Seconds. If any PC tries to remove Ingrid's body from the room, the door mysteriously slams shut of its own accord! Proceed to the description below.

After PCs have each had an action, read the following:

Suddenly, the large bookcase swings around and you see standing before you a young maidservant holding a bloodied knife. She is a feral-looking creature who virtually drips with evil. Her garb is normal for a maidservant, but it is in a state of disrepair. Her dark red mouth, smeared in thick fresh blood, is dominated by a pair of vicious-looking canine teeth!

Now switch back to Group A for 30 seconds.

Group B – Third 30 Seconds

The maidservant will attack whoever she can. Roll for initiative.

Creatures:

All APLs (EL 4)

☛ **Vampire Spawn (1):** hp 29. See *Monster Manual 3.5 Edition*, page 253. Please note that this Vampire Spawn has already used her *dominate* power on Ingrid, and will not choose to use it during this encounter. Note also that the maidservant will drop her knife and attack with her *slam* as per the *Monster Manual*.

Development: If Ingrid's instructions have not been followed, then she too will rise up and attack the party in Round 3 of this combat. She only has 14 hit points, and cannot yet use *dominate* as a power.

Treasure: All APLs—loot(*Dagger* 1 gp), coin-(0 gp), *magic*-(0 gp).

At the conclusion of this combat (or after Round 10, whichever comes first), switch back to Group A for another 30 seconds.

Group B – Last 30 Seconds

This phase gives the PCs time to tidy up the lounge and hide the bodies of Ingrid and her maidservant (probably in the secret bookcase chamber where the maidservant was hiding). This then gives the PCs about 15 seconds to walk swiftly (but without drawing attention) back to the ballroom.

What Happens If Group B Gets Delayed?

If this happens, then Group A will notice that their friends have not yet returned. They will realize that they will have to keep on performing ... ad lib ... until their friends return.

What Happens If Anyone in Group B Dies, Or Someone Goes Unconscious?

Then Rex Rillander will realize this, and send out a search party (whilst Group A stalls with a longer performance). The dead will be miraculously *healed* (by a cloaked and secretive member of the circus troupe). Although the PC loses XP, this raising is done for *free*. Anyone unconscious will be brought back to 1 hit point (enough to walk) if no other PC is able to do such healing in Group B. This is a once-off benefit. Any PC who does not want to be brought back from the dead will, of course, not return.

Regardless, after 3 minutes of performance, most PCs should return to the ballroom – some in better condition than others.

After The Recital

After the recital, Sverdlin will stand quite overawed. Whether he likes it or not depends now on the Perform check made by Group A. Remember, other members of Group A can try to aid the most competent performer in this check. The roll is made only once. This roll cannot be made again (even if a PC has "Lets Try That Again" cards or other abilities which allow re-rolls). The PC's also cannot Take 10 or 20 on this roll. If the roll is high enough, Sverdlin will reward Group A with a single bag of gold. This can later be shared amongst all the PCs.

Perform Check (DC 15): Should this check succeed, Sverdlin will reward the party with a bag of gold.

Treasure:

APL 4—loot(0 gp), coin-(40gp),*magic*-(0 gp); APL 6—loot(0 gp), coin-(60gp),*magic*-(0 gp); APL 8—loot(0 gp),

coin-(80gp),magic-(0 gp); APL 10-loot(0 gp), coin-(147gp),magic-(0 gp); APL 12-loot(0 gp), coin-(267gp),magic-(0 gp).

DM's Appraisal Of The Performance: Regardless of the Perform Check, it is now time for the DM to judge the recital. Use the Criteria Sheet in Appendix III to give the PCs a grade from A to E. This will determine the amount of XP they get as a reward in this encounter. All PCs get this reward, no matter who performed. Similarly, all PCs get the XP reward for encountering the Vampire Spawn.

After the appraisal, read or paraphrase this to the players:

It is soon time for the circus performance to conclude. Sven, his brother, and the rest of the entourage appear very happy with everything ... although it appears that Sven is looking for his daughter, and asking guests if they have seen her. Mmmm. As the performers pack-up, the servant who earlier brought you inside, now beckons you to follow him upstairs. As you follow, he takes you to the second floor. There, he places your party into two separate sleeping quarters. Decide now who will stay with whom. It appears that Rex is bunking with Kitty Prooster and her gnomish maidservant, Bouncie. Rex gives you the signal to meet him back at his room at 11pm. This will give the citadel time to clean up after the party, relax, and go to sleep. You, too, may also rest if you deem it necessary.

Let the players decide this quickly. It has no bearing on the outcome of this encounter. Explain to the PCs that it is 5pm, and they now have about 6 hours to kill. Some may even wish to sleep and regain their spells, etc. Allow this. Such action will also allow any ability points drained to return at normal rate. When this time passes, continue reading:

Soon it is 11pm. Time to meet Rex Rillander at his room. As you leave, you notice that the second floor is empty of any guards and is ghostly quiet. As you sneak down the hallway, you rap lightly on Rex's door. Expecting Rex to answer, you are surprised when Kitty Prooster opens it instead.

"By the gods," she whispers, "Poor Rex has eaten far too much Hammered Hamster at the banquet. He has done nothing but ... well ... you know ... for the last 5 hours! He is in no fit condition to adventure tonight. Besides, I forbid it ..."

Suddenly, Rex appears from another room. He looks a wreck. "By the gods! You will all have to do this without me, I'm afraid. Carry out the mission now! You must not delay. I am far too ill to go, and

even Kitty has not been able to give me comfort. That daam hamster must've been more than just hammered ..."

And with this, he belches, breaks terrible wind, and then races back into the other room which you figure is a private toilet.

Kitty grimaces one last time, shrugs, and says: "Good luck! Get Batfy for dear old Rexie, eh? Let us know when you find a way out of here." And then she closes the door.

Now you are faced with finding the entrance to the dungeon on your own which, miraculously, you do – exactly where Ingrid described it. It is at the rear of a small set of stairs on the ground floor. There are no guards, and the iron door is slightly ajar, as if someone has recently gone through in a hurry and forgot to close it behind themselves.

Encounter Four Dungeon Level One

The DM should now refer to Appendix II : DM's Maps. The areas described in this encounter correspond directly to the numbered areas on the map entitled "Dungeon Level #1". Also, unless noted otherwise, the dungeon has the following features:

Floor, Smooth Stone (DMG p.60).

Doors, Iron: 2 in. thick, hardness 10, hp 60, break DC 28 (DMG p.61)

Walls, Superior Masonry: 1 ft. thick, hardness 8, hp 90, break DC 35, climb DC 20 (DMG p.60).

Height (Floor To Ceiling): 10 feet.

Width: Varies. See maps.

AREA #1

This is the area behind a small set of stairs on the ground floor of Kendragund Keep. There is an iron door which is slightly ajar.

AREA #2

This is a 10ft wide corridor which is 50 feet in length. The corridor is *not* lit, so PCs will need some kind of light source once they decide to enter and investigate. To the left and right of the corridor are iron doors which are all locked (Open Lock DC 15). Anyone checking for footprints (Survival DC 14) will find two sets of humanoid shoe-prints heading straight down the corridor to Area #4.

PCs who *detect magic* (or make a Spellcraft check DC 16) in here will realize that there is a permanent *protection from good* radiating throughout this entire dungeon complex (Caster Level 14th). This should be

relayed by the DM in his/her spookiest and most worrisome voice ...

AREA #3

Should the PCs open one of the locked iron doors along the corridor (or break one down), they will simply gaze upon empty cells. These cells, however, appear reasonably furnished, and an INT check DC 12 will reveal these chambers are occasionally used to lock away prisoners of noble birth. Why anyone would want to do this is beyond the scope of this scenario. There are no items of any worth in these cells.

AREA #4

This is the iron door which leads to Area #5. It is not locked.

AREA #5

When the PCs open the door to this room and look inside, read or paraphrase the following:

This large chamber appears to be a guard-post of sorts. Along the northern wall are racks of various martial weapons, all of them in quite good condition. Along the eastern wall are 4 well-appointed beds, which are even raised slightly off the ground so as to keep the guards from getting a chill during the cold northern nights. There is also another iron door in the north-east corner of the room. It is shut.

An INT check DC 12 will realize that this chamber has yet to be used (or formally occupied by guards). It appears to be ready for use sometime soon, however.

For now, Sven has left one of his nasty pets in here to guard the entrance to the second level of the dungeon. Only those who have Sven or Sverdlin's permission may pass unmolested. This included Batfy and Eorkbled, who came through here earlier on their way to Level 2. The pet creature lives in the small alcove in the south-west corner of the room. As soon as PCs enter the room, it will attack. In most cases, give PCs who step into the room a Spot Check Vs. Creature Hide check in order to avoid being surprised by this little darling.

Also, do not forget that there is a permanent *protection from good* spell cast at 14th Level on this entire complex. This will, no doubt, affect the opening rounds of any combat.

Creatures:

APL 4 (EL 4)

☛ **Vor (1):** hp 19. See Appendix I, or Fiend Folio p.186. Please note that this creature has been modified to suit

3.5 Edition D&D. The DM should give the Vor a Listen check Vs PC Move Silently (at +5 if the PCs spoke at all in the corridor). If it hears the PCs it will know that these are intruders. It will go into shadow form as soon as the PCs reach the iron door, and lie in wait in the corner. During combat, the vorr will use the shadows in each corner of the room to perform its shadow jump – but it will only do this if such a move is to its advantage.

APL 6 (EL 7)

☛ **Keeper (1):** hp 26. See Appendix I, or Fiend Folio p.111. Please note that this creature has been modified to suit 3.5 Edition D&D. The DM should give the Keeper a Listen check Vs PC Move Silently (at +5 if the PCs spoke at all in the corridor). If it hears the PCs it will know that these are intruders and ready itself accordingly. Whenever possible, the keeper will, as a free action, use its poison spit ability.

APL 8 (EL 8)

☛ **Formian, Armadon (1)** hp 68. See Appendix I, or Fiend Folio p.77. Please note that this creature has been modified to suit 3.5 Edition D&D. The DM should give the armadon a Listen check Vs PC Move Silently (at +5 if the PCs spoke at all in the corridor). If it hears the PCs it will know that these are intruders and ready itself accordingly. Whenever possible, the armadon will, as a free action, use its acid spray ability.

APL 10 (EL 11)

☛ **Demodand, Faratsu (1)** hp 71. See Appendix I, or Fiend Folio p.42. Please note that this creature has been modified to suit 3.5 Edition D&D. The DM should give the faratsu a Spot (Scent) check Vs PC Move Silently (at +5 if the PCs spoke at all in the corridor). If it scents the PCs it will know that these are intruders and ready itself accordingly (i.e. cast *invisibility* on itself). The faratsu will wait for the party to enter the room, then cast *ray of enfeeblement* on the strongest-looking PC. Later, it will cast *fear* on the PC it deems could do it most harm. When it can, it will *rage* as a free action, and use its adhesive slime to grapple the weakest-looking PC.

APL 12 (EL 11)

☛ **Demodand, Faratsu (1)** hp 110. Otherwise, everything is the same as in APL 10.

DM's Note: PCs who try to avoid fighting with, or completely killing, any of these "pets" will find that the "pet" catches up with them (from the rear) during Encounter Five, using all tactics available to it to defeat the PCs.

Development: The PCs can take the different weapons on the weapons rack. They are all new weapons, but are of *normal* type (as per PHB). Searching underneath bed #2 (Search DC 8+APL) will reveal a small chest with some precious items (depending on the APL).

Treasure:

APL 4—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*- (Scrolls: *displacement* 32gp, *flame arrow* 32gp, *heroism* 32gp, *suggestion* 32gp)

APL 6—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*- (Scrolls: *confusion* 58gp, *fear* 58gp, *greater invisibility* 58gp, *phantasmal killer* 58gp, *stoneskin* 79gp).

APL 8—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*- (Scrolls: *feeblemind* 94gp, *cone of cold* 94gp, *telekinesis* 94gp, *wall of force* 94gp).

APL 10—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*- (Scrolls: *mordenkainen's lucubration* 138gp, *mass suggestion* 138gp, *tenser's transformation* 162gp, *wall of iron* 142gp).

APL 12—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*- (Scrolls: *finger of death* 190gp, *mordenkainen's sword* 190gp, *insanity* 190gp, *spell turning* 190gp).

AREA #6

This is an iron door which has been locked from the other side (although the lock is 2-way and can be picked from this side).

🔒 **Door, Iron:** 2 in. thick, hardness 10, hp 60, break DC 28 (DMG p.61). Open Lock DC 20.

Once the PCs have the door open (by hook or by crook), they will find themselves in a 30ft x 30ft room with a set of spiral stone stairs going downwards for 60 feet. The stairs are 5ft wide and they are not trapped. The stairs lead to Dungeon Level 2. If tracking, those with the skill will see that there are fresh footprints continuing below.

Encounter Five Dungeon Level Two

AREA #1

This area is just the stone stairs winding down to the next level. There are no dangers here.

AREA #2

This area is a 40ft x 30ft room which is empty. There is an iron door on the north wall, and an iron door on the west wall. Both doors are locked from the other side and are identical to the iron door on Level One:

Door, Iron: 2 in. thick, hardness 10, hp 60, break DC 28 (DMG p.61). Open Lock DC 20.

It doesn't matter which door the PCs go through. They both lead to the same place. The only difference is that the West door leads to the dungeon cells filled with good-aligned clerics; whilst the North door leads to the dungeon cells filled with good-aligned paladins.

AREA #3 (West)

This is a 5ft wide corridor which is L-shaped. To the left and right of the corridor are iron doors which are all locked (Open Lock DC 20). The doors are spaced every 5ft along the corridor, and the cells themselves are 5ft x 5ft. A Listen check DC 12 will reveal low, terrible, moaning coming from inside each of the cells. Be careful to emphasize that is *moaning*— not words.

Should any PC open an iron door leading to a cell-room, read the following:

As you open the iron door, a ghastly sight greets your eyes. There, in front of you is what once was a mighty cleric. His holy symbol has been twisted and defiled beyond recognition, and his religious garments are ragged and torn. This poor, moaning, skinny wretch is sitting in his own excrement. His eyes have been gouged out, his nose cut off, and his tongue cut out. Both his hands and both his feet have been removed, revealing gangrene-ridden stumps in place of appendages. Now, he is left moaning to his god, clearly insane and hopelessly forgotten.

Opening up different doors will reveal different clerics. Examining torn garments will realize they are from a smattering of the following faiths: Al'Akbar, Allitur, Arvoreen, Atroa, Azor'alq, Berei, Dalt, Delleb, Heironeous, Heward, Jascar, Johydee, Keoghtom, Kord, Kundo, Lirr, Lydia, Mayaheine, Merikka, Murlynd, Myrhis, Pelor, Phaulkon, Pholtus, Phyton, Rao, Sotillon, St. Cuthbert, Trithereon, Ulaa, Vogan, Wenta, and Zodal. An INT check DC 12 will have the PCs realize that these are all Oerth faiths which are Good in nature, and which have humans as their primary followers.

There are 24 poor souls in this West corridor (and another 24 in the North corridor). Most PCs will have trouble finding a way to help these poor people, but if they do devise some plausible way, then good luck to them. No cleric who is helped (or healed) will have enough presence of mind to fight, use items, or cast spells (even from scrolls). If their insanity is cured, and their tongues replaced, they will simply say that they were kidnapped from their churches (from all over the Flanaess) by black-robed wizards and monks whose faces were covered in balaclavas. Next thing they knew they

woke up in these dungeons. They have been tortured and experimented upon by Clerics Of Iuz; but it appears that they are *not* after information ... but something else.

DMs (and some players) might recognize the wizards and monks to be members of the infamous Dark Wave Crime Syndicate. They are expanding their operations, and deal in black market commodities (including human flesh). They were employed by Iuz to scour the Flanaess and kidnap good-aligned clerics and paladins – and bring them to the dungeons in Kendragund. Why Iuz wants such people kidnapped is not yet quite clear.

Anyone checking for footprints (Survival DC 16) will find two sets of humanoid shoe-prints heading straight down the corridor to Area #4.

PCs who *detect magic* (or make a Spellcraft check DC 16) in here will realize that there is a permanent *protection from good* continuing to radiate throughout this entire dungeon complex (Caster Level 14th).

AREA #3 (North)

This area has the same purpose as Area #3 (West) except that the cells have paladins of various faiths within them. Use the information in Area #3 (North) to extrapolate similar descriptions for the poor souls in here.

What Happens If The PCs Save One Or More Clerics/Paladins?

No more than one person per PC playing this scenario can be saved (ie, min. 4/max. 6) – no matter what players might try to do. Whether one is saved, or six, all PCs receive the “Favor Of The Saved Ones Church” at the end of this scenario. It entitles the PC to one free *Raise Dead* ceremony should the need arise. The PC must still pay in XP and level loss, however.

AREA #4

This is the place where Batfy is either *standing* and reading the Kaled Kali from a scroll; or it is where his dead body now *lies* (depending on the APL).

AREA #5

This is a magic circle used by necromancers to raise the dead – particularly those of evil and powerful intent. In the centre of the circle lies the *heart* of a varrangoin; *or* in the circle centre *stands* a varrangoin, towering over the dead body of poor Batfy (depending on the APL).

AREA #6

This is where The Dealer, Eorkbled, is manacled to the wall. He is conscious, and hurls insults at Batfy (if he is still alive); or tries to bargain for his pathetic life with the varrangoin (if Batfy is dead). Eorkbled's 4 chains can *each* be snapped with a Strength check of DC 16. Eorkbled

was whipped when Batfy betrayed him, and is too weak to snap them himself (or to fight if set free). There is a table next to Eorkbled. On the table is a whip and two sets of “leather jumpsuits”. Under the table is an unlocked/untrapped chest which contains some precious things belonging to Batfy. The treasure list below includes not only what is in the chest, but also what is on Batfy himself:

Treasure:

APL 4 – loot (+1 *heavy mace* 192gp, *masterwork chainmail*, 25gp, *masterwork large steel shield*, 14gp, whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-* (*ring of protection* +1 166gp gp; *potion of gaseous form* 63gp).

APL 6 – loot (+1 *Heavy Mace (frost)*, 692gp, *masterwork chainmail*, 25gp, *masterwork large steel shield*, 14gp, whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-* (*ring of protection* +2 666gp).

APL 8 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-* (*candle of invocation* 700gp, *wand of owl's wisdom* 375gp).

APL 10 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-* (*strand of prayer beads*, lesser 800gp, *pearl of power* 3rd Level, 750gp).

APL 12 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-* (*Periapt Of Wound Closure* 1250gp, *amulet of mighty fists* +1 1000gp, *wand of fear* (used by Chi'Zan) 1,750gp).

THE “S” – SECRET DOOR

This is the secret door whose location is known only to Eorkbled. When he stole the Kaled-Kali from Dorakka, he also stole a map of Kendragund Keep and its dungeons (as insurance). The secret door leads under The Keep and into the City. It comes up beneath a tavern called The Tinkerer's Toss. Eorkbled has arranged for some of his “gang” to meet him there should things go wrong.

WHAT ACTUALLY HAPPENED HERE?

Panshazek arranged for Eorkbled to steal the Kaled-Kali from Dorakka. He then arranged for Batfy to meet Eorkbled at Kendragund Keep during this time, as it was the best time of the year to successfully perform the Kaled-Kali ceremony. Both Batfy and Eorkbled met for the first time that afternoon. They did not go to the party, but spent the time in Batfy's room rehearsing the ritual (which really only needed one person to perform). Batfy arranged with Sverdlin for both he and Eorkbled to go down to the dungeons that night. Eorkbled thought that he was just going to help Batfy perform the ceremony.

But Eorkbled did not know that Panshazek had arranged for Batfy to double-cross Eorkbled, and use him to feed the varrangoin its first meal once it awoke. So

Batfy hit Eorkbled on the head and chained him up. Then he whipped him to weaken him, ready for the ceremony.

STARTING COMBAT

Do not forget that there is a permanent *protection from good* spell cast at 14th Level on this entire complex. This will, no doubt, affect the opening rounds of any combat.

Creatures:

APL 4 (EL 4)

At this APL, the PCs will discover Batfy half-way through the Kaled-Kali ceremony. Eorkbled is chained to the wall hurling insults, and the varrangoin heart is sitting harmless in the centre of the magic circle. Batfy will be interrupted by the PCs and (hopefully) be prevented from completing the ceremony which raises the varrangoin. Batfy will fight to the death. Batfy has already read the True Resurrection scroll (it's wasted husk lies on the ground). This is not good enough. Now he must read the Kaled-Kali in order to complete Chi'Zan's revival and return – and it must take place exactly at midnight.

☛ **Batfy, Mad Cleric (1):** Clr4, hp 38. See Appendix I for statistics. Please note that Batfy has already cast several defensive spells on himself in preparation for the ceremony. These have already been factored into the statistics.

As soon as he is interrupted, Batfy will use the following spells (in this order where appropriate): *cause fear*, *hold person*, *inflict moderate wounds*, *inflict light wounds*. He will cast spells defensively when he must. When he fights, his tactic is to get one opponent down at a time (and use his *death touch* domain ability). He will also use his *smite power* the first chance he gets.

APL 6 (EL 6)

Same as APL 6 except that Batfy's stats are a bit stronger. Batfy will fight to the death.

☛ **Batfy, Mad Cleric (1):** Clr6, hp 52. See Appendix I for statistics. Please note that Batfy has already cast *glyph of warding* on the first 5ft square just inside the door of the chamber. The first PC to step here will set it off. Batfy has also cast several defensive spells on himself in preparation for the ceremony. These have already been factored into the statistics.

As soon as he is interrupted, Batfy will use the following spells (in this order where appropriate): *contagion*, *bestow curse*, *searing light*, *cause fear*, *hold person*, *inflict moderate wounds*, *inflict light wounds*. He

will cast spells defensively when he must. When he fights, his tactic is to get one opponent down at a time (and use his *death touch* domain ability). He will also use his *smite power* the first chance he gets.

APL 8 (EL 10)

☛ **Chi'Zan, Arcanist Varrangoin (Weak):** hp 60. See Appendix I for statistics, or Fiend Folio p.182. At this APL, Chi'Zan is still weak from being resurrected. He has reduced hit points (factored), and cannot yet cast his 5th level spell (*cone of cold*). When the PCs first open the door, they will see the headless body of a cleric (Batfy) lying on the floor of the chamber. In the magic circle they will see a black, humanoid bat with a skull-like, demonic face. It has wings and a barbed tail. It has the head of the cleric in its hands, and it takes one juicy bite from it before realizing that it has company ... Roll for initiative.

Chi'Zan has already had time to protect himself by casting *shield* and *blur* on himself. The DM should remember to factor this into the combat.

APL 10 (EL 11)

☛ **Chi'Zan, Arcanist Varrangoin:** hp 80. See Appendix I for statistics, or Fiend Folio p.182. See further notes under APL 8. Please note that at this APL, the varrangoin has access to his 5th level spell, *cone of cold*.

APL 12 (EL 12)

☛ **Chi'Zan, Arcanist Varrangoin (Strong)** hp 100. See Appendix I for statistics, or Fiend Folio p.182. See further notes under APL 8. Please note that at this APL, the varrangoin has access to his 5th level spell, *cone of cold*, as well as a Wand Of Fear.

Tactics: If tactically intelligent, Chi'Zan will cast *dimension door* so that he places himself in the 5ft square directly *behind* the last PC in the corridor. After this he is free to attack, use his wand (APL 12 only) or use spells as he sees fit. Chi'Zan will fight to the death.

AFTER THE BATTLE

After the battle, Chi'Zan's heart can (and should) be destroyed immediately. If the party do not think of this, Eorkbled will strongly suggest it. If they want to keep the heart (APLs 4-6) then let them, but it radiates strong evil which causes any non-evil PC who keeps it to turn evil. Eorkbled will tell the PCs this.

Eorkbled can be released from his chains. He is very grateful, and somewhat annoying in his praise of the party. He has a "Cockney" accent and has a style about him similar to a huckster or confidence man. He will gush information about what happened here, and how

“that ungrateful wretch, Batfy” double-crossed him at the last minute.

Thankfully, Eorkbled thought that Batfy might double-cross him, so he made sure he took lodgings at The Tinkerer's Toss. It just so happens that a secret passage runs from this dungeon to The Toss. It was used by the orcs who used to inhabit the Keep (before Sverdlin took over). Sverdlin doesn't know about the tunnel (but Eorkbled does because he stole the map of the Keep from Dorakaa). He will proudly boast about his astonishing foresight. This will, no doubt, lead the PCs to Sense Motive on him. Unfortunately, this time, the rat is telling the truth.

Eorkbled will advise the PCs that they all use the tunnel to escape the Keep. He tells them that there will be a change of guard at 2am. At this time, he, Batfy, and the PCs will be found to be not where they are supposed to be. This will lead to a castle-wide search and no-one will escape. Eorkbled advises the PCs to go back and tell Rex Rillander what happened, then smuggle everyone out via the dungeons and the secret tunnel to the Tinkerer's Toss. Once at The Toss, Eorkbled's friends can help the circus troupe escape via more secret tunnels. Eorkbled will wait here for them until they return.

What If The Party Doesn't Want To Go Back?

There may be reasons why the party don't go back. They may even have the ability to send a *message* to Rex which gives him instructions on what to do. Regardless, Sven will come down at 1am to give his “pet” its mid-nightly meal. He will find it dead, so decide to look for its murderer. Sven will catch up with the PCs soon enough on Dungeon Level 2, Area #4. If this happens, then Sven will have plenty of time to get very angry and put up as many defenses as he can muster.

If the party leaves and “saves themselves”, then it will be assumed that Rex will feel better at some point and go looking for the PCs. He finds the dungeon and the secret door, and goes back and gets the rest of the circus to smuggle them out. Whilst he is back getting them, Sven comes along, finds the secret door, and tracks the PCs to The Tinkerer's Toss. He will have his showdown there. Rex will show up shortly after that fight ends.

The DM needs to be creative here in order to respond to creative parties. Regardless, at some point, Sven will find the party and have a “showdown” with them.

DM NOTE : IMPORTANT

The DM should make the party feel like the encounter with Batfy and/or the varrangoin was the last encounter of the scenario. Confronting Sven (or vice-versa) should come as a really nasty surprise ...

Encounter Six The Vampire's Kiss

Most parties will follow Eorkbled's advice and go back through the dungeon to tell Rex of the way out. Those parties who do not do this, should not be penalized. The DM should be creative in determining the “time and place” Sven catches up with the party and exacts his revenge for them killing his “pet”.

As the PCs approach the room (Dungeon Level 1, Area #5) where they first encountered and killed Sven's “pet”, read the following:

APL 4-8

On your way back through the dungeon, you eventually come across a harrowing sight. In the centre of the room where you killed the [insert creature] you see Sven, Sverdlin's brother, bending over the remains of the creature. He is sobbing and sweetly saying: “My pet ... my little pet ... what did they do to you?” At this point his ears prick up and he looks in your direction. He scowls, his eyes turn red, and his mouth gapes to reveal two very sharp fangs ...

APL 10

On your way back through the dungeon, you eventually come across a harrowing sight. In the centre of the room where you killed the [insert creature] you see Sven, Sverdlin's brother, bending over the remains of the creature. He is sobbing and sweetly saying: “My pet ... my little pet ... what did they do to you?” By his side you also notice two young male humans who appear to be apprentices of sorts. At this point, Sven's ears prick up and he looks in your direction. He scowls, his eyes turn red, and his mouth gapes to reveal two very sharp fangs. The apprentices do the same ...

APL 12

On your way back through the dungeon, you eventually come across a harrowing sight. In the centre of the room where you killed the [insert creature] you see Sven, Sverdlin's brother, bending over the remains of the creature. He is sobbing and sweetly saying: “My pet ... my little pet ... what did they do to you?” By his side you also notice three young male humans who appear to be apprentices of sorts. At this point, Sven's ears prick up and he looks in your direction. He scowls, his eyes turn red, and his mouth gapes to reveal two very sharp fangs. The apprentices do the same ...

Roll for initiative. If you are using a battle mat, allow one PC to stand in the doorway (Area #6). Have everyone else trailing back into the area containing the stairs going down to Level 2. Do not forget that there is a permanent *protection from good* spell cast at 14th Level on this entire complex. This will, no doubt, affect the opening rounds of any combat.

APL 4 (EL 6)

☛ **Sven, Vampire Ftr4:** hp 31. See *Appendix I*.

APL 6 (EL 7)

☛ **Sven, Vampire Ftr5:** hp 37. See *Appendix I*.

APL 8 (EL 8)

☛ **Sven, Vampire Ftr6:** hp 43. See *Appendix I*.

APL 10 (EL 10)

☛ **Sven, Vampire Ftr7:** hp 49. See *Appendix I*.

☛ **Vampire Spawn (2):** hp 29. See *Monster Manual 3.5 Edition*, page 253.

APL 12 (EL 15)

☛ **Sven, Vampire Ftr13 :** hp 79. See *Appendix I*.

☛ **Vampire Spawn (3):** hp 29. See *Monster Manual 3.5 Edition*, page 253.

Tactics: Sven will use every tool in his deadly arsenal to utterly destroy the PCs. As a free action, he will taunt the PCs each round, saying things like:

"My brother and I trusted you! You have betrayed us! Now you and all your circus friends will become permanent residents of Kendragund Keep!"

The DM should feel free to elaborate on this cliché ;-)

Development: When Sven reaches zero hit points (or lower) he will go into *gaseous form* and, as a free action, he will disappear up through a crack in the ceiling. This means that he is returning to his coffin which is hidden somewhere in the Keep. The PCs do not have time to find it now, and they should press on to find Rex Rillander and get the circus troupe out before 2am. The *vampire spawn* will fight to the death.

Treasure: None. Remember, Sven will go gaseous upon reaching zero hit points and escape. The *vampire spawn* have no treasure.

What Happens If A PC Tries To Follow Sven?

It is possible that a PC might try to follow Sven whilst he is in *gaseous form*. If their method of following him is plausible, then allow it. Read the following:

The gaseous form, which is now the vampire Sven, meanders rapidly through vents, ducts, cracks, and passages which delve deep beneath the surface of the City Of Kendragund. Eventually, the gaseous form reaches a huge underground chamber. In the centre of the chamber is a gilded coffin, raised on a 50ft x 50ft dias. Around the coffin are 20 barely-clothed women, all writhing and fawning over the coffin. It appears that they are not simply vampire spawn – but actual vampires themselves. They seem to be ready to defend their injured master should anyone dare to approach. The gaseous form whisks around the women, then quickly slips through the crack between the coffin-lid and the coffin. A terrible, wailing howl engulfs the vampire women, and they scream in agony and ecstasy.

Each of these women (all 20) have the same stats as Sven, Fighter 7 (see Appendix I). Any PCs trying to get to Sven (to finish him off) will have to get past all 20 of these beauties first ...

Any PC who wants to try can make an INT check DC 5 to realise that such an attempt might be akin to suicide. But if a PC succeeds, then Sven can be finished off with a stake through the heart, beheading, and mouth stuffed with garlic.

Conclusion

After Rex and the troupe have been told about what is going on (or Rex has realized, himself), this scenario is practically over. Read or paraphrase the following (depending on what has transpired).

As you all prepare to exit the dread city via the shadows of the sewer system, Eorkbled once again thanks you for helping him escape the fate which might have awaited him at the hands of the varrangoin.

After saying your goodbyes, your party escapes Kendragund City and heads south along different paths (just in case). Arriving back in Critwall safely, Rex Rillander thanks you for your help, and he reminds you that The Drinkers Of Midnight might call on you all again to help defeat He Who Must Be Stopped.

But you cannot help but wonder what has happened to the vampire, Sven ... or what plans he and his brother might put in place to ultimately extract their revenge upon you all.

The End

Experience Point Summary

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

Encounter Three : Kendragund Keep

Performance Of High Quality

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

Defeating The Vampire Spawn

All APLs: 120xp

Encounter Four

Defeating Sven's Little Pet

APL4 120xp; APL6 210 xp; APL8 240 xp;
APL10 330 xp; APL12 330 xp.

Encounter Five

Defeating Batfy OR Chi'Zan

APL4 120xp; APL6 180 xp; APL8 300 xp;
APL10 330 xp; APL12 360 xp.

Encounter Six

Defeating Sven (so that he reaches zero HP and goes into gaseous form)

APL4 180xp; APL6 210 xp; APL8 240 xp;
APL10 300 xp; APL12 450 xp.

Total possible experience:

APL4 675 xp; APL6 900 xp; APL8 1125xp; APL10 1350 xp;
APL12 1575xp.

Treasure Summary

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

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

the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Three: Kendragund Keep

APL 4-loot(Dagger 1gp), coin-(40gp),*magic*-(0 gp);
APL 6-loot(Dagger 1gp), coin-(60gp),*magic*-(0 gp);
APL 8-loot(Dagger 1gp), coin-(80gp),*magic*-(0 gp);
APL 10-loot(Dagger 1gp), coin-(147gp),*magic*-(0 gp);
APL 12-loot(Dagger 1gp), coin-(120gp),*magic*-(0 gp).

Encounter Four: Dungeon Level 1

APL 4-loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*-(Scrolls: *displacement* 32gp, *flame arrow* 32gp, *heroism* 32gp, *suggestion* 32gp)

APL 6-loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*-(Scrolls: *confusion* 58gp, *fear* 58gp, *greater invisibility* 58gp, *phantasmal killer* 58gp, *stoneskin* 79gp).

APL 8-loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*-(Scrolls: *feeblemind* 94gp, *cone of cold* 94gp, *telekinesis* 94gp, *wall of force* 94gp).

APL 10-loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic*-(Scrolls: *mordenkainen's lucubration* 138gp,

mass suggestion 138gp, *tenser's transformation* 162gp, *wall of iron* 142gp).

APL 12—loot(*Various Martial Weapons* 20gp), coin-(0 gp),*magic-* (Scrolls: *finger of death* 190gp, *mordenkainen's sword* 190gp, *insanity* 190gp, *spell turning* 190gp).

Encounter Four: Dungeon Level 2

APL 4—loot(+1 *heavy mace* 192gp, *masterwork chainmail*, 25gp, *masterwork large steel shield*, 14gp, whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp),*magic-*(*ring of protection* +1 166gp gp; *potion of gaseous form* 63gp).

APL 6 – loot (+1 *Heavy Mace (frost)*, 692gp, *masterwork chainmail*, 25gp, *masterwork large steel shield*, 14gp, whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-*(*ring of protection* +2 666gp).

APL 8 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-*(*candle of invocation* 700gp, *wand of owl's wisdom* 375gp).

APL 10 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-*(*strand of prayer beads, lesser* 800gp, *pearl of power 3rd Level*, 750gp).

APL 12 – loot (whip 1gp, 2x leather jumpsuits 1gp); coin-(0 gp), *magic-*(*Periapt Of Wound Closure* 1250gp, *amulet of mighty fists* +1 1000gp, *wand of fear* (used by Chi'Zan) 1,750gp).

Total Possible Treasure

APL 4: L: 254 gp; C: 40 gp; M: 356 gp - Total: 650 gp

APL 6: L: 754 gp; C: 60 gp; M: 919 gp - Total: 1733 gp (833gp over the cap)

APL 8: L: 1096 gp; C: 80 gp; M: 1451 gp - Total: 2627 gp (1327gp over the cap)

APL 10: L: 23 gp; C: 147 gp; M: 2130 gp - Total: 2300 gp

APL 12: L: 23 gp; C: 267 gp; M: 3010 gp - Total: 3300 gp

Items for the Adventure Record

Special Items

Favor Of The Saved Ones Church: At the end of this scenario, a PC gains this favor if the party rescued at least one cleric or paladin from Kendragund Keep. It entitles the PC to one free *Raise Dead* ceremony should the need ever arise. The PC must still pay in XP and level loss, however. Once this favor is used, it should be struck through, signed off by the DM, and noted in the Play Notes of the AR on which it is used.

Item Access

APL 4:

Scrolls: *displacement*, *flame arrow*, *suggestion* (Adventure, DMG)

Potion of Gaseous Form (Adventure, DMG)

APL 6: (All of APL 4 plus the following)

Scrolls: *confusion*, *greater invisibility*, *phantasmal killer*, *stoneskin* (Adventure, DMG)

Ring Of Protection +2 (Adventure, DMG)

APL 8: (All of APLs 4-6 plus the following)

Scrolls: *feeblemind*, *cone of cold*, *telekinesis*, *wall of force* (Adventure, DMG)

Candle Of Invocation (Adventure, DMG)

Wand Of Owl's Wisdom (Adventure, DMG)

APL 10: (All of APLs 4-8 plus the following)

Scrolls: *mordenkainen's lucubration*, *mass suggestion*, *tenser's transformation*, *wall of iron* (Adventure, DMG)

Strand Of Prayer Beads (Lesser) (Adventure, DMG)

Pearl Of Power, 3rd Level (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)

Scrolls: *finger of death*, *mordenkainen's sword*, *insanity*, *spell turning* (Adventure, DMG)

Periapt Of Wound Closure (Adventure, DMG)

Amulet Of Mighty Fists +1 (Adventure, DMG)

Wand Of Fear (Adventure, DMG)

Appendix I : NPC and Creature Statistics

Encounter Four

APL 4 (EL 4)

☛ **Vorr (1):** CR 4; Medium Outsider (CE, Extraplanar); HD 3d8+6; hp 19; Init +3; Spd 40 ft; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 natural]]; BA/G +3/+6; Atk +6 melee; Full Atk +6 melee (2d4+3 bite) and +1 melee (1d3+1, 2 claws); SA Sneak Attack +2d6, trip; SQ Outsider traits, scent, shadow form, shadow jump; AL CE; SV Fort +5, Ref +6, Will +3; Str 16, Dex 17, Con 14, Int 7, Wis 11, Cha 14. Height/Reach 5 ft. x 5ft.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Search +4, Spot +8, Survival +6; Alertness, Blind Fight.

The Vorr is a hateful canine from the Abyss that lurks in the shadows, waiting for its chance to lunge out and attack. It looks similar to a black hyena but with a much more intelligent looking face. A Vorr is covered with bristly black and gray fur and has a long, rat like tail and piercing white eyes. A Vorr is quite intelligent and can be trained as a pet by those with patience and a great deal of time on their hands.

Sneak Attack (Ex): Anytime a vorr's target is denied a Dexterity bonus, the vorr deals an additional 2d6 points of damage on a successful melee attack.

Trip (Ex): A vorr that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the vorr.

Outsider Traits: A vorr has darkvision (60ft range). It cannot be raised or resurrected.

Scent (Ex): A vorr can detect approaching enemies and sniff out hidden foes (including those who are invisible).

Shadow Form (Su): Once per day the vorr can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vorr can move at normal speed on any surface, including walls and ceilings. It can be detected by effects that detect thoughts, life, or presences (including *true seeing*); otherwise a vorr gains a +15 circumstance bonus on Hide checks. While in shadow form, a vorr gains damage reduction 10/cold iron, and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes only half damage from fire and acid.

Shadow Jump (Su): A vorr can travel between shadows as if by a *dimension door* spell. The starting and ending point of the jump must be in shadow and must be at least 10 feet apart. This is a standard action, and can be used for a total of 60 feet per day.

Skills: Vorr's have a +8 racial bonus on survival checks when tracking by scent.

APL 6 (EL 7)

☛ **Keeper (1):** CR 7; Medium Outsider (N, Extraplanar); HD 4d8+8; hp 26; Init +3; Spd 40 ft, climb 20ft; AC 19 (touch 13, flat-footed 16) [[+3 Dex, +4 natural, +2 leather]]; BA/G +4/+8; Atk +8 melee; Full Atk +8/+8 melee (1d8+4 warhammer); SA Mimic weapon, poison spit; SQ Blindsight 200ft, body switch, DR 10/magic, dissolution, hive mind, immunities, outsider traits, resistances, SR 13; AL N; SV Fort +6, Ref +7, Will +3; Str 19, Dex 16, Con 14, Int 15, Wis 9, Cha 6. Height/Reach 5 ft. x 5ft.

Skills and Feats: Climb +19, Escape Artist +18, Hide +10, Listen +6, Jump +19, Knowledge (Planes) +9, Knowledge (History) +9, Move Silently +10, Open Lock +10, Spot +6; Dodge, Mobility, Spring Attack.

It is rumored that Keepers were originally created to act as spies or guardians of secret knowledge. At first glance they appear human or half-elven; but a close examination reveals them to be bald, pale-skinned humanoids with the ability to move all their joints in every direction. Adding to their alien appearance is a dark leather cloak, and black goggles which disguise the fact that these creatures have no eyes. Keepers are insatiably curious, and will often ally with those who promise to reveal great secrets to them, in return for their guardianship. They have a disturbingly abrupt manner, and rarely speak.

Poison Spit (Ex): Once every 1d4 rounds, a keeper can spit a nauseating contact poison in a 20ft cone (Free Action). Fort Save DC 14. Initial damage: nauseated for 2d6 rounds; Secondary damage: 2d6 Con.

Blindsight (Ex): This ability extends for 200 feet in every direction around the keeper. A keeper does not need to make Spot or Listen checks to notice creatures within 200 feet. A *silence* spell negates this ability.

Body Switch (Su): Normally, this ability allows a keeper to exchange places with another living keeper within 500 feet. But there are no other keepers within this complex, so this ability is not available.

Dissolution (Ex): When a keeper is pinned or captured for 10 rounds or more, it dissolves into a 5ft wide puddle of Poison Spit (see above). Also, as a keeper dies, it dissolves into a puddle of Poison Spit. Any creature touching (ie. striking the death blow) the creature when it dies, must make a Fort save or be affected by the poison as outlined above.

Hive Mind (Ex): All keepers within 500 feet of each other are in constant communication. This does not apply in this encounter.

Immunities (Ex): Keepers are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect/spell that requires a Fort Save, critical hits, sneak attacks, subdual damage, ability drain, energy drain, or death from massive damage.

Outsider Traits: Keepers have 60ft darkvision, and cannot be raised or resurrected.

Resistances (Ex): Keepers have acid, cold, fire, electricity, and sonic resistance 10.

Scent (Ex): A keeper can detect approaching enemies by sniffing them out.

Skills: Keepers get a +8 racial bonus on Climb checks.

APL 8 (EL 8)

➤ **Formian, Armadon (1):** CR 8; Large Outsider (LN, Extraplanar); HD 8d8+32; hp 68; Init +1; Spd 40 ft; AC 25 (touch 10, flat-footed 24) [[-1 size, +1 Dex, +15 natural]]; BA/G +8/+18; Atk +13 melee; Full Atk +13/+11/+11/+11 melee (Bite 2d6+6/17-20/x3), 2 claws 1d8+3, sting 2d4+3); SA Acid spray, augmented critical, hive mind, poison sting; SQ Acid immunity, immunities, outsider traits, resistances, SR 20; AL LN; SV Fort +10, Ref +7, Will +7; Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 11. Height/Reach 10 ft. x 5ft.

Skills and Feats: Balance +12, Climb +17, Hide +8, Listen +12, Jump +17, Move Silently +12, Spot +12, survival +12; Improved Critical (Bite), Evasion, Multiattack.

Formians are aggressive ant-like creatures who serve as soldiers for those with the power to command them. Armadons are the shock troops that charge into battle and tear apart anything that gets in their way. They are utterly merciless. Their mandibles are huge, and they have elongated arms and powerful claws. They do not speak.

Acid Spray (Ex): Every 1d4 rounds, an armadon can spray a 20 foot radius burst of acid from the glands in its tail as a free action, dealing 3d8 points of acid damage to everything in the area of effect (Reflex Save DC 17 halves the damage).

Augmented Critical (Ex): A bite attacks scores a critical hit and deals triple damage on a natural 17, 18, 19 or 20.

Poison Sting (Ex): An armadon delivers its poison with each successful sting attack (Fort DC 18 negates, 1d6 Str/1d6 Str).

Hive Mind (Ex): All formians within 500 feet of each other are in constant communication. This does not apply in this encounter.

Immunities (Ex): Formians are immune to cold, petrification, and poison.

Resistances (Ex): All formians have fire, electricity, and sonic resistance 20.

Outsider Traits: Formians have 60ft darkvision, and cannot be raised or resurrected.

APL 10 (EL 11)

➤ **Demodand, Faratsu (1):** CR 11; Medium Outsider (Evil, Extraplanar); HD 11d8+22; hp 71; Init +5; Spd 40 ft; AC 25 (touch 11, flat-footed 24) [[+1 Dex, +14 natural]]; BA/G +11/+23; Atk +15 melee; Full Atk +15/+15/+10 melee (2 claws 1d4+4, bite 1d6+2); SA Adhesive slime, improved grab, rage, spell-like abilities, *summon demodand*, SQ Acid immunity, cold resistance 10, DR 10/good, outsider traits, poison immunity, fire resistance 10, scent, SR 23; AL NE; SV Fort +9, Ref +8, Will +8; Str 19, Dex 13, Con 14, Int 8, Wis 12, Cha 16. Height/Reach 5 ft. x 5ft.

Skills and Feats: Climb +22, Hide +12, Listen +14, Move Silently +12, Search +12, Spot +14, Survival +1; Alertness, Cleave, Improved Initiative, Power Attack.

Demodands are from the prison plane of Carceri. They are mostly used on that plane as jailers and wardens, but are also often prisoners themselves. On other planes, Demodands are employed as bounty hunters, with the most common being a demodand being called a Faratsu. Faratsus stand 7 feet tall and weigh 220 pounds. They have long arms and legs, and large oblong heads which resemble a frog looking upwards. Their bodies continually ooze a thick, black, tar like substance that slowly trickles down the creature's frame. In combat, they typically fly into a rage during the first round, then try to disarm opponents of any weapons before either using those weapons themselves, or using their natural attacks.

Adhesive Slime (Ex): This is black slime which secretes constantly from the faratsu. This is what gives the creature +8 racial bonus to its grapple checks. Faratsus frequently choose to grapple their foes, then use their natural attacks. Weapons that strike a faratsu get a Reflex Save (DC 17), or they stick fast to it. This then requires a STR check (DC 17) to pry loose (Move

Action). Lantern oil or other flammable oil dissolves the faratsu's slime for 1 minute (10 rounds).

Improved Grab (Ex): If a faratsu hits an opponent with a claw attack, it deals normal damage and it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple +23 or +25 if raging). Don't forget to also add the +8 racial "slime" bonus to the above grapple DCs.

Rage (Ex): Three times per day a faratsu can fly into a *rage* just like a barbarian. It gains +4 to strength, +4 to constitution, and a +2 bonus on Will saves. It also gets a -2 penalty on its armor class. Thus, *rage* changes the faratsu stats to look like this: hp 93, AC 23 (T9, FF22), BA/G: +13/+25, Full Attk 2 claws +17, bite +12; Damage claw 1d4+6, bite 1d6+4; SV Fort +11, Ref +8, Will +10. The *rage* lasts of 7 rounds.

Spell-like Abilities: At will – *detect magic*, *clairaudience/clairvoyance*, *fear*, *invisibility*, *tongues*. 3/day – *fog cloud*, *ray of enfeeblement*. 2/day – *dispel magic*. Caster level 11th; Save DC 13+Spell Level.

Summon Demodand (Sp): This faratsu will not summon any other demodands in this scenario.

Scent (Ex): A faratsu can detect approaching enemies, sniff out hidden foes, or track by sense of smell.

Skills: A faratsu's adhesive slime gives it a +8 racial bonus on Climb checks.

ENCOUNTER FIVE

APL 4

➤ **Batfy, Male Human Clr4:** Medium Human; HD 4d8+12(Cleric) ; hp 38; Init -1; Spd 20; AC 17 (Flatfooted:18, Touch:10); BA/G: +4/+5; Atk +4 base melee, +2 base ranged; Full Atk +5 (1d8+2, +1 Mace, heavy); AL CE; SV Fort +8, Ref +3, Will +9; STR 13, DEX 9, CON 17, INT 11, WIS 23, CHA 13.

Skills: Concentration +10, Diplomacy +7, Heal +7, Spellcraft +5.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Spell Focus: Necromancy.

Spells Prepared (Clr 5/4/3): Save DC 16+Spell Level (this is due to Owl's Wisdom). oth – ~~Resistance~~, ~~Virtue~~, ~~Preserve Organ~~, ~~Light~~, Guidance; 1st – Inflict Light Wounds (Save DC 19), Cause Fear (Save DC 19), Doom (Save DC 19); 2nd – Inflict Moderate Wounds (Save DC 20), ~~Owl's Wisdom~~, Hold Person.

Possessions: Weapons: +1 Mace, heavy (2,312 gp). Armor: Chainmail, Masterwork (300 gp). Shields: Shield, heavy steel, Masterwork (170 gp). Magic: Ring: Protection +1 (2,000 gp).

Death Domain: Batfy can use a *death touch* once per day. He must succeed at a melee touch attack against a living creature. If he succeeds, roll 1d6. If the total equals the creature's current hit points, that creature dies (no save).

Destruction Domain: Smite Power. Once per day, Batfy can make a single attack at +4 to hit. If the attack succeeds, he does an extra 4hp damage. He must declare the attack before hit hits.

APL 6

➤ **Batfy, Male Human Clr6:** Medium Human; HD 6d8+18(Cleric) ; hp 52; Init +3; Spd 20; AC 18 (Flatfooted:19, Touch:11); BA/G: +6/+7; Atk +6 base melee, +4 base ranged; Full Atk +7 (1d8+3+1d6, +1 Mace, heavy); AL CE; SV Fort +8, Ref +3, Will +9; STR 13, DEX 9, CON 17, INT 11, WIS 19, CHA 13.

Skills: Concentration +12, Diplomacy +9, Heal +7, Spellcraft +7.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Spell Focus: Necromancy.

Spells Prepared (Clr 5/4/4/3): Save DC 16+Spell Level (this is due to Owl's Wisdom). oth – ~~Resistance~~, ~~Virtue~~, ~~Preserve Organ~~, ~~Light~~, Guidance; 1st – Inflict Light Wounds (Save DC 19), Cause Fear x2 (Save DC 19), Doom (Save DC 19), ~~Divine Favor~~; 2nd – Inflict Moderate Wounds (Save DC 20), ~~Owl's Wisdom~~, Hold Person, ~~Resist Energy (Fire)~~, ~~Death Knell~~; 3rd – Bestow Curse (Save DC 21), Contagion (Save DC 21), ~~Glyph of Warding~~, Searing Light.

Possessions: Weapons: +1 Mace, heavy: Frost (8,312 gp). Armor: Chainmail, Masterwork (300 gp). Shields: Shield, heavy steel, Masterwork (170 gp). Magic: Ring: Protection +2 (8,000 gp).

Death Domain: Batfy can use a *death touch* once per day. He must succeed at a melee touch attack against a living creature. If he succeeds, roll 1d6. If the total equals the creature's current hit points, that creature dies (no save).

Destruction Domain: Smite Power. Once per day, Batfy can make a single attack at +4 to hit. If the attack succeeds, he does an extra 6hp damage. He must declare the attack before hit hits.

APL 8 – 10

➤ **Chi'Zan, Arcanist Varrangoin:** CR 11; Medium Magical Beast (Evil, Extraplanar); HD 8d10+16; hp Varies; Init +3; Spd 20 ft, fly 50ft; AC 20 (touch 13, flat-footed 17) [[+3 Dex, +7 natural]]; BA/G +8/+9; Atk +9

claw (1d4+4); Full Atk +9/+9/+7/+7 melee (2 claws 1d4+1, bite 1d6, tail sting 1d4 + poison); SA Poison, spell-like abilities, spells; SQ Darkvision 60ft, DR 10/cold iron, immunity to spells, low light vision, SR 22, varrangoin traits; AL CE; SV Fort +8, Ref +9, Will +3; Str 12, Dex 16, Con 15, Int 17, Wis 13, Cha 12. Height/Reach 5 ft. x 5ft.

Skills and Feats: Concentration +13, Hide +8, Knowledge Arcana +14, Knowledge The Planes +14, Move Silently +9, Spellcraft +16; Combat Casting, Craft Wand, Multiattack, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Illusion).

Possessions: APL 8-10 Spellbook; APL 12 Spellbook, Wand Of Fear (9th level, 50 charges).

Unlike most other varrangoins, arcanist varrangoins rely more on magic than brute force. They have thick, dark skin and narrow glowing white eyes. They stand upright 6 feet tall and have a wingspan of 12 feet. Their long, pointed ears resemble those of a bat, and they have sharp teeth and claws. Arcanist varrangoins guard their spellbooks jealously.

Varrangoin Traits (Ex): Exposure to bright light (such as sunlight or a *daylight* spell) blinds varrangoins for 1 round. Even after recovering from being blinded, they are considered dazzled. Varrangoins have acid, cold, electricity, and fire resistance 10.

Poison (Ex): A successful sting attack delivers poison (Fort DC 16 negates). Initial and secondary damage is the same: 1d6 Dex/1d6 Dex.

Spell-Like Abilities: 2/day – *dispel magic* (Save DC 14); 1/day – *arcane eye*, *flesh to stone* (Save DC 17), *mirror image*, *baleful polymorph* (Save DC 16), *polymorph self*. Caster level: 8th.

Spells: An arcanist varrangoin can cast arcane spells as a 9th level wizard (4/5/5/4/2/1; save DC 13+Spell Level, or 15+spell level for Evocation spells). 0th – flare (Evoc), ghost sound, detect magic x2; 1st – color spray, magic missile x2; ~~shield~~, shocking grasp (Evoc); 2nd – ~~blur~~, darkness, flaming sphere x2 (Evoc), mirror image; 3rd – fireball x2 (Evoc), major image, vampiric touch; 4th – dimension door, ice storm (Evoc); 5th – cone of cold (Evoc).

Immunity To Spells: Arcanist varrangoins are completely immune to all 0th – 3rd level spells and their effects. Against all other spells and spell effects they have SR 22.

APL 12

☛ **Chi'Zan, Arcanist Varrangoin:** CR 12; Medium Magical Beast (Evil, Extraplanar); HD 9d10+16; hp 100; Init +7; Spd 20 ft, fly 50ft; AC 20 (touch 13, flat-footed 17) [[+3 Dex, +7 natural]]; BA/G +9/+10; Atk +10 claw (1d4+4); Full Atk +10/+10/+8/+8 melee (2 claws 1d4+1,

bite 1d6, tail sting 1d4 + poison); SA Poison, spell-like abilities, spells; SQ Darkvision 60ft, DR 10/cold iron, immunity to spells, low light vision, SR 22, varrangoin traits; AL CE; SV Fort +8, Ref +10, Will +4; Str 12, Dex 16, Con 15, Int 17, Wis 13, Cha 12. Height/Reach 5 ft. x 5ft.

Skills and Feats: Concentration +16, Hide +12, Knowledge Arcana +14, Knowledge The Planes +14, Move Silently +13, Spellcraft +19; Combat Casting, Craft Wand, Improved Initiative, Multiattack, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Illusion).

Possessions: APL 12 Spellbook, Wand Of Fear (10th level, 50 charges).

Unlike most other varrangoins, arcanist varrangoins rely more on magic than brute force. They have thick, dark skin and narrow glowing white eyes. They stand upright 6 feet tall and have a wingspan of 12 feet. Their long, pointed ears resemble those of a bat, and they have sharp teeth and claws. Arcanist varrangoins guard their spellbooks jealously.

Varrangoin Traits (Ex): Exposure to bright light (such as sunlight or a *daylight* spell) blinds varrangoins for 1 round. Even after recovering from being blinded, they are considered dazzled. Varrangoins have acid, cold, electricity, and fire resistance 10.

Poison (Ex): A successful sting attack delivers poison (Fort DC 16 negates). Initial and secondary damage is the same: 1d6 Dex/1d6 Dex.

Spell-Like Abilities: 2/day – *dispel magic* (Save DC 14); 1/day – *arcane eye*, *flesh to stone* (Save DC 17), *mirror image*, *baleful polymorph* (Save DC 16), *polymorph self*. Caster level: 8th.

Spells: This arcanist varrangoin can cast arcane spells as a 10th level wizard (6/5/5/4/3/2; save DC 13+Spell Level, or 15+spell level for Evocation spells). 0th – flare (Evoc), ghost sound, detect magic x2; 1st – color spray, magic missile x2; ~~shield~~, shocking grasp (Evoc); 2nd – ~~blur~~, darkness, flaming sphere x2 (Evoc), mirror image; 3rd – fireball x2 (Evoc), major image, vampiric touch; 4th – dimension door, ice storm (Evoc), phantasmal killer; 5th – cone of cold (Evoc), baleful polymorph.

Immunity To Spells: Arcanist varrangoins are completely immune to all 0th – 3rd level spells and their effects. Against all other spells and spell effects they have SR 22.

ENCOUNTER SIX

APL 4

☛ **Sven, male vampire Ftr4** CR 6; Medium Undead Humanoid; HD 4d10; hp 31; Init +7 (+3 Dex, +4 Misc); Spd Walk 30'; AC 19 (flatfooted 16, touch 13), BA/G:

+4/+10; Atk Unarmed Strike +11 (1d3+8 20/x2); Full Atk Unarmed Strike +11 (1d3+8 20/x2); SA: Alternate Form (Su), Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su), Dominate (Su) DC16, Energy Drain (Su), Energy Resistance Cold/Electricity 10, Fast Healing 5 (Ex), Gaseous Form (Su), Turn Resistance +4 (Ex); Vision: Normal AL: CE; Sv: Fort +4, Ref +6, Will +3; Str 25, Dex 17, Con *, Int 12, Wis 14, Cha 19.

Skills and Feats: Bluff +12, Climb +11, Handle Animal +8, Hide +11, Intimidate+8, Listen +10, Move Silently +11, Ride +7, Search +9, Sense Motive +10, Spot +10, Tumble +5; Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Possessions: 1 Outfit (Courtier's).

All saving throws versus Sven's powers are DC 16. Descriptions of a vampire's Special Attacks and Special Abilities can be found on p.252-253 of the *Monster Manual 3.5 Edition*.

APL 6

☛ **Sven, male vampire Ftr5** CR 7; Medium Undead Humanoid; HD 5d10; hp 37; Init +7 (+3 Dex, +4 Misc); Spd Walk 30'; AC 19 (flatfooted 16, touch 13), BA/G: +5/+11; Atk Unarmed Strike +12 (1d3+8 20/x2); Full Atk Unarmed Strike +12 (1d3+8 20/x2); SA: Alternate Form (Su), Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su), Dominate (Su) DC16, Energy Drain (Su), Energy Resistance Cold/Electricity 10, Fast Healing 5 (Ex), Gaseous Form (Su), Turn Resistance +4 (Ex); Vision: Normal AL: CE; Sv: Fort +4, Ref +6, Will +3; Str 25, Dex 17, Con *, Int 12, Wis 14, Cha 19.

Skills and Feats: Bluff +12, Climb +12, Handle Animal +8, Hide +11, Intimidate+10, Listen +10, Move Silently +11, Ride +8, Search +9, Sense Motive +10, Spot +10, Tumble +5; Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Possessions: 1 Outfit (Courtier's).

All saving throws versus Sven's powers are DC 16. Descriptions of a vampire's Special Attacks and Special Abilities can be found on p.252-253 of the *Monster Manual 3.5 Edition*.

APL 8

☛ **Sven, male vampire Ftr6** CR 8; Medium Undead Humanoid; HD 6d10; hp 43; Init +7 (+3 Dex, +4 Misc); Spd Walk 30'; AC 23 (flatfooted 20, touch 13), BA/G: +6/+12; Atk Unarmed Strike +13 (1d3+8 20/x2); Full Atk Unarmed Strike +13/+8 (1d3+8 20/x2); SA: Alternate Form (Su), Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su), Dominate (Su) DC17,

Energy Drain (Su), Energy Resistance Cold/Electricity 10, Fast Healing 5 (Ex), Gaseous Form (Su), Turn Resistance +4 (Ex); Vision: Normal AL: CE; Sv: Fort +7, Ref +7, Will +4; Str 25, Dex 17, Con *, Int 12, Wis 14, Cha 19.

Skills and Feats: Bluff +12, Climb +12, Handle Animal +8, Hide +11, Intimidate+10, Listen +10, Move Silently +11, Ride +8, Search +9, Sense Motive +10, Spot +10, Tumble +7; Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Possessions: Studded Leather Armor +1.

All saving throws versus Sven's powers are DC 17. Descriptions of a vampire's Special Attacks and Special Abilities can be found on p.252-253 of the *Monster Manual 3.5 Edition*.

APL 10

☛ **Sven, male vampire Ftr7** CR 9; Medium Undead Humanoid; HD 7d10; hp 49; Init +7 (+3 Dex, +4 Misc); Spd Walk 30'; AC 24 (flatfooted 21, touch 13), BA/G: +7/+13; Atk Unarmed Strike +14 (1d3+8 20/x2); Full Atk Unarmed Strike +14/+9 (1d3+8 20/x2); SA: Alternate Form (Su), Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su), Dominate (Su) DC17, Energy Drain (Su), Energy Resistance Cold/Electricity 10, Fast Healing 5 (Ex), Gaseous Form (Su), Turn Resistance +4 (Ex); Vision: Normal AL: CE; Sv: Fort +7, Ref +7, Will +4; Str 25, Dex 17, Con *, Int 12, Wis 14, Cha 19.

Skills and Feats: Bluff +12, Climb +12, Handle Animal +8, Hide +11, Intimidate+10, Listen +10, Move Silently +11, Ride +8, Search +9, Sense Motive +10, Spot +10, Tumble +9; Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Possessions: Studded Leather Armor +2.

All saving throws versus Sven's powers are DC 17. Descriptions of a vampire's Special Attacks and Special Abilities can be found on p.252-253 of the *Monster Manual 3.5 Edition*.

APL 12

☛ **Sven, male vampire Ftr13** CR 15; Medium Undead Humanoid; HD 13d10; hp 79; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 26 (flatfooted 22, touch 13), BA/G: +13/+19; Atk Unarmed Strike +20 (1d3+8 20/x2); Full Atk Unarmed Strike +20/+15/+10 (1d3+8 20/x2); SA: Alternate Form (Su), Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su),

Dominate (Su) DC20, Energy Drain (Su), Energy Resistance Cold/Electricity 10, Fast Healing 5 (Ex), Gaseous Form (Su), Turn Resistance +4 (Ex); Vision: Normal AL: CE; Sv: Fort +10, Ref +9, Will +8; Str 26, Dex 18, Con *, Int 12, Wis 14, Cha 19.

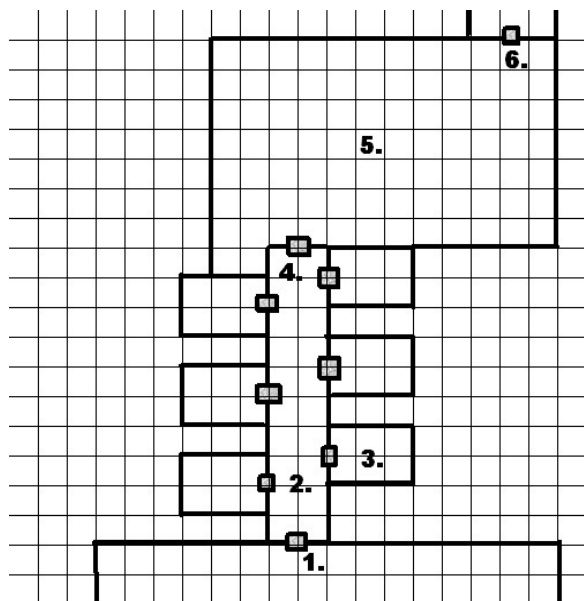
Skills and Feats: Bluff +12, Climb +12, Handle Animal +8, Hide +11, Intimidate+10, Listen +14, Move Silently +11, Ride +8, Search +9, Sense Motive +10, Spot +14, Tumble +10; Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Possessions: Studded Leather Armor +3.

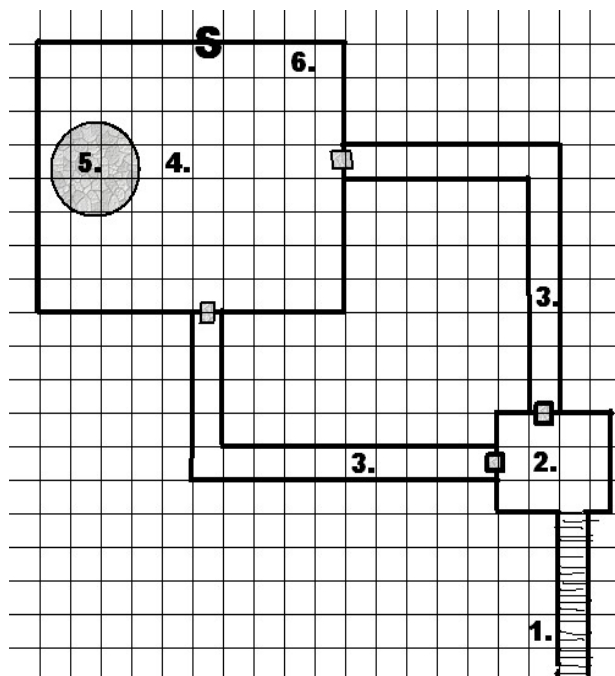
All saving throws versus Sven's powers are DC 20. Descriptions of a vampire's Special Attacks and Special Abilities can be found on p.252-253 of the *Monster Manual 3.5 Edition*.

Appendix II : DM's Maps

Kendragund Keep : Dungeon Level #1



Kendragund Keep : Dungeon Level #2



Appendix III : Criteria Sheet For The Recital

This is a simple Criteria Sheet which allows the DM to grade the performance held in from of Sverdlin in Kendragund Keep. The DM should grade according to the criteria, then circle the XP appropriate to the APL. Then, add up all the XP and include it in the final tally of the Total XP for this scenario (which each PC should receive).

Content						
Criteria	Grade	XP Awarded According To APL				
The recital is absolutely glowing of Old Iuz and contains a lot of information about his glorious evil deeds, his past life, and mentions his possible future conquests. There is some witty, good natured humor as well (ie. that which evil folk would find funny).	A	APL 4	APL 6	APL 8	APL 10	APL 12
		70xp	80xp	112xp	135xp	157xp
The recital is quite glowing of Iuz, and contains some information about his deeds, past life, and future conquests. A touch of humor is noted.	B	60xp	70xp	100xp	120xp	130xp
The recital contains information about Iuz's deeds, past life, and future conquests. The performers have attempted humor.	C	40xp	50xp	75xp	90xp	100xp
The recital contains a few facts about Iuz (but not in any great detail). A little humor.	D	25xp	25xp	45xp	50xp	40xp
The recital contains a couple of facts, but misses out on real and tangible information about Old Wicked. Not much humor.	E	10xp	10xp	10xp	10xp	10xp

Method						
Criteria	Grade	XP Awarded According To APL				
Innovative poetry/song which has rhyme and rhythm (and other poetic devices). Recital is spoken/sung clearly and with good timing and distinct elocution.	A	APL 4	APL 6	APL 8	APL 10	APL 12
		70xp	80xp	112xp	135xp	157xp
Innovative poetry/song makes use of some poetic devices). Clearly spoken with good elocution.	B	60xp	70xp	100xp	120xp	130xp
Entertaining poetry/song uses a couple of poetic devices. Satisfactorily spoken, and can be understood.	C	40xp	50xp	75xp	90xp	100xp
Sometimes entertaining. Some poetic devices. Mostly clear.	D	25xp	25xp	45xp	50xp	40xp
A couple of "moments", but often unclear – and without much use of poetic devices such as rhythm and rhyme, metaphor, etc.	E	10xp	10xp	10xp	10xp	10xp

TOTAL XP AWARDED _____

Appendix IV : New Monsters

Vorr

Medium-Size Outsider (Chaotic Evil, Extraplanar)

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 40 ft.

AC: 16 (touch 13, flat-footed 13) [[+3 Dex, +3 natural]]

Base Attack/Grapple: +3/+6

Attack: +6 melee

Full Attack: Bite +6 melee and 2 claws +1 melee

Damage: Bite 2d4+3, claw 1d3+1

Face/Reach: 5 ft./5 ft.

Special Attacks: Sneak Attack +2d6

Special Qualities: Outsider traits, scent, shadow form, shadow jump

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 16, Dex 17, Con 14, Int 7, Wis 11, Cha 14

Skills: Hide +9, Listen +8, Move Silently +9, Search +4, Spot +8, Survival +6

Feats: Alertness, Blind Fight

Climate/Terrain: Any land or underground (Abyss)

Organization: Solitary, pair; or pack (3-12)

Challenge Rating: 4

Treasure: -

Alignment: Always chaotic evil.

Advancement: 4-6 HD (Medium Size); 7-9 HD (Large)

The Vorr is a hateful canine from the Abyss that lurks in the shadows, waiting for its chance to lunge out and attack. It looks similar to a black hyena but with a much more intelligent looking face. A Vorr is covered with bristly black and gray fur and has a long, rat like tail and piercing white eyes. It stands about 4 feet tall at the shoulder. A Vorr is quite intelligent and can be trained as a pet by those with patience and a great deal of time on their hands.

COMBAT

Sneak Attack (Ex): Anytime a vorr's target is denied a Dexterity bonus, the vorr deals an additional 2d6 points of damage on a successful melee attack.

Trip (Ex): A vorr that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the vorr.

Outsider Traits: A vorr has darkvision (60ft range). It cannot be raised or resurrected.

Scent (Ex): A vorr can detect approaching enemies and sniff out hidden foes (including those who are invisible).

Shadow Form (Su): Once per day the vorr can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vorr can move at normal speed on any surface, including walls and ceilings. It can be detected by effects that detect thoughts, life, or presences (including *true seeing*); otherwise a vorr gains a +15 circumstance bonus on Hide checks. While in shadow form, a vorr gains damage reduction 10/cold iron, and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes only half damage from fire and acid.

Shadow Jump (Su): A vorr can travel between shadows as if by a *dimension door* spell. The starting and ending point of the jump must be in shadow and must be at least 10 feet apart. This is a standard action, and can be used for a total of 60 feet per day.

Skills: Vorr have a +8 racial bonus on survival checks when tracking by scent.

Keeper

Medium-Size Outsider (Neutral, Extraplanar)

Hit Dice: 4d8+8 (26hp)

Initiative: +3

Speed: 40 ft. Climb 20ft

AC: 19 (touch 13, flat-footed 16) [[+3 Dex, +4 natural, +2 leather]]

Base Attack/Grapple: +4/+8

Attack: +8 melee

Full Attack: Warhammer +8/+8

Damage: Warhammer 1d8+4

Face/Reach: 5 ft./5 ft.

Special Attacks: Mimic weapon, poison spit

Special Qualities: Blindsight 200ft, body switch, DR 10/magic, dissolution, hive mind, immunities, outsider traits, resistances

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 19, Dex 16, Con 14, Int 15, Wis 9, Cha 6

Skills: Climb +19, Escape Artist +18, Hide +10, Listen +6, Jump +19, Knowledge (Planes) +9, Knowledge (History) +9, Move Silently +10, Open Lock +10, Spot +6

Feats: Dodge, Mobility, Spring Attack

Climate/Terrain: Any land or underground (Abyss)

Organization: Solitary, team (2-4), squad (6-11), or phalanx (12-48)

Challenge Rating: 7

Treasure: Half standard

Alignment: Always Neutral

Advancement: By character class. **Level Adjustment:** +3

It is rumored that Keepers were originally created to act as spies or guardians of secret knowledge. At first glance they appear human or half-elven; but a close examination reveals them to be bald, pale-skinned humanoids with the ability to move all their joints in every direction. Adding to their alien appearance is a dark leather cloak, and black goggles which disguise the fact that these creatures have no eyes. Keepers are insatiably curious, and will often ally with those who promise to reveal great secrets to them, in return for their guardianship. They have a disturbingly abrupt manner, and rarely speak.

COMBAT

Poison Spit (Ex): Once every 1d4 rounds, a keeper can spit a nauseating contact poison in a 20ft cone (Free Action). Fort Save DC 14. Initial damage: nauseated for 2d6 rounds; Secondary damage: 2d6 Con.

Blindsight (Ex): This ability extends for 200 feet in every direction around the keeper. A keeper does not need to make Spot or Listen checks to notice creatures within 200 feet. A *silence* spell negates this ability.

Body Switch (Su): Normally, this ability allows a keeper to exchange places with another living keeper within 500 feet. But there are no other keepers within this complex, so this ability is not available.

Dissolution (Ex): When a keeper is pinned or captured for 10 rounds or more, it dissolves into a 5ft wide puddle of Poison Spit (see above). Also, as a keeper dies, it dissolves into a puddle of Poison Spit. Any creature touching (ie. striking the death blow) the creature when it dies, must make a Fort save or be affected by the poison as outlined above.

Hive Mind (Ex): All keepers within 500 feet of each other are in constant communication. This does not apply in this encounter.

Immunities (Ex): Keepers are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect/spell that requires a Fort Save, critical hits, sneak attacks, subdual damage, ability drain, energy drain, or death from massive damage.

Outsider Traits: Keepers have 60ft darkvision, and cannot be raised or resurrected.

Resistances (Ex): Keepers have acid, cold, fire, electricity, and sonic resistance 10.

Scent (Ex): A keeper can detect approaching enemies by sniffing them out.

Skills: Keepers get a +8 racial bonus on Climb checks.

Formian, Armadon

Large-Size Outsider (Lawful Neutral, Extraplanar)

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 40 ft

AC: 25 (touch 10, flat-footed 24) [[-1 size, +1 Dex, +15 natural]]

Base Attack/Grapple: +8/+18

Attack: +13 melee

Full Attack: +13/+11/+11/+11 melee

Damage: Bite 2d6+6 (17-20/x3), 2 claws 1d8+3

Face/Reach: 10 ft./10 ft.

Special Attacks: Acid spray, augmented critical, hive mind, poison sting

Special Qualities: Acid immunity, immunities, outsider traits, resistances, SR 20

Saves: Fort +10, Ref +7, Will +7

Abilities: Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 11

Skills: Balance +12, Climb +17, Hide +8, Listen +12, Jump +17, Move Silently +12, Spot +12, survival +12

Feats: Improved Critical (Bite), Evasion, Multiattack.

Climate/Terrain: Any land or underground (Mechanus)

Organization: Solitary, team (2-4) or troop (6-11)

Challenge Rating: 8

Treasure: -

Alignment: Always Lawful Neutral

Advancement: 9-12 HD (Large); 12-24 (Huge)

Formians are aggressive ant-like creatures who serve as soldiers for those with the power to command them. Armadons are the shock troops that charge into battle and tear apart anything that gets in their way. They are utterly merciless. Their mandibles are huge, and they have elongated arms and powerful claws. They do not speak.

COMBAT

Acid Spray (Ex): Every 1d4 rounds, an armadon can spray a 20 foot radius burst of acid from the glands in its tail as a free action, dealing 3d8 points of acid damage to everything in the area of effect (Reflex Save DC 17 halves the damage).

Augmented Critical (Ex): A bite attacks scores a critical hit and deals triple damage on a natural 17, 18, 19 or 20.

Poison Sting (Ex): An armadon delivers its poison with each successful sting attack (Fort DC 18 negates, 1d6 Str/1d6 Str).

Hive Mind (Ex): All formians within 500 feet of each other are in constant communication. This does not apply in this encounter.

Immunities (Ex): Formians are immune to cold, petrification, and poison.

Resistances (Ex): All formians have fire, electricity, and sonic resistance 20.

Outsider Traits: Formians have 60ft darkvision, and cannot be raised or resurrected.

Demodand, Faratsu

Medium-Size Outsider (Evil, Extraplanar)

Hit Dice: 11d8+22 (71 hp)

Initiative: +5

Speed: 40 ft

AC: 25 (touch 11, flat-footed 24) [[+1 Dex, +14 natural]]

Base Attack/Grapple: +11/+23

Attack: +15 melee

Full Attack: +15/+15/+10 melee

Damage: Bite 1d6+2; 2 claws 1d4+4

Face/Reach: 5ft/5 ft.

Special Attacks: Adhesive slime, improved grab, rage, spell-like abilities, *summon demodand*

Special Qualities: Acid immunity, cold resistance 10, DR 10/good, outsider traits, poison immunity, fire resistance 10, scent, SR 23

Saves: Fort +9, Ref +8, Will +8

Abilities: Str 19, Dex 13, Con 14, Int 8, Wis 12, Cha 16

Skills: Climb +22, Hide +12, Listen +14, Move Silently +12, Search +12, Spot +14, Survival +1

Feats: Alertness, Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land or underground (Carceri)

Organization: Solitary, team (2-4) or squad (6-11)

Challenge Rating: 11

Treasure: Standard

Alignment: Often Neutral Evil

Advancement: 12-22 HD (Large); 23-33 HD (Huge)

Demodands are from the prison plane of Carceri. They are mostly used on that plane as jailers and wardens, but are also often prisoners themselves. On other planes, Demodands are employed as bounty hunters, with the most common being a demodand being called a Faratsu. Faratsus stand 7 feet tall and weigh 220 pounds. They have long arms and legs, and large oblong heads which resemble a frog looking upwards. Their bodies continually ooze a thick, black, tar like substance that slowly trickles down the creature's frame. In combat, they typically fly into a rage during the first round, then try to disarm opponents of any weapons before either using those weapons themselves, or using their natural attacks.

COMBAT

Adhesive Slime (Ex): This is black slime which secretes constantly from the faratsu. This is what gives the creature +8 racial bonus to its grapple checks. Faratsus frequently choose to grapple their foes, then use their natural attacks. Weapons that strike a faratsu get a Reflex Save (DC 17), or they stick fast to it. This then requires a STR check (DC 17) to pry loose (Move Action). Lantern oil or other flammable oil dissolves the faratsu's slime for 1 minute (10 rounds).

Improved Grab (Ex): If a faratsu hits an opponent with a claw attack, it deals normal damage and it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple +23 or +25 if raging). Don't forget to also add the +8 racial "slime" bonus to the above grapple DCs.

Rage (Ex): Three times per day a faratsu can fly into a *rage* just like a barbarian. It gains +4 to strength, +4 to constitution, and a +2 bonus on Will saves. It also gets a -2 penalty on its armor class. Thus, *rage* changes the faratsu stats to look like this: hp 93, AC 23 (T9, FF22), BA/G: +13/+25, Full Attk 2 claws +17, bite +12; Damage claw 1d4+6, bite 1d6+4; SV Fort +11, Ref +8, Will +10. The *rage* lasts of 7 rounds.

Spell-like Abilities: At will – *detect magic*, *clairaudience/clairvoyance*, *fear*, *invisibility*, *tongues*. 3/day – *fog cloud*, *ray of enfeeblement*. 2/day – *dispel magic*. Caster level 11th; Save DC 13+Spell Level.

Summon Demodand (Sp): This faratsu will not summon any other demodands in this scenario.

Scent (Ex): A faratsu can detect approaching enemies, sniff out hidden foes, or track by sense of smell.

Skills: A faratsu's adhesive slime gives it a +8 racial bonus on Climb checks.

Player Handout #1 : The Letter Found On The Table In The Wegwiur Thralls (IUZ3-07)

My dear Batfy,

I want to start by thanking you for your continuing work on the Golem Project. My master is keen to see as many of his underlings engaged in this pursuit as is demonically possible. Recently, one of our project towers was raided and several Golems were destroyed by meddling do-gooders from the south. It is comforting to know that (at least) this project of yours is safe.

As you may or may not know, I recently lost a varrangoin whom I had raised and treated as a son. His name was Chi'Zan, and he was slain during a recently failed operation in the Perrenland city of Traft. The box containing this letter also contains Chi'Zan's heart. I want him resurrected, Batfy! I want you to do this for your old friend. And I don't want my master knowing about it!

Go immediately to the Dread City Of Kendragund. Seek out Eorkbled The Dealer. Join with him in the ancient ceremony of Kaled-Kali. But shroud yourself in secrecy!

When Chi'Zan has returned, feed him some local peons as fast as you can (or he will turn on you)! Then let him gather a new force of other varrangoin. Help him as much as you can!

Now go quickly and, whatever you do ...

Don't drop the box.

Yours in blood,
PANSHAZEK
Of the Greater Bonehart