

HIG4–06

All the Empty Places of the World

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

Version 1.0

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Reviewed by Jason Bulmahn

The time has come. Flameflower will once again be brought into the light, or the Vesve will surely fall. Before the assault can begin, a band of heroes undertake a desperate gamble to turn the tide in favor of their allies. A Highfolk regional scenario with an extended play opportunity for APLs 6 to 16. Part four of the House Divided module series.

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 Highfolk, with an optional second round. Characters native to Highfolk 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

The progress of the war against Iuz does not go well. Quaalsten is still besieged, the might of the elves in Flameflower has been smashed, the aid of Ironstead is questionable, and many of Highfolk's allies have withdrawn. It appears that within the year, Highfolk and all the free peoples of the Vesve will be under the heel of the Old One.

In the summer of CY 593, adventurers carried a plea for aid from the town of Quaalsten to the hidden capital of the elves (*HIG3-06 Brother Against Brother*). While there, they witnessed the invasion and destruction of the city at the hands of the wild elves (grugach) from the north. In the process of rescuing the commonfolk, the Lord of the High Elves and several members of the elven Court were lost or slain. The fate of many of them remains unknown. Those members of Court that survived that night took refuge with the other elven refugees in the Elven District of Highfolk. In the absence of Lord Kashafen Tamarel, Ixtacious Rellen was named Voice of the King while Tymir Menanine became Sword of the King.

During the winter of CY 593 the murders of several elves rocked the Elven District (*HIG3-08 The Evil Within*). Rumors abound of shadowy groups fighting a secret war in the night. While the true reason for the murders remains clouded, the fact that they were targeted against elves resulted in the Sword of the King, Tymir Menanine, closing the District to non-elves in the name of security. All non-elves have been evicted, paid a fair price for their homes, and the hours when non-elves may enter the District are strictly controlled. The friction between the residents of Highfolk town and the refugee elves of Flameflower continued to rise.

The beginning of CY 594 saw an expedition to fallen Flameflower sponsored by Clan Krysalyn and its new Lord, Octiven Hharp (*HIG4-02 Losing the War We've Won*). While there, the expedition discovered that Flameflower had been radically changed; the opulence replaced with the wild growth of forest. Locating and freeing the Loslain of Clan Seldorian, one of the party lost with the Lord of the High Elves last summer, the adventurers learned that Kashafen still lives, the grugach have largely retreated from Flameflower only to be destroyed by an army of undead, and now an incredible elemental force now watches over the city in their stead.

Adventure Summary

DM NOTE: Prior to the start of the event, determine if any PC has not played a module in the House Divided Series. If so, give those players **Player Handout #1**. Also determine if any PC possesses the Spider Token (*HIG3-*

06 Brother Against Brother) and has not repaid the debt it represents in either *HIG3-08 The Evil Within* or *HIG4-03 Losing the War We've Won*. Give that player, **Player Handout #7**. If more than one such player is at the table, choose an elf first, and a Volmiryth elf over all others. Only one PC may receive this handout. In addition, any player that is part of the Clan Oronodel elven clan meta-organization should be given **Player Handout #8** during **Encounter One**.

Introduction. The PCs are present at a closed session of Court, due to their past efforts or because Our Lady of Dreams has called them to hear her latest vision. The Court decides the time to retake Flameflower has come. However, the chances look grim. Rowana Menanine suggests finding the Marlanwa-laklil, "Purpose" in the common tongue; a sword more commonly known as The Kinslayer. There is much disagreement, but the PCs are sent to keep the Court's options open. Rowana's marriage to the heir of House Rellen is announced, as is the departure from Court of Radiance the fey.

Encounter One. The PCs prepare for their journey, gather information, and may have several individualized encounters based upon their PCs including: Avereen Volmiryth the Iron Spider of Volmiryth, an unusual wanderer, and Ambassador Lorian.

Encounter Two. The PCs travel far north into the Volmiryth lands to find Mishar Molainanoth, the Tower of the Bloodied Kith. Rowana accompanies the PCs, and may ask for their help in avoiding her upcoming marriage.

Encounter Three. The PCs explore the tower in order to recover the sword. One of the PCs likely begins to fall to the corruption of the blade.

Encounter Four. On the return trip to rendezvous with the elven army, north of Flameflower, the PCs encounter the dead body of Enias Amastodel who was lost with Kashafen Tamarel when Flameflower fell. He has left behind a note giving the fate the King and his party. The PCs must decide whether to take the weapon to army (**Conclusion A**), or chase after the King (play the optional second round).

Conclusion A: The PCs meet the army north of Flameflower to deliver the Kinslayer, which is taken up by Tymir Menanine as he begins to lead the army. (This only happens if the PCs do not play the second round, or the party is split.)

Encounter Five. The PCs follow the trail of the undead that have captured Kashafen and his party. The PCs find a small outpost run by gnolls and rescue the King, but the rest of his party (Annugrial Stallodel and Creewrack Blackbottom) is not present.

Encounter Six. Kashafen is badly injured and asks the party to pursue the rest of his party. He will not take the Kinslayer, but understands if the PCs think they should still get it to the battle (**Conclusion B**) rather go after others. He leaves the choice up to them.

Conclusion B: The PCs meet the army as it has engaged the forces of the grugach in Flameflower. The PCs deliver the Kinslayer to Tymir Menanine. Casualties have been heavy, but they may still succeed. (This only happens if the PCs do not go after the last two members of the King's party, or the party is split.)

Encounter Seven. The PCs go after the last two lost members of the King's party and learn a vital clue.

Conclusion C: The PCs return to the battle, but it is too late for the Kinslayer to be of any help.

Introduction

This encounter involves a large number of NPCs involved in a discussion. As such, the PCs should feel free to interrupt the read aloud text of this discussion throughout this encounter, as it is provided only as a guide for the DM. Please make every effort to include the PCs in these discussions.

The council hall echoes loudly when it is empty, causing many of those in attendance to whisper until their voices become more heated with discussion. You have been summoned to this impromptu council of war and now sit below the low dais surrounded by the elven Court. Those in attendance include the grandmotherly High Mage Avereen Volmiryth, the boisterous spokesman of Clan Moonbow Fortius Kalen, Voice of the King Ixtacious Rellen, the high priestess of Sehanine Moonbow known as Our Lady of Dreams, young lord Octiven Hharp of the Krysalyn, the unnaturally tall fey called Radiance, the Voice of the Whispering Leaves Renae Wenyd of both Ehlonna and the Lleyluna, Sienias Lewayn of the Oronodel, the Loslain of Clan Seldorian Talus Wintershale, Sword of the King Tymir Menanine, along with his children, Captain of the Lord's Guard Quival, and his demure daughter Rowana. These esteemed guests now argue over the best plan for the

day which the elves have waited for, for nearly a year, the retaking of their capital, Flameflower.

Use this opportunity to have the PCs describe and introduce themselves to each other. The PCs are here either because they have distinguished themselves in previous modules of this series, or if they have played none of the modules in this series, because they have received **Player Handout #1**.

Once the PCs have acquainted themselves with each other, proceed with the read aloud text.

All quiet as Our Lady of Dreams closes her eyes. "Sehanine has brought me a vision. I see but a sliver of Luna in the sky, and throughout the Flaness I see archery competitions, and celebrations honoring the gods of luck and fate. It is the festival of Grandmote, but there is no celebration in the Vesve. I see armies fighting, and they are all elves. I can see all of those present here in a battle in Flameflower. The Seldarine has chosen the date to return to our home, and it is the fourth of Goodmonth."

The voices immediate flood the chamber. "Now?" "We aren't ready."

"Now is as good a time as ever, it has already been too long."

"Can we go to war without Kashafen's approval?"

"There is no way we can fight the grugach and have the resources left to oppose the Old One."

At first the quiet whisper almost goes unnoticed, "Kinslayer..." but the focus is turned toward a red faced Rowana Menanine by her brother Quival.

"Did you have something to add, Sister?"

"No, it is not my place," the raven-haired pale beauty replies, her eyes downcast.

"No, no, if you really think you have something to add, certainly your opinion is as valid as others," his eyes watching you closely before continuing, "if not more so."

"I was just remembering a story about the Kinslayer. The legends say that no elven army has ever met failure when their leader held that blade."

"They are just bedtime stories of a fabled blade, child," the elderly Avereen interjects. "There is nothing of help there."

"I am not so certain, mistress Volmiryth; at least that is not want the old stories say."

The Loslain interrupts, "Even if the blade and the tales are real, we do not have this blade."

The light in the room begins to subtly dim, while the glow from Radiance's crown grows brighter. "The stories are true; the blade does exist, but it is not meant for you."

"Then whom is it meant for?" Tymir asks with a voice calm but pointed.

"It is for no man or elf. The blade should not be, but yet it exists in its tomb of the north."

"If you know where this treasure lies, I demand you tell us," Tymir responds.

"Yes Radiance, at least tell us what you know," Ixtacious adds.

"The blade Marlanwa-laklil, or Purpose in the Common tongue, was forged before the Suel came to this land. In those times, the elves were not the one nation we know today, and they sometimes warred upon each other. Sometime after the last of the Clan Wars, the blade was lost, entombed in the far north."

"If this blade exists, should we not recover it? We need all the aid we can get if we are to retake Flameflower in a decisive victory in order to turn and fight the Old One," says Octiven Hharp.

"Hmmm... you are right young Krysalyn," replies Tymir looking at Ixtacious, "but we cannot afford to send a large number of our forces to search for this blade. It will take a great deal of work just to mobilize in time for Grandmote." His eyes stop upon you. "It seems we now see why Sehanine has seen fit to include such noted adventurers in our discussions."

Allow the PCs time to volunteer, ask questions, and learn what would be expected. Use the information provided below, and in the adventure Background to answer these questions:

- The PCs are asked to recover the blade Marlanwa-laklil from wherever it is stored and return it to Tymir Menanine who will be leading the army into battle.
- No one knows much of the Kinslayer. It is an old tale seldom told. Radiance has no more information, and Rowana also cannot add anything to what has been said. She learned of the blade from a book she borrowed from Ambassador Lorian, who may know more.
- The elven forces (with whatever Highfolk volunteers choose to come) will begin mobilizing immediately. The PCs are to recover the blade as quickly as possible and then rendezvous with the army north of Flameflower. As the exact location of the massing point is unknown (the elves will likely have to stay mobile to avoid detection), the PCs will have to search for them. However, Radiance, at Ixtacious' direction, will give the PCs a glass globe that when crushed, will transport them all to the area just north of Flameflower. From there, the PCs will be on their own.

- The PCs are asked not to use powerful divination spells while searching for the elves, or it may draw the attention of the Spirit of the Land that may still guard Flameflower. Its fate, and whether it is still controlled by the grugach, is still not known following the expedition to Sallow Hold to free it (events of *HIG4-05 The Spirit and the Hold*).

Once the PCs are finished discussing their plans and determining the details of their mission, proceed with the following read aloud text.

"I have a request, father." It is Rowana Menanine who speaks. "It was my mention that started this plan. I wish to accompany the adventurers on their quest."

"I cannot allow that, my daughter; it is too dangerous."

"We must all help our people in whatever way we can. It is my duty as a daughter of Shandareth to aid my people. If our people are to walk this path, I will see it through. It was I who set them upon it. You must allow me this," she pleads

Tymir regards her darkly, "Very well, but you will not participate in combat. I charge the adventurers with your safety while you lead them. Do not fail me, my daughter, for you have another duty. Upon your return, I will publicly announce your wedding to the heir of House Rellen!"

"What?"

"I had planned to wait to tell you, but it seems things have changed. Our houses will finally unite, and you will be married. In fact, Radiance, perhaps you should watch over this young fellowship."

"Alas I cannot, Sword of the King. My time here is almost past. By this time tomorrow, I will not be found at your call."

"Then I guess we will have to be on our own," Rowana looks at the rest of you.

Rowana is adamant that she go with the PCs, and nothing said here will change her mind. She will be accompanying the PCs. The DM is encouraged to use Rowana to guide the PCs and keep the events of the module on track, since the PCs flounder.

As for her wedding, it is possible that one of the PCs at the table is the heir to House Rellen. In this case he (if male) has just learned that they are to be married. If the PC is female, it is a male PC heir that is not present at this discussion that is the groom. Ixtacious will not specify which male PC is the heir, if one is not present at the table, although will confirm the marriage will soon take place.

Some PCs may question as to why Radiance is leaving the Court. Any of the NPCs can explain that she was tasked by Kashafen to aid the Court for a year and a day after his leaving. That time has passed. What debt Radiance owed to Kashafen, or why she is now leaving now that the time has passed is not known and she will not speak of it.

When the PCs have finished asking questions, read the following read aloud text and proceed to **Encounter One** as the PCs prepare for their journey.

As your party prepares to depart worried faces glance about as the room falls quiet. The importance of what will happen in the next few days weighs heavily up those assembled. The Loslain rises and holds out a hand toward your group, "May Corellon stand between you and harm, in all the empty places where you must walk."

Encounter One: Packing for the Trip

This encounter covers attempts by the PCs to gather more information about the Kinslayer and the Tower, organize the expedition, or meet with various NPCs. Of the brief meetings in town, "The Wanderer" is the only one that all parties must encounter.

Knowledge Skills

The PCs may attempt a Bardic Knowledge or Knowledge (history) check to recall information on the Kinslayer or the Tower that is its resting place. Elves from the Vesve receive a +2 competence bonus to this roll. Similar information may also be found by visiting the Bardic College or the Guildsmen of the High Art.

- ☛ DC 20: Once, in the age before the Twin Cataclysms, the clans of the Vesve warred briefly against each other. This event was called the Clan War by some, and it ended with the installation of House Tamarel as the hereditary heirs to the elven throne. At the time, the scion of that house owned a blade called "Marlanwa-laklil."
- ☛ DC 25: The elves once told their children a story, now since lost to most, in which a noble king is corrupted by an evil sword called the Kinslayer and uses that blade against his own people in a great war. The moral of the story teaches elven children to work together, rather than fight amongst themselves.
- ☛ DC 30: Following the conclusion of the Clan War, the sword Purpose was lost. While the sword was never found, it is said that the its former owner was

changed by its loss; becoming less than he may have once been.

Ambassador Lorian

Some PCs may remember from previous events that the elven ambassador to Highfolk was quite the historian, and they may choose to seek him out on their own, or upon the recommendation of other NPCs. He can be found in a pleasant tree house not far from the newly constructed Court chambers.

Near you rests the beautiful ground level of a large elven tree house whose collection of buildings wind up into the distant branches. Except for the symbol of a burning rose set upon a field of green, nothing sets this house apart from any of its neighbors.

The ambassadorial residence houses the patient and somewhat skeptical high elf Lorian and his youthful maid Sherel who answers any inquiries at the door.

☛ **Sherel:** Female elf, Com3.

☛ **Lorian:** Male elf, Wiz9.

Should the PCs request an audience with the ambassador, the maid will direct them to the ground floor library, knowing the ambassador is likely to see them immediately. Since the arrival of the Court in Highfolk itself, there has been little work for the ambassador, as the Court deals directly with the Highfolk government. He is only too happy to receive visitors.

The young elven girl who answered the door asks you to wait in a small study while she retrieves her master. Musty smells of ancient tomes and old tea are ever present. Comfortable chairs encircle the room and a painted tea set is arrayed on a slim table near the window. After a few moments of waiting, an graying elven man in red robes arrives. "Greetings younglings, I hope your wait was not too long?"

Lorian is happy to assist the PCs however he can, however, he knows very little about the Marlanwa-laklil or Mishar Molainanoth, the tower where the fabled blade is said to lie. He himself has always considered it a story told to children. He is more than willing to loan the PCs the book he had previously loaned to Rowana. Give the PCs **Player Handout #2**. If the PCs are uncertain about the location mentioned in the book, Lorian suggests the river mentioned might be the Deepstil River, which is known to be very shallow. That land was once the Oronodel lands which Iuz now holds, but the Volmiryth also control some of that area. Lorian proposes the PCs

Speak with Avereen Volmiryth, as she may be able to narrow the area more.

Ixtacious Rellen

It is possible that a PC heir of House Rellen will wish to seek out their adopted father and gain further information about this proposed union of their House with House Menanine. Ixtacious will receive them, but only for a few minutes. He will not allow the PC to question this decision. This union was planned before Cenet's death, and must occur. Now more than ever. If Kashafen is not found, there will be a question of succession to the throne with Kashafen possessing no direct heir. If such a question should materialize, Corellon forbid, then it would not do for Rellen to feud with both Tamarel and Menanine. No, an heir of both Rellen and Menanine blood would have both the power of the Sword and the Voice, and would offer a much stronger claim than a separate candidate of each House. It is the PC's duty to take on this marriage; for the good of their family.

Throughout this entire discussion, the PC will note that Ixtacious does not entirely seem himself, and behaves as though he is very, very weary. If questioned on this, he will remark that the stresses of leadership are greater than he could have ever anticipated.

The Iron Spider of Volmiryth

It is likely that some PCs may choose to seek out Avereen Volmiryth due to the likely location of the tower they seek, or because they are secretly being sent on a mission by her.

A tall iron fence surrounds a secluded compound of elven tree-houses. The crest of Volmiryth is artistically worked in bronze upon the gate. After speaking with a serving girl who gave her name as Giela, you were directed to a comfortable sitting room. A few moments later, the aged Avereen enters leaning heavily upon her staff and bearing a plate of still warm cookies. "Welcome children, would you like a cookie? You all look so thin."

Avereen has long since learned that the grandmotherly façade comforts those around her, and she uses it for as long as it aids her. Avereen is well aware of the sword Marlanwa-laklil and the tower Mishar Molainanorth where it lies. It has been a secret her Clan has born and protected since they were House Volmiryth of Clan Shandareth. It is a knowledge that she will deny unless confronted with the book the PCs may have been loaned by Ambassador Lorian.

Should the PCs possess the book, Avereen will be more than happy, as a helpful grandmotherly figure, to help the PCs decode the true path to the tower, and indeed can point out on a map the general area where it is likely to be found.

"You are resourceful my younglings. Who would have thought that the Tower of Mishar Molainanorth was anything more than a children's story. The book you have suggests that you proceed to the area south of that which was once Oronodel lands near the Deepstil River. There is a hilly area at the northernmost border of our lands here on the map. I still believe it is unlikely that this blade exists, but if it does, that is where you must go. I'm sorry I cannot be of more help. I hope you hurry. If time begins to run short, I suggest you abandon the search and join us for the attack on Grandmote. We cannot afford to be without such strong young people as yourselves. Good luck to you, children."

That is all she is willing to say unless approached alone by one of the PCs specifically sent by her to disrupt the mission (**Player Handout #7**). If such a PC attempts to contact her, she will clarify any questions they may have based upon the following.

- She knows precisely where the tower is, and can tell the PC.
- She was willing to direct the other PCs in the rough direction of the tower based upon the information they had as they were likely to find it anyway. She hopes she can turn the appearance of the blade to the advantage of the elves in some way if it should be recovered.
- The tower is very dangerous, and the PC is warned to be careful. She does not know any specifics about what is in it, as it was created before she was born.

Gathering Information

Some PCs may want to gather information before leaving on their mission. The PCs will not be able to locate any information on the sword or tower they seek as that information is not commonly available, but they may find information about the current state of the surrounding lands. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with, without rolling. For those rolling skill checks, members of an elven clan, the Knights of the High Forest or the Rangers of the Vesve meta-organizations receive a +10 to

this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes two hours. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: "Something's going to happen soon, you can taste in the air. It's like the air after a lightning strike. We're in for a storm, and I don't mean the weather."
- DC 10: "Lots of people aren't happy with all the soldiers. Ever since they moved into all the empty space in Ashenglade, it seems more and more like they are changing it to suit themselves. If the Old One came, I wouldn't be surprised if they are planning on defending the Court there, and leaving Highfolk to fall."
- DC 15: "The Perrenlanders say they have come to help us, but the half of their army marching on the Quaalsten road has left a swath of devastation, nearly a mile wide, right through the center of the wood! The other half has camped in the uplands and is searching all trade passing through that area. They are taxing everyone to feed themselves. I don't recall swearin' fealty this new Voorman Orgis Bildgear, no matter what he says he's gonna do to the Old One if he catches him."
- DC 20: "The previous leader of Perrenland, Voorman Karenin, the Voorman who signed the treaty with the Old One, has been assassinated! Sounds like some real patriot was at work there! The Perrenlanders elected a man called Orgis Bildgear to lead them now. I hear the first thing he did after hearing the election results was tear up the non-aggression pact with Iuz and burn it in the shrine of Vathris. Then he declared a war of "No-Mercy" on the empire of the Old One. The way I hear the story, Tymir Menanine was in talks with him even before the election, to ally Perrenland with the elves. I wouldn't be surprised if that shifty elf arranged an accident for the old Voorman and then fixed their elections to get what he wanted. I'm glad he's supposedly on our side."
- DC 25: "I just did a tour in Quaalsten. I would have stayed to help hold against the siege, but I had to get back to my Mera. She didn't like me going as it is, but everyone has to do their part. I can tell you that the forces there are massing. It won't be long now. I suspect they will try and attack in force before winter, so that the weather will give them a chance to consolidate any land they might gain. We're still

out numbered badly there, where are all those Perrenlanders I keep hearing about?"

- DC 30: "The way I hear it, up in Quaalsten they have been finding humanoid heads hanging in the trees. The faces are contorted in horrifying grimaces of fear and pain. Some of the rangers say they recognize some of the faces. They say they are the leaders of the humanoid army. Something horrible dwells in the wood near Quaalsten, and it is sending someone a message."

Clan Oronodel

Soon Clan Oronodel will return to its homeland, that which it was driven from by the Old One. Any PC that is a member of the Clan Oronodel elven clan meta-organization should be given **Player Handout #8** once the destination of the PCs journey has been determined. The charm enclosed in the letter radiates strong divination and transmutation magic.

The Wanderer

Just before leaving town the PCs encounter a wandering merchant (who uses the assumed name Gathil) selling several items of interest to them. They must buy them now if they wish to have access to them at the end of the adventure. However, the merchant is not truly what he appears, and is very picky about who he will deal with. He is currently using *detect good* and will not sell to anyone who does not detect as good (those who are good and are not masking their alignment in someway). In addition, he has a warning for those who possess the Dragon Disciple prestige class and do not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option).

Passing through the gate square on your way North, vendors have become ubiquitous. The busiest are the greengrocers, as food is in short supply. Dozens of the commonfolk argue amongst themselves over the last few potatoes under the watchful view of the Homeguard; each towns person offering to pay several gold solars for the sickly vegetables. One merchant does not seem to have any business however. An aged elven man stands calmly in his stall watching the fray. A crisply lettered sign says, "Items of Eldritch Power."

The man speaks very little, but stares deeply into the PCs who approach his stall. If the PC does not radiate good, the merchant Gathil, will calmly say that he has nothing that would interest them, and suggest they look elsewhere. If the PC does radiate good, he is happy to

help them. Under no circumstances will he sell to someone who does not radiate good, and he will not explain why he chooses to deal with some, and not others.

If the PC radiates good, he has several items for sale (which must be purchased now to be on the AR): ten *sleep arrows*, ten adamantite arrows, two *potions of resist energy (acid)*, a *ring of water walking*, and three *portable holes*. Gathil has only the listed quantities, and he informs the PCs that he is willing to deal with, that he will not be present when they return from their journey. If more PCs wish to purchase an item than the quantity he has, he allows the PCs to determine who will buy it from him. If they cannot decide on a manner, he suggests a silent auction with a minimum bid (which will be equal to the DMG value for the item). During any discussions, the Homeguard are never far away in case a violent argument develops.

Development: If any PC is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), he asks to speak with them privately after any other business has been completed.

Once the shopping has been concluded, he has this to say to them.

The merchant stares into your eyes with an unpleasant piercing gaze. "You should not be here. You will upset the balance. I mean no threat to you or yours, but harm will come to you if you stay. You must leave this place and all the lands that swear fealty to the green and white. If you stay, you suffer and die. Flee now. This is likely the only warning anyone will bother to give you. I am sorry I cannot be of more help to you."

How he knows the PC has Dragon Disciple levels is not important at this time; that he knows is all that is important. Should the PC ask why he is in danger, Gathil can only give the following comment, and then he packs up his goods and quickly hurries away.

"Your blood is tainted by others. The Scale will come for you to purify the balance. I am deeply sorry for your trouble."

Once the PCs have dealt with Gathil, they may continue on their journey, and onto **Encounter Two**.

Encounter Two: The Journey

The quiet calm of the wood belies the war that infects it. All around your party, animals go about their daily lives as Ehlonna directs. Bright sunlight reflects off the fresh greenery of the Vesve. Your search is surround by quiet introspection. Rowana has accompanied your party in the same silence reflected around you.

The DM should ask the PCs to determine their marching and watch orders before proceeding. Rowana does not care where the party suggests she be within the marching order, but questions her being placed in the front. She prefers to sleep during the middle of the night and pray for spells just before dawn. Rowana will not participate in combats at all, except to cast spells to aid the party. She will not die during the event unless all other PCs die.

🔮 **Rowana Menanine:** Female elf, Drd5.

Once the PCs have determined these details, they may choose to question Rowana in greater detail, as they travel over several days. This encounter provides her answers to such questions. The DM is encouraged to briefly describe travel and camping over several days to give the PCs a chance to speak with each other and Rowana. Those PCs not interested in her or her opinions may skip over this encounter.

On Mishar Molainanoth

- From the histories I have read, and they were rare, the tower is located in an area between the Volmiryth and the lost Oronodel lands. Its exact location is never mentioned. It is as if an effort has been made to erase it from history.
- Mishar Molainanoth, the Tower of the Bloodied Kith, was built around the time of the rise of the Shandareth to power. I am not aware who built it, but it was built as a vault to house the sword.
- The stories I have read suggest that the tower is protected against many forms of magic, such as *scrying* and *teleportation*.

On the Kinslayer, Purpose

- The sword Marlanwa-laklil, "Purpose" in the common tongue was forged long ago. I don't know when, but I do know that the stories say that any army that is led by the blade cannot be defeated.
- Purpose is sometimes called the Kinslayer because it was used in a conflict between the elves of the Vesve. Elves do not often raise their hand against another. That is what makes the recent aggression by the

grugach as so unusual. The last time something like this happened, Purpose was used to end the conflict.

On Cenet Rellen

- I was once betrothed to the heir of House Rellen; an impetuous man named Cenet. He died during the summer of CY 592 while on an adventure to a human ruin known as Sallow Hold.
- I never knew Cenet closely. Our union was to decrease the political tensions between our houses. It was for the good of our clan. Sadly it was not to be.

On House Menanine

- Each elven clan is made up of several prominent families. The families of my clan, Shandareth, are called Houses. I belong to House Menanine.
- Our House is strong and fiercely proud. We do not often concern ourselves with the doings of non-elves; perhaps to our detriment, although I understand the wisdom of allowing others to watch over their own. Clearly we would not wish others to attempt to solve our problems for us. Many of the leaders of the elven military come from the elves of my family.
- My father Tymir Menanine was an advisor to our Lord, Kashafen Tamarel. That has given our family a position of some power in the politics of court. With the disappearance of our Lord, my father has been named Sword of the King, and placed in command of the defense of our people.
- My brother Quival Menanine has been made Captain the Lord's Guard in the absence of the previous Captain, Annugrial Stallodel. He is strong willed, but he cares for my family deeply. He is be a good leader of men, and one of the heroes of the Lillyway.

On Herself

- Many think that a high birth is one of privilege, but sadly that is myth; it is a birth of duty, and doubly so for that of a woman. We must care for our households and our men, we are to be used in political bartering and offered as spoils to those who would battle our families. My heart hears another call however. I see our wood, and I hear its voice. I know that is calls to me, that nature needs my aid. I would not dishonor my family however, by acting on such feelings while within Court.
- All of the youth of Menanine are well schooled in the arts of both poetry and war. My father has tended emphasize the former for me, and indeed all

the duties of a woman at Court, but I am not unaware of matters of war.

- If I can help my family, I will gladly do as my Father bids and marry as he decides. My heart is with my family, it is they who must decide to whom it should be given.

Rowana's secret plea

If a PC has the "Notice of Rowana Menanine" from the module HIG3-06 Brother Against Brother, then they will be contacted privately by Rowana. This encounter only occurs if the PC with the Notice is NOT the Shandareth heir to House Rellen. If multiple PCs at the table possess the recognition, choose the PC that has played the most modules in the House Divided Series, then the PC with the highest CHA, and if that is still a tie, choose the PC who is in the highest tier of an Elven Clan meta-organization.

The night is quiet, and the watch has been uneventful. The rustle of leaves draws your attention, but the glow of alabaster skin marks the approach as belonging to Rowana. "My sweet, we have something we must speak of."

Rowana hopes to speak with her paramour about gaining his aid in helping her avoid her impending marriage. As such she hopes to speak privately with the PC. This assumes the PC has played the previous modules in this series where their relationship has increased. If the PC is confused, due to the player having not played these events, Rowana should be portrayed as though she has bottled up her feelings and recent events have led her to confess her love for the PC.

Her goals are as follows:

- Rowana wants to avoid the marriage, as she has found love in the PC and does not have feelings for the Rellen heir.
- Rowana hopes the PC is interested in her, as she is in him, and hopes they will have an opportunity to learn more about each other in the future. However, to do so, they will have to find a way to disrupt the marriage plans.
- Rowana does not yet have a plan for escaping the marriage that her father plans for her, but hopes that when the time comes, the PC will aid her in whatever way is necessary. She is willing to listen to whatever plans the PC might suggest.
- Rowana does not expect they will have time to do anything in the immediate future, but asks the PC to be ready should she come up with a plan for them to be together.

The DM is given wide latitude for this brief encounter, and should tailor the approach to the PC and player in question based upon the information provided about Rowana, and the goals listed above.

Once the PCs have had the opportunity to speak with and question Rowana while traveling, and Rowana has the chance to speak with her beloved (if present), proceed to **Encounter Three**.

Development: It is possible that Rowana's beloved is also the Shandareth heir, and thus her betrothed. In this case, she is not worried about avoided the wedding at all. Should this be the case, and the PC paramour wishes to speak more of their impending wedding, Rowana is saddened that it should come so quickly, but she is confident that as they learn more about each other, their love will deepen.

Encounter Three: Tower of Bloody Kith

This encounter covers the exploration of the entire Tower of the Bloodied Kith.

General Details

The tower is one hundred sixty feet tall (with each story being forty feet in height) and made of stone native to the area. There are no windows or other access to the interior with the exception of the front door. The entire building is covered by the effect of a *forbiddance* spell cast at 16th level. In addition, embedded within all of the stone walls is a permanent *wall of force*, also cast at 16th level.

Inside the tower, all of the following applies unless otherwise noted. The ceiling is forty feet in height for each floor. There are no light sources of any kind, so PCs will have to provide their own illumination unless they all possess *darkvision*. All of the internal doors possess the following statistics:

❖ **Internal Stone Doors:** 4 in. thick, 10 ft. wide by 10 ft. high; hardness 8; hp 60; AC 5; Break DC 28 (38 with *arcane lock*), Open Locks DC 25.

The room descriptions given below are keyed to the Map of the Tower of the Bloodied Kith (**DM Map #1**).

1. Front Door

Mishar Molainanoth, the Tower of the Bloodied Kith, sits in a hilly region of the Northern Vesse, in lands not far from the Deepstil River. Near the ancestral lands of the Oronodel, the land is now under the

watch of the Volmiryth, though more grugach walk these lands than any of the sorcerers' clan.

Climbing the lofty hill where the tower stands tall above the tree line, the huge front door looms menacingly. The gray stone portal takes the form of menacing draconic head, its long fangs bared as its cold eyes glare down the narrow walkway. Stylistic arcane designs cover the door.

This door is the only entrance into Mishar Molainanoth without overwhelming magical force. However, that does not mean it is not warded against the approach of treasure seekers. The door is both well locked, and warded. Those that cast *detect magic* upon the door will note the aura from the *alarm* (faint at appropriate APLs), *arcane lock* (faint) and the trap (moderate to strong, depending on APL).

❖ **Iron Banded External Stone Door:** 4 in. thick; hardness 9; hp 75; AC 5; Break DC 30 (40 with *arcane lock*), Open Locks DC 30.

Trap: The door is magically warded against anyone touching the door (which sets off the silent *alarm* which triggers the trap). Should a PC attempt to Search for traps without touching the door, the DM is encouraged to assign a +5 penalty to the DC. The trap and alarm magically resets itself every two rounds after being discharged or *dispelled*. Should the *alarm* be *dispelled* but not the trap, it discharges immediately, targeting the area directly in front of the door.

APL 6 (EL 4)

↗ **Sepia Snake Sigil Trap:** CR 4; spell; spell trigger; automatic reset (2 round delay); spell effect (*sepia snake sigil*, 5th level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28.

APL 8 (EL 5)

↗ **Phantasmal Killer Trap:** CR 5; spell; proximity trigger (*alarm* covering door); automatic reset (2 round delay); spell effect (*phantasmal killer*, 7th level wizard, DC 16 Will save for disbelief and DC 16 Fort for partial effect); Search DC 29; Disable Device DC 29.

APL 10 (EL 6)

↗ **Baleful Polymorph Trap:** CR 6; spell; proximity trigger (*alarm* covering door); automatic reset (2 round delay); spell effect (*baleful polymorph* into a piglet, 9th level wizard, DC 17 Reflex save negates); Search DC 30; Disable Device DC 30.

APL 12 (EL 7)

↗ **Disintegrate Trap:** CR 7; spell; proximity trigger (*alarm* covering door); automatic reset (2 round delay); spell effect (*disintegrate*, 11th level wizard, +5 ranged touch for 22d6, Fort save DC 19 for 5d6); Search DC 31; Disable Device DC 31.

APL 14 (EL 8)

↗ **Force Cage Trap:** CR 8; spell; proximity trigger (*alarm* covering door); automatic reset (2 round delay); spell effect (*force cage* into windowless cell, 13th level wizard); Search DC 32; Disable Device DC 32.

APL 16 (EL 9)

↗ **Horrid Wilting Trap:** CR 9; spell; proximity trigger (*alarm* covering door); automatic reset (2 round delay); spell effect (*horrid wilting*, 15th level wizard, 15d6 within 30 ft., Fort save DC 22 for half); Search DC 33; Disable Device DC 33.

Once the PCs have unlocked and opened the door, they are free to enter into the audience hall without fear of further discharging the trap. However, should any PC touch the door again, the trap is still active.

2. Audience Hall

The opening of the huge door echoes off the vaulting ceiling vast chamber. A large open staircase circles the inside of the stone walls, and a small room is segregated from your view at the rear. The space is dominated by an enormous unmoving draconic form, however, the eyes of the beast betray a malign intelligence watching your party.

The large audience hall is guarded by a golem with orders to slay any who open the door. The creature moves to attack immediately.

Creature: When the tower was constructed, the soul of a dragon was bound into the body of a dragon-shaped golem and ordered to defend the building from all who attempt to enter. The golem will not allow anyone to pass.

APL 6 (EL 8)

🔥 **Advanced Flesh Golem:** Hp 99, See Appendix One.

APL 8 (EL 10)

🔥 **Clay Golem:** Hp 90, See Monster Manual, p. 134.

APL 10 (EL 12)

🔥 **Dragonbone Golem:** Hp 110, See Appendix One.

APL 12 (EL 14)

🔥 **Advanced Dragonbone Golem:** Hp 150, See Appendix One.

APL 14 (EL 16)

🔥 **Advanced Drakestone Golem:** Hp 212, See Appendix One.

APL 16 (EL 18)

🔥 **Advanced Ironwyrm Golem:** Hp 240, See Appendix One.

Tactics: The golem tries to immobilize as many foes as possible. It will attempt to contain the PCs as best as possible, first by keeping them near the door, and if that is not possible, by keeping them confined to this floor. At those APLs where appropriate, the golem breathes as often as possible.

Development: It is possible the PCs may choose to run from this encounter. If they flee the tower, the golem does not follow them. It simply shuts the door to the tower, and returns to its original position. Should the PCs attempt to flee upstairs or into room three, it does not follow as long as other targets present themselves. If no other targets remain, it follows.

Treasure: While not truly valuable, a small key is embedded into the golem's neck. The key can be easily pried off of the golem, and indeed, must be so if the PCs are to use it to unlock the locks in room 4.

3. Murals of Ages Past

The walls of this room are covered in the fading colors of elaborate murals. A fine layer of dust upon the floor suggests no one has disturbed this room for many years.

If the PCs choose to examine the murals in more detail, proceed with the following read aloud text.

The Southern Wall

The mural upon the southern wall shows a great battle between armies of elves within a young forest. The smaller of the armies is led by a high elf wielding an elven thinblade that shines with a ruddy red light. Dozens of dead elves lie at his feet and it appears as if his army is winning the battle. Many of the wielder's foes shy away from his fearsome visage as he holds the blade aloft.

This mural shows the Kinslayer in use during the brief clan war (nearly six hundred years ago). The details upon the faces of the elves are not clear enough to determine whom they were meant to depict. However, there are far

more gray and wood elves in the larger loosing army than in the army lead by the wielder of the Kinslayer.

The Southeastern Wall

The southeastern wall is bisected by the door to this room, forming two panels in the mural. The first panel shows a high elf seated upon a carved wooden throne. In one hand he holds a rose whose bloom is aflame. The ruddy blade lies across his lap, with his other hand draped atop the pommel. A robed figure whose face is unseen stands behind him, whispering into his ear. The second panel shows a group of gray elves headed into a dark wood. A river can be seen in the distance. An owl flies across the moon Luna, which itself partially eclipses the smaller moon Celene.

This mural depicts the results of the clan war. A Knowledge (nobility and royalty) or Knowledge (local: Iuz meta-region) DC 5 recognizes the symbol of Clan Shandareth as a flameflower, which looks much like a burning rose. A similar roll recognizes the stylized symbol of Clan Oronodel, an owl cresting Luna, which is partially eclipsed by Celene. Those who recognize all three clan symbols (the third is in the next mural) may attempt a Knowledge (history) check (DC 10) to recognize the events depicted here. The first mural shows the splintering of House Volmiryth from the Shandareth. While House Volmiryth would not become its own clan for several decades, the seeds of their departure had been planted with the end of the Clan War. The second panel shows the departure of the Oronodel from Court for the northern Vesve and the Deepstil River.

The Northern Wall

The mural upon the northern wall has several panels. In the first panel a robed figure kneels with his back to you, before a cloud of roiling darkness. In the center of the cloud floats a large pair of eyes formed from green flame. The second panel depicts a lonely tower, much like the one you stand in now, to which a procession of robed figures bare the red sword. Yet a third panel portrays the dark cloud watching over several of the robed figures as they conduct a ritual. A small draconic figure is bound to an altar as one of the robed figures prepares to plunge a curved dagger into its chest. A small tree with a book in its boughs can be seen in the background.

This mural shows the agreement of the ancient Volmiryth with another being to locate the tomb of the Kinslayer in this location. The figures proceed to bind the soul of young dragon to create the guardian in Room

Two. The color of the dragon cannot be determined. A Knowledge (nobility and royalty) or Knowledge (local: Iuz meta-region) DC 5 recognizes the symbol of clan Volmiryth (then House Volmiryth) in the third panel (a tree with a tome in its boughs). A PC who is a member of the Highfolk Elven Clan meta-organization receives a +5 circumstance modifier to this roll, and may attempt the check regardless of the number of ranks they possess.

The implication of these murals for the PCs is clear, and if it is not to the players, Rowana may suggest it. The Shandareth rule due to their use of the Kinslayer, but the Volmiryth are responsible for both the removal of the blade from elven politics (through some bargain with a dark power) and the departure/exile of the Oronodel.

4. The Half Stair

This simple chamber is ringed by the ubiquitous spiral stair that continues onward to the next level. A complicated dark mosaic is laid into the walls and floor, giving the room a feeling of menace. The mosaic depicts the symbol of Volmiryth inlaid upon the floor surrounded by wording in the flowing script of the elves. The walls show dozens of darkly shrouded figures whose faces cannot be seen. At the center of the figures on the southern wall, an image of a beautiful elven thinblade with a crimson hue is bound by locks and wrapped in chains that stretch into the corners of the floor and ceiling.

This room is meant to stop those who would proceed by brute force alone. The spiral staircase in fact only proceeds up halfway, the second half being an illusion, as is the ceiling of the room below (*permanent* illusion, Will DC 19, caster level 16). Those who walk onto the stairs without checking the integrity of the stairs must succeed in a Reflex save (DC 10+APL) or fall 10 feet to the hole in floor, and then a further forty feet to the floor below into Room 3 (for 5d6 points of damage). In addition to the illusion on the stairs, the opening to the next floor (Room 5) is blocked by a *wall of force* (caster level 16).

To continue the PCs will have to closely examine the mosaic. While the words upon the floor are not important to solving this puzzle, they may be of interest. Those that can read elven understand the following inscription (**Player Handout #6**) that encircles the clan symbol:

"We have made a covenant with death, and with the hells are we at agreement; when the wrathful scourge shall pass through, it shall not come unto us: for we have made lies our refuge, and under falsehood have we hid ourselves. We are the gates that shield the

innocent, we are the oath-forgers who give of ourselves that others may live, we are the last hope, and we shall stand; for the good of us all."

The pictures on the wall are more important however. A DC 5+APL Search check discovers that each of the six hundred locks that can be found in the mosaic actually contains a small working keyhole. All of the keyholes also radiate a faint abjuration magic (*detect magic* DC 18 Spellcraft) if checked for. The illusion and the *wall of force* are dispelled if the correct lock is opened, and none of the false locks are open. A thorough Search (DC 15+APL) of the chains will note that only one of the locks does not fasten the chains. This is the correct choice. The key found in room 2 may be used to open all of these locks, but if that key is not used, the locks require an Open Locks DC 30 check to unlock. Successfully casting *dispel magic* on the abjuration (caster level 16) disables the lock's ability to open the *wall of force* if the correct lock is opened. If dispelled, the abjuration resets after ten minutes.

Should the PCs succeed in dismissing the illusion and the *wall of force* they will still need to find a way to proceed to the next level, with the entrance to the next floor being some thirty feet above the end of the stairs. Free climbing without a rope requires a DC 25 Climb check.

5. The Final Guardian

As you enter into this room, an acrid smell fills the air. A wide pool filled with a thick bubbling liquid is positioned in the center of this room. Arcane symbols, covered with ages of fine dust, are carved into the floor and walls.

A twenty-foot diameter pool rests in the center of this room. The room radiates strong conjuration magic (*detect magic*, Spellcraft DC 24) if checked for. The pool is the focus of the gate that brought and bound the paraelemental to this room. It's purpose already spent, it is not relevant if the PCs should attempt to cast *dispel magic* upon it.

Creature: Unwilling to trust solely in the golem, the ancient Volmiryth who constructed this vault summoned a pseudonatural ooze paraelemental. The elemental sits within the well, already in its pseudonatural alternate form, waiting for a diversion from its centuries of boredom.

APL 6 (EL 8)

🌀 Advanced Pseudonatural Large Ooze
Parelemental: Hp 116, See Appendix One.

APL 8 (EL 10)

🌀 Advanced Pseudonatural Huge Ooze
Parelemental: Hp 212, See Appendix One.

APL 10 (EL 12)

🌀 Advanced Pseudonatural Greater Ooze
Parelemental: Hp 263, See Appendix One.

APL 12 (EL 14)

🌀 Advanced Pseudonatural Elder Ooze
Parelemental: Hp 294, See Appendix One.

APL 14 (EL 16)

🌀 Advanced Pseudonatural Elder Ooze
Parelemental: Hp 410, See Appendix One.

APL 16 (EL 18)

🌀 Advanced Pseudonatural Elder Ooze
Parelemental: Hp 550, See Appendix One.

Tactics: The ooze is lying in the deep pool in its alternate form. It is alerted that something is wrong as soon as the *wall of force* is lowered and fresh air fills the room, venting the hundreds of years of its accumulated gases. As soon as it is aware of a creature entering the room (it has Blindsight), it will cast *true strike*. On the next round it will rise out of the pool to attack. It attempts to prevent anyone from moving up the stairs to Room 6, but does not follow those who retreat down to Room 4. It cannot leave Room 5.

6. Riddle of Heart's Purity

One door exits this curved room to the west. The door is flanked by a carved relief depicting tortured souls reaching toward the door; their anguish and desire clear. There is writing carved upon the door in elven.

Those who read elven can decipher the inscription upon the door.

*"Through me the way into suffering,
Through me the way to eternal pain,
Through me the way that runs among the lost."*

The room does not detect magic, but the door radiates strong divination and enchantment magic (*detect magic*, DC 23) if checked for. The magic cannot be dispelled, but is susceptible to an *antimagic field*.

When the door is touched (such as to unlock the door), the magic activates. This occurs regardless of whether the door is touched directly by a PC, or by an object or animal.

As the door is touched, the carved letters ignite, one by one, with a blue fire. A gray smoke begins to leak from the stone door, and eventually coalesces into a tall darkly cowed figure. Without moving you hear a voice within your mind.

The voice asks the person who touched the door (or caused the door to be touched by an object or animal) several questions. No other PCs can assist, only the PC who touched the door hears the voice. The questions test the supplicant's belief in his own destiny. Those who answer correctly are less likely to succumb to the corruption of the Kinslayer. Any who actually refer to a desire to possess the sword specifically, fail this test.

- **What do you seek?** My Purpose (or destiny).
- **Why do you seek it?** Because it is inevitable.
- **What price will you pay?** The path is set, I have already paid whatever price was required. No more is required.

There is no way for the PC to tell whether they have answered correctly or not; however, after receiving answers to all three questions, the robed figure vanishes. If all three questions were answered successfully (allow some leeway), the door unlocks of its own accord. If the questions were answered incorrectly, everyone in the party receives a -4 penalty to resist the temptations of Purpose. There is no saving throw or spell resistance to resist this effect. This enchantment can be removed (if noticed) with a *dispel magic* (19th caster level) or similar magic.

7. The Kinslayer's Vault

A bright red glow emanates from this room. The light originates from a blade that rests within a rack, point down, upon a stone pedestal in the center of the otherwise empty room. A beautiful scabbard hangs from the back of the stand.

The last obstacle that stands before the PCs and their attempt to claim the Kinslayer is a physical trap. However, before the PCs can move that far, Purpose will reach out to one of the PCs. Choose one of the PCs to be the target based upon the following criteria:

1. An elf or half-elf
2. The most martial (total number of fighter-type class levels with a poor Will save bonus)
3. Alignment furthest number of steps from LG (NG is one step, LN is one step, CG is two steps, N is two steps, CN three steps)

Secretly make a Will save (DC 30) for the chosen PC. This save is modified by the test of Heart's Purity in Room 6. If the PC fails, pull that PC aside and inform them of the following.

You hear a voice calling to you within your mind. No one else seems aware of the call. "You are special. You are a true hero. You are destined to rule. You have a Purpose." You cannot resist the urge to possess the sword.

While the PC need not act irrationally and pick up the sword immediately, they must do everything within their power to possess it as soon as possible. The Kinslayer and its curse are discussed in further detail in Appendix Three.

Trap: The trap is triggered if anyone attempts to remove the sword from the rack, causing part of the ceiling to collapse. It does not expose the room to the open air above the tower.

APL 6 (EL 4)

↗ **Collapsing Ceiling:** CR 4; mechanical; touch trigger; no reset; +10 ranged touch (8d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 5)

↗ **Collapsing Ceiling:** CR 5; mechanical; touch trigger; no reset; +14 ranged touch (8d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 29); Disable Device (DC 24).

APL 10 (EL 6)

↗ **Collapsing Ceiling:** CR 6; mechanical; touch trigger; no reset; +14 ranged touch (10d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 29); Disable Device (DC 24).

APL 12 (EL 7)

↗ **Collapsing Ceiling:** CR 7; mechanical; touch trigger; no reset; +14 ranged touch (10d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 29); Disable Device (DC 29).

APL 14 (EL 8)

↗ **Collapsing Ceiling:** CR 8; mechanical; touch trigger; no reset; +14 ranged touch (12d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 29); Disable Device (DC 29).

APL 16 (EL 9)

↗ **Collapsing Ceiling:** CR 9; mechanical; touch trigger; no reset; +14 ranged touch (12d6); multiple targets (all targets within 10-ft. by 10-ft. square centered upon the pedestal); Search (DC 29); Disable Device (DC 34).

Once the PCs have acquired the sword, they are free to leave the Tower when they like. Any traps, guardians, or magical effects not destroyed by the PCs remain. Once outside the tower, the PCs are free to use Radiance's glass globe to transport themselves to the forest north of Flameflower.

Encounter Four: A Message in a Corpse

As you travel toward your rendezvous, confident that your efforts will aid in the plan to retake Flameflower, a smell draws your attention. The coppery scent can only be fresh blood. The clearing, which you enter, has seen a recent battle, and while the signs are obvious, no bodies are evident.

The clearing the PCs have stumbled across has recently seen battle. Kashafen Tamarel and his party did battle here with the forces of the Baklunish Man (also known as the Nightwalker by some) intent on capturing him. Those forces succeeded. Only one of the party escaped, and he did not survive.

The PCs can choose to search the scene, or continue onward. Those that look about the clearing have the opportunity to discover much that may decide the fate of the Vesve and the Fairdells.

- ☛ A DC 11 Survival (Tracking) check can determine that approximately fifteen medium-sized creatures battled four others here. Those who succeed in a DC 16 Survival (Tracking) can tell that approximately ten medium-sized creatures, more burdened than when they came, traveled east from here. A second trail, with blood pools and drag marks, heads north into the bushes to Enias' body.
- ☛ There is substantial blood and churned earth. Burn marks suggest magical effects; although *detect magic* finds no lingering magic, the combat having been too long ago.
- ☛ A DC 5 Search check finds dozens of arrows, both of humanoid and elven make.
- ☛ A DC 10 Search check locates the body of Enias Amastodel in the underbrush.
- ☛ A DC 15 Heal or Survival check can determine that Enias has been dead for nearly a day from wounds caused by numerous blades.

In the underbrush, propped upon a low-lying rock, is the body of a high elven man. He bares numerous wounds, any number of which may have been mortal. His left hand still clutches a small sword that lies pointed toward the east, and his right hand is heavily blooded, despite baring no wounds. Crude, bloody elven lettering stains his tunic.

Before his death, Enias left a message in his own blood upon his own clothing. Those that can read elven can make out "**Kashafen Taken, East, Rescue.**"

If the PCs attempt to cast *raise dead* or similar magic upon Enias, his tortured soul does not return. If the PCs cast *speak with dead* upon his body, they will be successful. Enias can tell the PCs that he, Kashafen, Annugrial, and Creewrack were ambushed while camping by a group of undead who appeared as grugach. They were more powerful than previous similar groups, and overwhelmed the party. Enias was slain in the fighting. He believes all the others were captured.

The PCs must now make a decision. They may either continue south to look for the army massing to attack Flameflower and deliver Purpose to Tymir Menanine, or they can attempt to locate Kashafen Tamarel and the rest of his party.

This first choice means the PCs leave Kashafen to his fate and deliver the sword, completing the mission they set out upon. If the PCs choose this option they do not pay any extra TUs, and proceed to **Conclusion A**.

The second choice is to chase Kashafen and his captors, knowing that they may be too late to deliver the sword in time to be used in the battle. This will cost the PCs an additional TU (2 TUs for those PCs who are out of region). For those playing this event at the premier, this choice has no effect whether these PCs are able to play the interactive or not. Those making this choice should proceed to **Encounter Five**.

The DM may use role-playing with Rowana to discuss the options and make certain the PCs/players fully understand the ramifications of both choices. She does not have a preference, but worries about the ramifications of either choice.

Development: It is possible that some tables may choose to split up. This is acceptable as long as at least four players (a legal table) choose to continue after Kashafen. If at least four players do not exercise this option, then the entire table moves to Conclusion A.

If the table attempts to overcome making the choice by use of magic, their choices are limited. They do not know where the elves they need to meet are. This makes most transportation magic useless, as the destination is not known. The PCs could attempt to use divination magic to locate the destination, but they were specifically

asked not to, due to the danger from the spirit of the land.

Rowana will remind them of this if they try. If the PCs insist, whomever they send to deliver the sword attracts the attention of the grugach and their spirit allies due to the use of powerful magic, which puts the entire attack into jeopardy. Tymir orders the adventurers to stay and assist with the attack that they have nearly ruined. Those PCs may not play the extended play option of this event.

Treasure: His slayers never found his body, and thus never had the opportunity to loot it. Should the PCs choose to do so, they may take the remains of his gear. No one in Court will contest their right to it, and Enias has no family to lay claim to it.

APL 6 – *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp), *leather armor* +1 (96 gp).

APL 8 – *vest of escape* (534 gp), *universal solvent* (5 gp), *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp).

APL 10 – *dark blue rhomboid ioun stone* (833 gp), *burrowing arrow* (14 gp), *oil of bless weapon* (8 gp), *vest of escape* (534 gp), *universal solvent* (5 gp), *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp), *leather armor* +1 (96 gp).

APL 12 – *belt of endurance* (833 gp), *horn of fog* (166 gp), *dark blue rhomboid ioun stone* (833 gp), *burrowing arrow* (14 gp), *oil of bless weapon* (8 gp), *vest of escape* (534 gp), *universal solvent* (5 gp), *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp), *leather armor* +1 (96 gp).

APL 14 – *amulet of natural armor* +3 (1500 gp), *ring of chameleon power* (1058 gp), *boots of striding and springing* (458 gp), *composite longbow* +1 (200 gp), *potion of invisibility* (25 gp), *potion of fly* (63 gp), *belt of endurance* (833 gp), *horn of fog* (166 gp), *dark blue rhomboid ioun stone* (833 gp), *burrowing arrow* (14 gp), *oil of bless weapon* (8 gp), *vest of escape* (534 gp), *universal solvent* (5 gp), *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp), *leather armor* +1 (96 gp).

APL 16 – *scarab of protection* (3000 gp), *dust of disappearance* (292 gp), *potion of hide from animals* (4 gp), *amulet of natural armor* +3 (1500 gp), *ring of chameleon power* (1058 gp), *boots of striding and springing* (458 gp), *composite longbow* +1 (200 gp), *potion of invisibility* (25 gp), *potion of fly* (63 gp), *belt of endurance* (833 gp), *horn of fog* (166 gp), *dark blue rhomboid ioun stone* (833 gp), *burrowing arrow* (14 gp), *oil of bless weapon* (8 gp), *vest of escape* (534 gp), *universal solvent* (5 gp), *elven lightblade* +1 (195 gp), *elven thinblade* +1 (200 gp), *ring of sustenance* (208 gp), *eyes of the eagle* (208 gp), *leather armor* +1 (96 gp).

Encounter Five: Long Live the King

The trail was easily followed east toward the Plaguehold. Your party is still more than two days from the border of contested lands when the smell of campfires fills the air amidst the pitiful cries and moans of captives.

The PCs are near the camp where Kashafen has been taken. They will have to approach closer to see any details, however, from where they are (several hundred feet away through the woods) the party can detect the noises and smells of the captives. Once the PCs decide to move closer, continue with the read aloud text.

Two tall dog faced humanoids stand watch over several elves wearing chains as the elves gather fallen wood from the area near a small hill nestled between two large trees. Fieldstone walls shelter expansions to the complex hollowed beneath the hill, and a rough wooden door bars entry into the hill.

There are two gnolls (from Room One below) guarding a dozen broken elven captives gathering wood. The elves are in a deplorable condition, with obvious sores and limbs that hang limply from their bodies. The captives lack the spirit to offer any resistance, so the gnolls are alert for any trouble from the wood. There is a cleared area of approximately one hundred feet between the PCs and the gnolls. At the first sign of an attack, they howl for help and attempt to move inside the hill and bar the door, leaving the slaves to their fate.

1. Entrance Hall

This roughly hemispherical room is dark except for the light coming through the door. Stones laid into the dirt of the floor and walls provide support to the moist earth. Humanoid bones litter the floor. Several piles of dirty rags suggest sleeping areas. The red coals of a smoldering fire fill the room with a smoky haze.

The room is roughly a hemisphere with a diameter of 20 feet, with a passageway moving deeper into the hill directly opposite the entry to the hill. The door can be barred if the PCs give the gnolls the opportunity. At all other times, it is not locked.

🔪 **Wooden Door:** 3 in. thick; hardness 5; hp 20; AC 5; Break DC 25 (if barred).

Creatures: Whatever gnolls are not on guard duty can be found in this room. The moment they see intruders, they shout a warning and attack.

APL 6 (EL 4)

🔥 **Gnolls (6):** Hp 18 ea., See Monster Manual, p. 130.

APL 8 (EL 5)

🔥 **Gnoll Guards (4):** Hp 26 ea., See Appendix One.

APL 10 (EL 6)

🔥 **Gnoll Guards (6):** Hp 26 ea., See Appendix One.

APL 12 (EL 7)

🔥 **Gnoll Warriors (4):** Hp 39 ea., See Appendix One.

APL 14 (EL 8)

🔥 **Gnoll Warriors (6):** Hp 39 ea., See Appendix One.

APL 16 (EL 9)

🔥 **Gnoll Reapers (6):** Hp 58 ea., See Appendix One.

Tactics: The gnolls are not especially creative in their tactics, raging as soon as it is beneficial and charging into combat. Whenever it is to their benefit, they will try to disarm their enemies. They shout battle cries at all times to alert their masters that something is wrong. The gnolls are not above using the captives as hostages if things rapidly turn against them. At APL 10+ the gnolls have all eaten a *hero's feast* at the beginning of the day. At all costs, the gnolls try to prevent the PCs from getting deeper into the complex.

Treasure: Once defeated, the PCs can claim all of the gear from the gnolls.

APL 6 – loot (36 gp).

APL 8 – loot (24 gp).

APL 10 – loot (36 gp).

APL 12 – loot (24 gp).

APL 14 – loot (36 gp).

APL 16 – loot (36 gp).

2. Slaves Sleeping Chamber

The smell emanating from this room is appalling. Dozens of elves and humans, many of them no longer breathing, are chained to the walls of this abyss. Fearful eyes watch the floor, trying to remain unnoticed in this recessed oubliette.

This rough 20 by 30 foot room is home to the approximately fifty prisoners that the gnolls watch over; captured from Flameflower and the surrounding area. The prisoners housed here have been deemed

unimportant and wallow in cramped conditions until they are forced to work, or served as dinner. Except for a five-foot wide walkway that hugs the eastern wall, this room is a five deep bowl shaped depression.

Development: When the PCs enter the room, the prisoners will initially be frightened of them, but when it becomes clear that they have not come to harm them, the prisoners beg to be freed and taken to safety. There are 47 prisoners left alive that are kept in this room (counting the dozen outside when the PCs initially arrive); another seven dead prisoners are chained here. All of them are severely injured and incapable of traveling to safety without the PCs to aid them.

3. Storage

This small room is packed with crates and sacks, many marked with symbols of trading companies from the High Vale. Several deer, and other more unwholesome carcasses hang from hooks in the ceiling.

The gnolls store all of the goods they steal from passing caravans and neighboring woodsmen in this room, along with whatever game they might catch. There is little of value, having been taken at random and handled poorly.

4. Cell

An iron bound door blocks your entrance to this room. Through a slit in the door, the dim light shines upon a huddled unmoving form chained to the floor.

This room is used to store valuable prisoners, or those prisoners who are not yet broken and still pose a threat. At the moment, the prisoner here is very dangerous to his captors: His Most Excellent Highness, Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve.

🔥 **Iron Bound Wooden Door:** 2 in. thick; hardness 7; hp 30; AC 5; Break DC 28, Open Lock DC 25.

Currently Kashafen is unconscious, but if roused by the use of healing magic or the Heal skill (DC 15) he quickly warns the PCs of the jailors in Room 5.

🔥 **Kashafen Tamarel:** male elf, Wiz15/Ftr4 (no spells in memory).

Development: Once the burrow has been liberated from the gnolls and their leaders, Kashafen will wish to discuss the PCs plans; proceed to **Encounter Six**.

5. Leaders' Room

A tanned skin blocks entrance to this room, under which a dim flickering light can be seen. Inside, furs are piled upon the floor, and two finely carved, but poorly treated, chairs flank a crude fireplace. Two piles of blankets serve as makeshift beds.

This room is home to the Duthraug and Vemere who watch over this outpost of the Old One. When the PCs arrive, they are in their room meeting with some of their gnoll minions.

Creatures: It is likely that Duthraug and Vemere are aware of the PCs attack, either by noise made or by a warning from one of the gnolls. If so, they immediately begin to cast defensive spells and activate powers before going to investigate. While they prepare, the gnolls here will guard the hallway. If the PCs quickly dispatch the gnolls at the entrance, they may still be here preparing themselves.

APL 6 (EL 8)

☛ **Duthraug:** Hp 58, See Appendix One.

☛ **Vemere:** Hp 52, See Appendix One.

☛ **Gnolls (6):** Hp 18 ea., See Monster Manual, p. 130.

Tactics: At the first sound of combat, Duthraug drinks his *potion of invisibility* and Vemere begins casting *invisibility*, *magic circle versus good*, *divine favor* (on Duthraug), and *resist fire*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and healing.

APL 8 (EL 10)

☛ **Duthraug:** Hp 74, See Appendix One.

☛ **Vemere:** Hp 66, See Appendix One.

☛ **Gnoll Guards (4):** Hp 26 ea., See Appendix One.

Tactics: Before the PCs have arrived, Vemere has precast *greater magic* weapon on Duthraug's masterwork battle-axe and *stalwart pact* on himself and Duthraug. At the first sound of combat, Duthraug drinks his *potion of invisibility* and Vemere begins casting *invisibility*, *bear's endurance* (on himself), *magic circle versus good*, *divine favor* (on Duthraug), and *resist fire*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and

healing. He uses *dispel magic* liberally to remove the party's preparatory spells.

APL 10 (EL 12)

☛ **Duthraug:** Hp 90., See Appendix One.

☛ **Vemere:** Hp 80, See Appendix One.

☛ **Gnoll Guards (6):** Hp 26 ea., See Appendix One.

Tactics: Before the PCs have arrived, Vemere has precast *hero's feast*, *greater magic* weapon on Duthraug's masterwork battle-axe, *magic vestment* upon Duthraug's shield and *stalwart pact* on himself and Duthraug. At the first sound of combat, Duthraug drinks his *potion of invisibility* and Vemere begins casting *invisibility*, *bear's endurance* (on himself), *freedom of movement*, *magic circle versus good*, *divine favor* (on Duthraug), and *resist fire*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and healing. He uses *dispel magic* liberally to remove the party's preparatory spells.

APL 12 (EL 14)

☛ **Duthraug:** Hp 107., See Appendix One.

☛ **Vemere:** Hp 94, See Appendix One.

☛ **Gnoll Warriors (4):** Hp 39 ea., See Appendix One.

Tactics: Before the PCs have arrived, Vemere has precast *hero's feast*, *greater magic* weapon on Duthraug's masterwork battle-axe, *magic vestment* upon Duthraug's shield and *renewal pact* and *stalwart pact* on himself and Duthraug. At the first sound of combat, Duthraug drinks his *potion of invisibility* and Vemere begins casting *invisibility*, *repulsion*, *true seeing*, *spell resistance*, *bear's endurance* (on both of them), *freedom of movement* (on both of them), *magic circle versus good*, *divine favor* (on Duthraug), *resist fire* (on both of them) and *mislead*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and healing. He uses *dispel magic* liberally to remove the party's preparatory spells.

APL 14 (EL 16)

☛ **Duthraug:** Hp 139, See Appendix One.

☛ **Vemere:** Hp 108, See Appendix One.

☛ **Gnoll Warriors (6):** Hp 39 ea., See Appendix One.

Tactics: Before the PCs have arrived, Vemere has precast *hero's feast*, *greater magic* weapon on Duthraug's masterwork battle-axe, *magic vestment* upon Duthraug's and his own armor and *renewal pact* and *stalwart pact* on himself and Duthraug. At the first sound of combat, Duthraug drinks his *potion of invisibility*, *potion of remove fear*, and *potion of haste* in that order. Vemere begins casting *invisibility*, *repulsion*, *true seeing*, *spell resistance*, *bear's endurance* (on both of them), *freedom of movement* (on both of them), *unholy aura*, *divine favor* (on Duthraug), *resist fire* (on both of them) and *mislead*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and healing. He uses *dispel magic* liberally to remove the party's preparatory spells.

APL 16 (EL 18)

➤ **Duthraug:** Hp 159, See Appendix One.

➤ **Vemere:** Hp 122, See Appendix One.

➤ **Gnoll Reapers (6):** Hp 58 ea., See Appendix One.

Tactics: Before the PCs have arrived, Vemere has precast *hero's feast*, *greater magic* weapon on Duthraug's masterwork battle-axe, *magic vestment* upon Duthraug's and his own armor and *renewal pact* and *stalwart pact* on himself and Duthraug. At the first sound of combat, Duthraug drinks his *potion of invisibility*, *potion of remove fear*, *potion of fly*, and *potion of haste* in that order. Vemere begins casting *time stop*, *invisibility*, *repulsion*, *true seeing*, *spell resistance*, *bear's endurance* (on both of them), *freedom of movement* (on both of them), *unholy aura*, *divine favor* (on Duthraug), *resist fire* (on both of them) and *mislead*, in that order, provided they aren't interrupted. They then proceed to the combat and attempt to ambush the PCs. Duthraug immediately attacks any obvious spell caster while Vemere will attempt to do as much damage as possible, while staying near Duthraug to provide spell support and healing. He uses *dispel magic* liberally to remove the party's preparatory spells.

Development: If one or both of the two leaders are captured, the PCs may attempt to question them. Use the following as a guideline when adjudicating any questions the PCs may pose.

- Neither is especially cooperative, and will not aid the PCs without the actual application of torture or magic. Even then, they will attempt to lie, giving misleading information if possible.

- Both know that some slaves were sent toward Izlen earlier this morning. Only Vemere knows where they were going. A request for more slaves from the Flameflower captives to be sent to Izlen came from Panshazek (of the Greater Boneheart) himself.
- The purpose of this outpost is to gather slaves and food to be used for the war effort. Food is extremely scarce.

Treasure: The PCs can claim all of the gear from the jailors.

APL 6 – loot (50 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp).

APL 8 – loot (42 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp), *battleaxe* +1 (193 gp), *chain shirt* +1 (104 gp), *potion of cure moderate wounds* (25 gp), *scroll: silence* (13 gp).

APL 10 – loot (40 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp), *battleaxe* +1 (193 gp), *chain shirt* +1 (104 gp), *potion of cure moderate wounds* (25 gp), *scroll: silence* (13 gp), *heavy steel shield* +1 (110 gp), *periapt of wisdom* +2 (333 gp).

APL 12 – loot (40 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp), *battleaxe* +1 (193 gp), *chain shirt* +1 (104 gp), *potion of cure moderate wounds* (25 gp), *scroll: silence* (13 gp), *heavy steel shield* +1 (110 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +1 (83 gp), *gauntlets of ogre power* +2 (333 gp), *scroll: wind wall* (31 gp).

APL 14 – loot (38 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp), *battleaxe* +1 (193 gp), *chain shirt* +1 (104 gp), *potion of cure moderate wounds* (25 gp), *scroll: silence* (13 gp), *heavy steel shield* +1 (110 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +1 (83 gp), *gauntlets of ogre power* +2 (333 gp), *scroll: wind wall* (31 gp), *heavy steel shield* +1 (98 gp), *amulet of health* +2 (333 gp), *potion of fly* (63 gp), *potion of haste* (63 gp), *potion of remove fear* (63 gp), *morning star* +1 (192 gp), *ring of deflection* +1 (167 gp), *cloak of resistance* +1 (83 gp), *potion of protection from electricity* (63 gp), *potion of fly* (63 gp), *scroll: invisibility purge* (31 gp), *potion of lesser restoration* (25 gp), *scroll: prayer* (31 gp), *scroll: death ward* (58 gp ea.), *scroll: restoration* (58 gp ea.), *scroll: daylight* (31 gp ea.), *scroll: searing light* (31 gp ea.).

APL 16 – loot (35 gp), *ring of deflection* +1 (167 gp), *potion of invisibility* (25 gp), *scroll: remove paralysis* (13 gp), *full plate* +1 (221 gp), *battleaxe* +1 (193 gp), *chain shirt* +1 (104 gp), *potion of cure moderate wounds* (25 gp), *scroll: silence* (13 gp), *heavy steel shield* +1 (110 gp),

periapt of wisdom +2 (333 gp), *cloak of resistance +1* (83 gp), *gauntlets of ogre power +2* (333 gp), *scroll: wind wall* (31 gp), *heavy steel shield +1* (98 gp), *amulet of health +2* (333 gp), *potion of fly* (63 gp), *potion of haste* (63 gp), *potion of remove fear* (63 gp), *morning star +1* (192 gp), *ring of deflection +1* (167 gp), *cloak of resistance +1* (83 gp), *potion of protection from electricity* (63 gp), *potion of fly* (63 gp), *scroll: invisibility purge* (31 gp), *shortbow +1* (194 gp), *boots of striding and springing* (458 gp), *boots of striding and springing* (458 gp), *vest of escape* (433 gp), *potion of lesser restoration* (25 gp), *scroll: prayer* (31 gp), *scroll: death ward* (58 gp ea.), *scroll: restoration* (58 gp ea.), *scroll: daylight* (31 gp ea.), *scroll: searing light* (31 gp ea.).

Encounter Six: Another Choice

This encounter covers discussions with Kashafen, Tamarel, and the other prisoners.

When conversation begins, Kashafen will ask how the PCs came to be here, and what they know how the elven people fair. He is saddened over the loss of Enias, but is happy to answer any questions the PCs may have. Use the following to aid in answering any questions the PCs may have.

- Kashafen stayed behind (with Talus Wintershale, the Loslain of Clan Seldorian, Enias Amastodel of Clan Moonbow, Captain of the Lord's Guard Annugrial Stallodel, and a half-orc adventurer named Creewrack Blackbottom) when the rest of Flameflower evacuated. They have been fighting a guerrilla war against the occupiers since then.
- Despite the elves' protestations, the half-orc Creewrack followed them. In the beginning his aid was often as detrimental as it was helpful, but he kept insisting on helping. He kept saying that he knew his place, and hoped CsiCee would understand. It was clear that the half-orc had a respect for the elven ways, and was a valuable combatant after some training.
- Talus was captured in a raid against the grugach during the spring. Kashafen does not know what happened to him after that.
- Kashafen, Annugrial, and Creewrack were captured when they were ambushed by a group of undead who appeared as grugach. They were more powerful than previous similar groups, and they overwhelmed the surprised party. Enias was slain in the fighting.
- Kashafen and his band were present when the bulk of the grugach army left Flameflower for their homes in the north. The grugach were ambushed and slain by an army of undead grugach. The

surviving undead went west after the battle, toward the High Vale.

- Kashafen is unwilling to discuss matters of state, Radiance, or the details of his attempts to fight the grugach at this time.

If the PCs discuss the plan to retrieve the Kinslayer and use it in the battle, Kashafen is displeased.

"They would use the Kinslayer? It cannot be, it is a fable of evil meant to frighten children, and even if that blade is Marlanwa-laklil, it should not be used," Kashafen sighs deeply.

"I understand their sorrow though. It may be our only hope. However, I know of others without hope. I will not tell you what you should do, but I suggest an alternate mission where your talents may also be needed before returning to the battle for Flameflower. Half a day ago, a caravan of those captured fleeing Flameflower was taken toward Izlen; among them were two members of my band. I am not in any shape to go after them, and someone will have to stay behind to look after those who have been abused in this awful place." Kashafen looks at each of you turn.

"You must choose. Will you delay your promise to return once again to save those that cannot help themselves? Or will you do as you have promised, and no doubt save countless lives of our valiant soldiers? I do not envy you and the choice you must make."

It is up to the PCs to decide which path they will choose.

Kashafen will not command them to walk one way or the other, but he is hesitant about the sword and will not touch it. If the PCs suggest giving it to him, he refuses, saying that he has learned from the bedtime tales his mother would tell about using that sword against his fellow elves, whether they are grugach or not.

If the PCs leave the slave caravan to their fate and deliver Purpose to the battle for Flameflower, go to **Conclusion B**. If the PCs go after Annugrial, Creewrack, and the other captives, go to **Encounter Seven**. For the PCs to go after the slave caravan, at least four PCs must make this choice. If played at the premier, choosing this option does not prevent the PCs from participating on the interactive.

Development: Purpose definitely favors one choice over the other, and will try to exert its will over whomever bears the blade. It encourages the wielder to head towards the battle immediately. If the PC fails the test of egos (Will DC 30 negates) he must argue the benefits of delivering the sword. If after the argument, he has not convinced the party to return to the battle, the

blade will release its hold and allow the wielder to proceed with the other PCs. It is important to remember that the intellect of the blade is subtle, and realizes it has as long as it needs to wear down the will of its possessor.

Encounter Seven: One Last Delay

Following the trail of the slave caravan is easy, even for the most novice of trackers. Wide tracks cut through the wood, with ample signs left behind. It takes no more than a few hours to overtake them. The creaking of wagons and rattle of chains can be heard nearby.

Allow the PCs to describe how they plan to attack the caravan. All but the most inept parties will take the noisy caravan by total surprise. Once the PCs spot the caravan, read the following description.

Three wagons built with large animal cages of iron bars trundle down the game trail to the northeast with a drunken orc driving each. Two gnolls walk on either side of the caravan shouting boisterously to each other in their dog-like language. Dozens of chained forms huddle miserably in each of the cages.

If there is ample time left in the event, you may allow the PCs to play out the attack (using orcs and gnolls from Monster Manual), playing the gnolls and orcs as pathetically as possibly due to their inebriation. Otherwise, once the battle begins in earnest, proceed to the following read aloud text.

The battle is over in mere moments, the gnolls and orcs completely unprepared for the skill or ferocity of your attack. None of the captors survive your wrath. The elves bound in chains eye you warily, but two pairs of eyes look directly to you. One belongs to a dark haired but proud high elf in torn mail, the other is a badly beaten hulking half-orc, his left eye swollen shut and his right arm bent at a sickly unnatural angle. Even in his less than whole state, the half-orc moves to stand between you and the elf who appears the more capable of the two at the moment.

Once the PCs free the slaves, and introduce themselves, Annugrial and Creewrack will admit to who they are. In general, Creewrack stands protectively near Annugrial, allowing him to do the talking. Annugrial is honest and direct. While he is not used to being a diplomat, he was once the Captain of the Lord's Guard and can speak intelligently. In addition to the information presented in

Encounter Six, he knows the following, which he can impart to the PCs:

- Their captors drank heavily, and boasted often the more they drank; foolishly expecting that both he and Creewrack could not speak their language.
- When the slavers spoke freely they said to each other that it was a waste that they should have to travel all the way to Izlen, when they would have to just come right back for the attack. Field Marshal Azrin has ordered his army to destroy Quaalsten before the winter and prepare to march on Highfolk Town.
- To aid Azrin, the forces that hold the Plaguehold border for the Old One are marching to Quaalsten while the elves have moved their forces west for some reason. The orcs claimed that Greater Boneheart Panshazek has somehow frightened the elves into withdrawing, but the gnolls suggested that Azrin didn't need help from Panshazek to trick the elves into leaving.
- The slavers are frightened of someone they call the Nightwalker. They say he and his cabal control the undead grugach, and that some of his minions may have gotten behind the lines into lands thought controlled by the forces of light.
- Both Creewrack and Annugrial are badly wounded, and will require the PCs help in getting them, and the 52 other wounded slaves to safety. They are willing to head toward Flameflower where the PCs need to go.
- Neither Annugrial nor Creewrack know of the Kinslayer.

Once the PCs decide the time has come to join the battle, move to **Conclusion C**.

Conclusion A

This conclusion is for those groups that deliver Purpose immediately, rather than attempting to rescue Kashafen and his party. This assumes that the PCs are delivering the sword to Tymir Menanine. If this is not the case, see the **Development** section below.

Coming upon the elven encampment you are quickly brought before a large tent from which Tymir and Quival Menanine emerge. As Quival adjusts the white chain shirt of the Lord's Guard, Tymir places a colorfully enameled thinblade into a sheath. You note he has a second, empty sheath.

"Ah sister, I see your rabble has proved themselves capable after all."

"Yes my brother, my companions and I have brought Marlanwa-laklil at no small danger to ourselves; may it win the day for you, father," Rowana says directing Tymir toward the sword.

Tymir's eyes rest upon the blade, "Yes daughter I am certain it will. You have all done well and have my thanks. I suggest you report to your mustering points, we attack within the hour."

Marlanwa-laklil wishes to be given over to Tymir, and if the wielder does not wish it, the sword will attempt to command him. The PC will be commanded by Tymir (who does after all lead the entire army) to give the sword up. Tymir is unconcerned about any "curse" the PCs believe the sword possesses. If there is a problem, he will deal with it after the battle.

Conclusion B

This conclusion is for those groups that deliver Purpose, after attempting to rescue Kashafen but not going after his party. PCs who receive this conclusion are eligible for the **Legendary Deed** reward on the Adventure Record. This assumes that the PCs are delivering the sword to Tymir Menanine. If this is not the case, see the **Development** section below.

The cries of battle echo through the forest drawing attention toward the battle. Fighting through the melee, your allies quickly direct you toward a large pennant and the commanders of the elven army. As you approach, you see Tymir Menanine adorned in a mithral breastplate and wearing a colorfully enameled thinblade. "You're late," he says without looking as he dispatches a runner with new orders for the line. "The battle does not go well; do you have the blade?"

Marlanwa-laklil wishes to be given over to Tymir, and if the wielder does not wish it, the sword will attempt to command him. The PC will be commanded by Tymir (who does after all command the entire army) to give the sword up. Tymir is unconcerned about any "curse" the PCs believe the sword possesses. If there is a problem, he will deal with it after the battle.

Conclusion C

This conclusion is for those groups that do not deliver Purpose until attempting to rescue Kashafen and his party. PCs who receive this conclusion are eligible for the **Legendary Deed** reward on the Adventure Record. This assumes that the PCs are delivering the sword to Tymir Menanine. If this is not the case, see the **Development** section below.

The cries of battle echo through the forest drawing attention toward the conflict. Fighting through the melee, your allies appear nearly routed. Approaching a large pennant and the commanders of the elven army you see Tymir Menanine, blood covering his mithral breastplate, cutting down several grugach warriors with a colorfully enameled thinblade. "You're late," he says without looking up. "I fear this battle may be lost; do you have the blade?"

Marlanwa-laklil wishes to be given over to Tymir, and if the wielder does not wish it, the sword will attempt to command him. The PC will be commanded by Tymir (who does after all command the entire army) to give the sword up. Tymir is unconcerned about any "curse" the PCs believe the sword possesses. If there is a problem, he will deal with it after the battle.

Development: It is quite possible that the PCs do not have any intention of delivering the sword. In this case, the DM must adjust to the situation. If the PCs plan on keeping the sword for themselves, the DM should adjust the boxed text that the battle has moved in their direction, and that they come across Tymir who will demand the sword. If the PCs plan on destroying the sword, it proves impervious to their abilities to destroy it, and Tymir again finds them. Should the PCs never return to Flameflower, the sword is eventually taken from them.

Should the PCs explain the possible dark role of the Volmiryth to Tymir, it will cause the Volmiryth a great loss of face in Court. After the battle Tymir will order the Volmiryth to repay the damage done to the PCs, making them eligible for the **(Dis)Favor of the Volmiryth** reward on the Adventure Record.

However, should the PCs (or one particularly resourceful PC) manage to get the sword to Avereen Volmiryth, proceed with the following read aloud text.

Avereen waits for you, surrounded by several robed elves, all dressed in the deep blue and purple of Volmiryth. "You have the sword? If so, place it within the box," the elderly woman says while gesturing to a large lead box lined in purple velvet that lies on the ground. Several sturdy chains lie nearby, ready to bind it.

Once placed within the box, the chest will be closed, and the chains wrapped around it. Volmiryth will not explain what will happen to the blade, other than it will not be seen again.

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

Encounter the Trap on the Front Door

APL 6 - 120 xp; APL 8 - 150 xp; APL 10 - 180 xp; APL 12 - 210 xp; APL 14 - 240 xp; APL 16 - 270 xp.

Defeat the Golem

APL 6 - 240 xp; APL 8 - 300 xp; APL 10 - 360 xp; APL 12 - 420 xp; APL 14 - 480 xp; APL 16 - 540 xp.

Defeat the Ooze

APL 6 - 240 xp; APL 8 - 300 xp; APL 10 - 360 xp; APL 12 - 420 xp; APL 14 - 480 xp; APL 16 - 540 xp.

Encounter the Collapsing Ceiling Trap

APL 6 - 120 xp; APL 8 - 150 xp; APL 10 - 180 xp; APL 12 - 210 xp; APL 14 - 240 xp; APL 16 - 270 xp.

Encounter Five (extended play only)

Defeat the Gnolls

APL 6 - 120 xp; APL 8 - 150 xp; APL 10 - 180 xp; APL 12 - 210 xp; APL 14 - 240 xp; APL 16 - 270 xp.

Defeat the Prison Leaders

APL 6 - 240 xp; APL 8 - 300 xp; APL 10 - 360 xp; APL 12 - 420 xp; APL 14 - 480 xp; APL 16 - 540 xp.

Story Award

Solving the puzzle of the Half Stair

APL 6 - 30 xp; APL 8 - 45 xp; APL 10 - 60 xp; APL 12 - 75 xp; APL 14 - 90 xp; APL 16 - 105 xp.

Delivering Purpose to Tymir instead of going after Kashafen or Annugrial & Creewrack:

APL 6 - 150 xp; APL 8 - 180 xp; APL 10 - 210 xp; APL 12 - 240 xp; APL 14 - 270 xp; APL 16 - 300 xp.

Or

Delivering Purpose to Tymir after of going after Kashafen but not recovering Annugrial & Creewrack:

APL 6 - 100 xp; APL 8 - 120 xp; APL 10 - 140 xp; APL 12 - 160 xp; APL 14 - 180 xp; APL 16 - 200 xp.

Or

Rescuing Kashafen, Annugrial & Creewrack instead of Delivering Purpose to Tymir:

APL 6 - 50 xp; APL 8 - 60 xp; APL 10 - 70 xp; APL 12 - 80 xp; APL 14 - 90 xp; APL 16 - 100 xp.

Total possible experience:

APL 6 - 900 (1210) xp; APL 8 - 1125 (1515) xp; APL 10 - 1350 (1820) xp; APL 12 - 1575 (2125) xp; APL 14 - 1800 (2430) xp; APL 16 - 2025 (2735) xp.

Treasure Summary

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

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

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

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

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

APL 6: M: 900 gp
APL 8: M: 1350 gp
APL 10: M: 2300 gp
APL 12: M: 3300 gp
APL 14: M: 6600 gp
APL 16: M: 9900 gp

Encounter Five (extended play only):

Defeated the Gnolls

APL 6: L: 36 gp
APL 8: L: 24 gp
APL 10: L: 36 gp
APL 12: L: 24 gp
APL 14: L: 36 gp
APL 16: L: 36 gp

Defeat the Jailors

APL 6: L: 50 gp; M: 426 gp
APL 8: L: 42 gp; M: 761 gp
APL 10: L: 40 gp; M: 1204 gp
APL 12: L: 40 gp; M: 1651 gp
APL 14: L: 38 gp; M: 3288 gp
APL 16: L: 35 gp; M: 4831 gp

Total Possible Treasure

APL 6: L: (86) gp; M: 900 (1226) gp - Total: 900 (1350) gp
APL 8: L: (66) gp; M: 1350 (2011) gp - Total: 1350 (1950) gp
APL 10: L: (76) gp; M: 2300 gp (3304) - Total: 2300 (3450) gp
APL 12: L: (64) gp; M: 3300 (4651) gp - Total: 3300 (4950) gp
APL 14: L: (74) gp; M: 6600 (9344) gp - Total: 6600 (9900) gp
APL 16: L: (71) gp; M: 9900 (13,887) gp - Total: 9900 (14,802) gp

Special

(Dis)Favor of the Volmiryth: Having exposed the dark workings of the Volmiryth, the Court has ordered that clan to re-equip those items lost to their guardians during this event. This favor may be redeemed to replace any items destroyed by the guardians of Mishar Molainanoth for no cost. This means that the PC named above need not reacquire access to these items. Of course, the Volmiryth will remember this dishonor.

Legendary Deed (10%) - Savior of the King: This PC is known throughout the land as one of the heroes who rescued Lord Kashafen Tamarel from captivity at the hand of the Old One's minions. When this deed is redeemed, Kashafen Tamarel will use his influence to come to the aid of the PC during the module. The PC is treated to High lifestyle for the duration of this event. Kashafen will arrange for free healing should the PC require it, and a temple be available. Kashafen will also organizing meetings with important nobles or sending out scouts as necessary giving the PC a +10 circumstance bonus to Gather Information checks for this module. When this deed is used, the DM should sign and date below this deed as a record that it had been used.
DM: _____ Date: _____

Magical Reward from Avereen Volmiryth: You have completed a mission for the Iron Spider, Avereen Volmiryth. Instead of repaying your debt to her, you have asked for a magical reward. As such your PC still owes this debt to her, but now has access to learn all of the following spells from the Miniatures Handbook: *guiding light*, *curse of impending blades*, and *blast of flame*. If you do not choose to learn any of these spells, you may instead gain access to the magic item *carpet of flying* (5 ft. by 10 ft.). Both learning the spells and the purchasing of the item are considered to have a frequency of Regional.

Purchase from Gathil: The PC named above purchased the following items from the wandering merchant Gathil (cross out those that do not apply, include quantity where appropriate): *sleep arrow* (quantity__), *adamantine arrow* (quantity__), *potion of resist energy (acid)* (quantity__), *ring of water walking*, *portable hole* (quantity__).

Touched by Purpose: You have wielded the fell sword Marlanwa-laklil, or Purpose in the common tongue. Through this weapon you have seen that your life has true meaning, an ultimate purpose beyond those who lead normal lives. Because of this vision, you refuse to die until you fulfill this purpose, and as such your chance to stabilize while unconscious has increased from 10% to 30%. However, since losing the sword Purpose, you have had difficulty remembering the details of your purpose in life, and you will not rest until you recover that fell weapon; whatever the means. You receive a -4 circumstance penalty to resist the influences of this sword. These benefits and penalties last for one year from the date this adventure is played, or until modified by a future AR.

Items for the Adventure Record

Item Access

APL 6:

- *elven lightblade +1* (Adventure, AE&G)
- *elven thinblade +1* (Adventure, AE&G)
- *eyes of the eagle* (Adventure, DMG)
- *ring of sustenance* (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

- *universal solvent* (Adventure, DMG)
- *vest of escape* (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

- *burrowing arrow* (Adventure, CW)
- *dark blue rhomboid ioun stone* (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

- *belt of endurance* (Adventure, AE&G)
- *horn of fog* (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)

- *amulet of natural armor +3* (Adventure, DMG)
- *boots of striding and springing* (Adventure, DMG)
- *ring of chameleon power* (Adventure, DMG)

APL 16: (All of APLs 6-14 plus the following)

- *dust of disappearance* (Adventure, DMG)
- *scarab of protection* (Adventure, DMG)

Appendix #1: NPC Statistics

Encounter Three: Room Two

☛ **Rowana Menanine:** female high elf Drd5.

The statistics for Rowana are specifically missing, as she should not be involved in combat beyond casting spells. Her spell list may be changed after the first day of travel if the party suggests coordinating spells for effectiveness. She does not have an animal companion.

Possessions: Quarterstaff, masterwork scimitar, holy symbol, leather armor.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0th — *create water, cure minor wounds, detect magic, detect poison, know direction*; 1st — *cure light wounds, entangle, faerie fire, produce flame*; 2nd — *barkskin, lesser restoration, resist energy*; 3rd — *cure moderate wounds, neutralize poison*.

Encounter Three: Room Two

APL 6 (EL 8)

☛ **Advanced Flesh Golem:** CR 8; Large Construct; HD 13d10+30; hp 99; Init -1; Spd 30 ft.; AC 18 (-1 size, -1 Dex, +10 natural) [touch 8, flat-footed 18]; BA/G +9/+19; Atk +14 melee (2d8+6, slam); Full Atk +14 melee (2d8+6, 2 slams); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; Space/Reach 10 ft./10 ft.; AL N; SV Fort +4, Ref +3, Will +4; Str 22, Dex 9, Con —, Int —, Wis 11, Cha 1.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Physical Description: While clearly made of human flesh, the skin has been stretched upon a skeleton constructed to appear similar to a dragon.

APL 8 (EL 10)

☛ **Clay Golem:** Hp 90, See Monster Manual, p. 134.

Physical Description: This golem, molded from clay, has been made to appear as a dragon, complete with claws, horns, and wings.

APL 10 (EL 12)

☛ **Dragonbone Golem:** CR 12; Large Construct; HD 20d10; hp 110; Init +0; Spd 40 ft.; AC 17 (-1 size, +8 natural) [touch 9, flat-footed 17]; BA/G +15/+23; Atk +18 melee (1d10+4, bite); Full Atk +18 melee (1d10+4, bite) and +13 melee (1d8+2, 2 claws) and +13 melee (1d6+2, 2 wings) and +13 melee (1d8+6, tail slap); SA Fear aura; SQ Construct traits, damage reduction 5/magic and adamantine, darkvision 60 ft., immunity to magic, low-light vision; Space/Reach 10 ft./5 ft.; AL N; SV Fort +7, Ref +7, Will +7; Str 19, Dex 10, Con —, Int —, Wis 11, Cha 10.

Fear Aura (Su): A dragonbone golem radiates an aura of fear in a 60-foot-radius burst. Any creature with fewer HD than the dragonbone golem is shaken (Will DC 20 negates). The effect lasts for as long as the creature remains within range, and for 2d6 round afterward. A creature that succeeds on the Will save to resist is immune to that dragonbone golem's fear aura for 24 hours.

Magic Immunity (Ex): A dragonbone golem has immunity to all spells, spell-like abilities, and supernatural effects and abilities.

APL 12 (EL 14)

☛ **Advanced Dragonbone Golem:** CR 14; Large Construct; HD 28d10; hp 150; Init +0; Spd 40 ft.; AC 17 (-1 size, +8 natural) [touch 9, flat-footed 17]; BA/G +21/+30; Atk +25 melee (1d10+5, bite); Full Atk +25 melee (1d10+5, bite) and +20 melee (1d8+2, 2 claws) and +20 melee (1d6+2, 2 wings) and +20 melee (1d8+7, tail slap); SA Fear aura; SQ Construct traits, damage reduction 5/magic and adamantine, darkvision 60 ft., immunity to magic, low-light vision; Space/Reach 10

ft./5 ft.; AL N; SV Fort +10, Ref +10, Will +11; Str 20, Dex 10, Con —, Int —, Wis 12, Cha 10.

Fear Aura (Su): A dragonbone golem radiates an aura of fear in a 60-foot-radius burst. Any creature with fewer HD than the dragonbone golem is shaken (Will DC 20 negates). The effect lasts for as long as the creature remains within range, and for 2d6 rounds afterward. A creature that succeeds on the Will save to resist is immune to that dragonbone golem's fear aura for 24 hours.

Magic Immunity (Ex): A dragonbone golem has immunity to all spells, spell-like abilities, and supernatural effects and abilities.

APL 14 (EL 16)

🔥 **Advanced Drakestone Golem:** CR 16; Large Construct; HD 39d10; hp 212; Init -1; Spd 30 ft.; AC 36 (-1 size, -1 Dex, +28 natural) [touch 8, flat-footed 36]; BA/G +29/+45; Atk +40 melee (2d8+11, bite); Full Atk +40 melee (2d8+12, bite) and +35 melee (2d6+6, 2 claws) and +35 melee (1d10+6, 2 wings) and +35 melee (2d6+18, tail slap); SA Petrifying breath; SQ Construct traits, damage reduction 10/magic and adamantine, darkvision 60 ft., immunity to magic, low-light vision; Space/Reach 10 ft./5 ft.; AL N; SV Fort +12, Ref +11, Will +13; Str 34, Dex 8, Con —, Int —, Wis 13, Cha 15.

Petrifying Breath (Su): Once every 1d4 rounds, a drakestone golem can exhale a 30-foot cone of petrifying gas (Fort DC 27 negates).

Magic Immunity (Ex): A drakestone golem has immunity to all spells, spell-like abilities, and supernatural effects and abilities, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while a *transmute mud to rock* heals all its lost hit points.

APL 16 (EL 18)

🔥 **Advanced Ironwurm Golem:** CR 18; Large Construct; HD 44d10; hp 240; Init -1; Spd 30 ft.; AC 40 (-1 size, -1 Dex, +32 natural) [touch 8, flat-footed 40]; BA/G +33/+53; Atk +48 melee (2d10+16, bite); Full Atk +48 melee (2d10+16, bite) and +43 melee (2d8+8, 2 claws) and +43 melee (2d6+8, 2 wings) and +43 melee (2d8+24, tail slap); SA Breath weapon; SQ Construct traits, damage reduction 15/magic and adamantine, darkvision 60 ft., immunity to magic, low-light vision, immunity to rust; Space/Reach 10 ft./5 ft.; AL N; SV Fort +13, Ref +12, Will +14; Str 42, Dex 8, Con —, Int —, Wis 13, Cha 19.

Breath Weapon (Su): 60-foot cone, every 1d4 rounds, 20d10 fire, Reflex 30 half. The breath weapon type remains the same, regardless of the dragon spirit contained within.

Immunity to Magic (Ex): A ironwurm golem has immunity to all spells, spell-

like abilities, and supernatural effects and abilities, except as follows. A cold effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, an ironwurm golem hit by a *delayed blast fireball* cast by a 15th level wizard that would normally deal 52 points of damage instead gains back 17 points. The golem gets no saving throw against fire effects.

Immunity to Magic (Ex): A ironwurm golem is immune to rust attacks, whether magical or not.

Encounter Three: Room Five

APL 6 (EL 8)

🔥 **Advanced Pseudonatural Large Ooze Paraelemental:** CR 8; Large Elemental (Earth, Water); HD 12d8+60; hp 116; Init +6; Spd 20 ft., swim 50 ft.; AC 20 (-1 size, +2 Dex, +9 natural) [touch 11, flat-footed 18]; BA/G +9/+17; Atk +13 melee (2d8+7 and 1d6 acid, slam); Full Atk +13/+8 melee (2d8+7 and 1d6 acid, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 5/—, electrical and acid resistance 5, SR 24; Space/Reach 10 ft./10 ft.; AL N; SV Fort +13, Ref +6, Will +4; Str 20, Dex 14, Con 20, Int 6, Wis 11, Cha 11. Height 16 ft.

Skills and Feats: Listen +7, Spot +8; Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 16). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien

appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

APL 8 (EL 10)

🦄 **Advanced Pseudonatural Huge Ooze Paraelemental:** CR 10; Huge Elemental (Earth, Water); HD 20d8+120; hp 212; Init +10; Spd 20 ft., swim 50 ft.; AC 21 (-2 size, +4 Dex, +9 natural) [touch 12, flat-footed 17]; BA/G +15/+30; Atk +20 melee (2d10+10 and 1d6 acid, slam); Full Atk +20/+15/+10 melee (2d10+10 and 1d6 acid, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 5/-, electrical and acid resistance 5, fire immunity, SR 25; Space/Reach 15 ft./15 ft.; AL N; SV Fort +18, Ref +10, Will +6; Str 24, Dex 18, Con 22, Int 6, Wis 11, Cha 11. Height 32 ft.

Skills and Feats: Listen +11, Spot +12; Blind-Fight, Cleave, Great Cleave, Improved Bullrush, Improved Initiative, Improved Sunder, Power Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 22). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

APL 10 (EL 12)

🦄 **Advanced Pseudonatural Greater Ooze Paraelemental:** CR 12; Huge Elemental (Earth, Water); HD 25d8+150; hp 263; Init +5; Spd 20 ft., swim

50 ft.; AC 22 (-2 size, +5 Dex, +9 natural) [touch 13, flat-footed 17]; BA/G +18/+34; Atk +24 melee (2d10+12 and 1d6 acid, 19-20/x2, slam); Full Atk +24/+19/+14/+9 melee (2d10+12 and 1d6 acid, 19-20/x2, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 10/-, electrical and acid resistance 5, fire immunity, SR 25; Space/Reach 15 ft./15 ft.; AL N; SV Fort +18, Ref +12, Will +7; Str 26, Dex 20, Con 22, Int 6, Wis 11, Cha 11. Height 36 ft.

Skills and Feats: Listen +14, Spot +14; Ability Focus (acid), Blind-Fight, Dodge, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Sunder, Power Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 27). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

APL 12 (EL 14)

🦄 **Advanced Pseudonatural Elder Ooze Paraelemental:** CR 14; Huge Elemental (Earth, Water); HD 28d8+168; hp 294; Init +10; Spd 20 ft., swim 50 ft.; AC 23 (-2 size, +6 Dex, +9 natural) [touch 14, flat-footed 17]; BA/G +21/+38; Atk +28 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); Full Atk +28/+23/+18/+13 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 10/-, electrical and acid resistance 5, fire immunity, SR 25; Space/Reach 15

ft./15 ft.; AL N; SV Fort +23, Ref +15, Will +10; Str 28, Dex 22, Con 22, Int 6, Wis 11, Cha 11. Height 40 ft.

Skills and Feats: Listen +15, Spot +16; Ability Focus (acid), Blind-Fight, Dodge, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 30). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

APL 14 (EL 16)

➤ **Advanced Pseudonatural Elder Ooze Paraelemental:** CR 16; Huge Elemental (Earth, Water); HD 36d8+252; hp 410; Init +6; Spd 20 ft., swim 50 ft.; AC 23 (-2 size, +6 Dex, +9 natural) [touch 14, flat-footed 17]; BA/G +27/+44; Atk +34 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); Full Atk +34/+29/+24/+19 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 10/-, electrical and acid resistance 5, fire immunity, SR 25; Space/Reach 15 ft./15 ft.; AL N; SV Fort +28, Ref +18, Will +13; Str 28, Dex 22, Con 24, Int 6, Wis 11, Cha 11. Height 40 ft.

Skills and Feats: Listen +19, Spot +20; Ability Focus (acid), Blind-Fight, Dodge, Cleave, Combat Reflexes, Great Cleave, Improved Bullrush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Spring Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 30). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

APL 16 (EL 18)

➤ **Advanced Pseudonatural Elder Ooze Paraelemental:** CR 18; Huge Elemental (Earth, Water); HD 44d8+352; hp 550; Init +6; Spd 20 ft., swim 50 ft.; AC 23 (-2 size, +6 Dex, +9 natural) [touch 14, flat-footed 17]; BA/G +33/+50; Atk +40 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); Full Atk +40/+35/+30/+25 melee (2d10+13 and 1d6 acid, 19-20/x2, slam); SA Acid, *true strike*, SQ Elementals traits, alternate form, damage reduction 10/-, electrical and acid resistance 5, fire immunity, SR 25; Space/Reach 15 ft./15 ft.; AL N; SV Fort +33, Ref +20, Will +15; Str 28, Dex 22, Con 26, Int 6, Wis 11, Cha 11. Height 40 ft.

Skills and Feats: Listen +25, Spot +29; Ability Focus (acid), Alertness, Blind-Fight, Dodge, Cleave, Combat Reflexes, Great Cleave, Improved Bullrush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Skill Focus (spot), Spring Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it

succeeds at a Reflex save (DC 30). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

True Strike (Su): Once per day, the pseudonatural creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

Encounter Five: Room One

APL 8 (EL 5) & APL 10 (EL 6)

☛ **Gnoll Guard:** male gnoll brb1; CR 2; Medium Humanoid; HD 2d8+1d12+6; hp 26; Init +0; Spd 40 ft.; AC 13 (touch 10, flat-footed 15) [+1 natural, +2 leather armor]; BA/G +2/+4; Atk +4 melee (1d8+3/x3, Battleaxe) or +2 ranged (1d6/x3, shortbow); Full Att +4 melee (1d8+3/x3, Battleaxe) or +2 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +0, Will +0; Str 15, Dex 10, Con 15, Int 13, Wis 10, Cha 8.

Skills and Feats: Listen +5, Spot +5; Combat Expertise, Improved Disarm.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Possessions: Battleaxe (x3), shortbow, 20 arrows, leather armor.

APL 12 (EL 7) & APL 14 (EL 8)

☛ **Gnoll Warriors:** male gnoll brb2; CR 3; Medium Humanoid; HD 2d8+2d12+12; hp 39; Init +0; Spd 40 ft.; AC 13 (touch 10, flat-footed 15) [+1 natural, +2 leather armor]; BA/G +3/+5; Atk +5 melee (1d8+3/x3, Battleaxe) or +3 ranged (1d6/x3, shortbow); Full Att +5 melee (1d8+3/x3, Battleaxe) or +3 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., uncanny dodge; AL CE; SV Fort +7, Ref +0, Will +0; Str 15, Dex 10, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +3, Listen +8, Spot +5; Combat Expertise, Improved Disarm.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Battleaxe (x3), shortbow, 20 arrows, leather armor.

APL 16 (EL 9)

☛ **Gnoll Reapers:** male gnoll brb3/ft1; CR 5; Medium Humanoid; HD 2d8+1d10+3d12+18; hp 58; Init +0; Spd 40 ft.; AC 13 (touch 10, flat-footed 15) [+1 natural, +2 leather armor]; BA/G +5/+7; Atk +7 melee (1d8+3/x3, Battleaxe) or +5 ranged (1d6/x3, shortbow); Full Att +7 melee (1d8+3/x3, Battleaxe) or +5 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., uncanny dodge, trap sense +1; AL CE; SV Fort +9, Ref +1, Will +1; Str 15, Dex 10, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +7, Listen +8, Spot +5, Survival +3; Blind-fight, Combat Expertise, Improved Disarm, Instantaneous Rage.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian

temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Battleaxe (x3), shortbow, 20 arrows, leather armor.

Encounter Five: Room Five

APL 6 (EL 8)

☛ **Duthraug:** male gnoll brb3/fttr1; CR 5; Medium Humanoid; HD 2d8+1d10+3d12+18; hp 58; Init +1; Spd 40 ft.; AC 19 (touch 12, flat-footed 18) [+1 deflection, +1 Dex, +1 natural, +4 chain shirt, +2 heavy steel shield]; BA/G +5/+10; Atk +11 melee (1d8+5/x3, Battleaxe) or +6 ranged (1d6/x3, shortbow); Full Att +11 melee (1d8+5/x3, Battleaxe) or +6 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., uncanny dodge, trap sense +1; AL CE; SV Fort +9, Ref +2, Will +2; Str 21, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +6, Listen +8, Spot +5, Survival +3; Blind-fight, Instantaneous Rage, Power Critical, Weapon Focus (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly

into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Battleaxe (x3), shortbow, 20 arrows, chain shirt, heavy steel shield, *ring of deflection* +1, *potion of invisibility*.

☛ **Vemere:** male human clr7; CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +2 shield, +1 Dex]; BA/G +5/+5; Atk +5 melee 1d8, morning star or +6 ranged 1d8/19-20, light crossbow; Full +5 melee 1d8, morning star or +6 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +7, Ref +3, Will +9; Str 11, Dex 12, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +12, Knowledge (religion) +10, Spellcraft +10; Corrupt spell, Divine Spell Power, Improved Initiative, Spell Focus (evil).

Possessions: Full plate +1, heavy steel shield, morning star, light crossbow, 20 bolts, silver holy symbol (x3), *scroll: remove paralysis*, spell component pouch.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level, 15 + spell level for evil spells): 0th – *create water, cure minor wounds* (x2), *detect magic, detect poison, resistance*, 1st – *bless, cure light wounds, divine favor, entropic shield, protection from good**, *shield of faith*; 2nd – *cure moderate wounds, hold person, invisibility**, *resist energy, sound burst*; 3rd – *cure serious wounds, invisibility purge, magic circle versus good**, *searing light*; 4th – *corrupt dispel magic, revenge, unholy blight**.

*Domain spell. *Domains:* Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

☛ **Duthraug:** male gnoll brb3/fttr1/occult slayer2; CR 7; Medium Humanoid; HD 4d8+1d10+3d12+24; hp 74; Init +5; Spd 40 ft.; AC 20 (touch 12, flat-footed 19) [+1 deflection, +1 Dex, +1 natural, +5 chain shirt, +2 heavy steel shield]; BA/G +7/+13; Atk +15 melee (1d8+7/x3, Battleaxe) or +8 ranged (1d6/x3, shortbow); Full Att

+15/+10 melee (1d8+7/x3, Battleaxe) or +8/+3 ranged (1d6/x3, shortbow); SA Rage, weapon bond, vicious strike, mind over magic 1x/day; SQ Darkvision 60 ft., uncanny dodge, trap sense +1, magical defense +1; AL CE; SV Fort +9, Ref +2, Will +5; Str 22, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +7, Knowledge (arcane) +3, Listen +4, Sense Motive +3, Spellcraft +2; Improved Initiative, Instantaneous Rage, Power Critical, Weapon Focus (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement

weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Possessions: MW Battleaxe (x2), *battleaxe* +1, shortbow, 20 arrows, *chain shirt* +1, heavy steel shield, *ring of deflection* +1, *potion of invisibility*, *potion of cure moderate wounds*.

☛ **Vemere:** male human clr9; CR 9; Medium Humanoid; HD 9d8+18; hp 66; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +2 shield, +1 Dex]; BA/G +6/+6; Atk +6 melee 1d8, morning star or +7 ranged 1d8/19-20, light crossbow; Full +6/+1 melee 1d8, morning star or +7/+2 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +8, Ref +4, Will +10; Str 11, Dex 12, Con 14, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +14, Knowledge (religion) +12, Spellcraft +12; Corrupt spell, Divine Spell Power, Improved Initiative, Improved Turning, Spell Focus (evil).

Possessions: *Full plate* +1, heavy steel shield, morning star, light crossbow, 20 bolts, silver holy symbol (x3), *scroll: remove paralysis*, *scroll: silence*, spell component pouch.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 15 + spell level for evil spells): 0th – *create water*, *cure minor wounds* (x2), *detect magic*, *detect poison*, *resistance*, 1st – *bless*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds*, *hold person*, *invisibility**, *resist energy*, *sound burst*; 3rd – *dispel magic*, *cure serious wounds*, *invisibility purge*, *magic circle versus good**, *searing light*; 4th – corrupt *dispel magic*, ~~*greater magic weapon*~~, *revenge*, *unholy blight**; 5th – *dispel good**, *flamestrike*.

*Domain spell. **Domains:** Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 10 (EL 12)

☛ **Duthraug:** male gnoll brb3/ft1/occult slayer4; CR 9; Medium Humanoid; HD 6d8+1d10+3d12+30; hp 90;

Init +5; Spd 40 ft.; AC 20 (touch 12, flat-footed 19) [+1 deflection, +1 Dex, +1 natural, +5 chain shirt, +2 heavy steel shield]; BA/G +9/+15; Atk +17 melee (1d8+7/x3, Battleaxe) or +10 ranged (1d6/x3, shortbow); Full Att +17/+12 melee (1d8+7/x3, Battleaxe) or +10/+5 ranged (1d6/x3, shortbow); SA Rage, weapon bond, vicious strike, mind over magic 2x/day; SQ Darkvision 60 ft., uncanny dodge, trap sense +1, magical defense +2, auravision, nondetection cloak; AL CE; SV Fort +10, Ref +3, Will +6; Str 22, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +7, Knowledge (arcane) +3, Listen +4, Sense Motive +5, Spellcraft +2; Improved Initiative, Instantaneous Rage, Power Critical, Quick Draw, Weapon Focus (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or

destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Possessions: MW Battleaxe (x2), *battleaxe* +1, shortbow, 20 arrows, *chain shirt* +1, heavy steel shield, *ring of deflection* +1, *potion of invisibility*, *potion of cure moderate wounds*.

☛ **Vemere:** male human clr11; CR 11; Medium Humanoid; HD 11d8+22; hp 80; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +3 shield, +1 Dex]; BA/G +8/+8; Atk +8 melee 1d8, morning star or +9 ranged 1d8/19-20, light crossbow; Full +8/+3 melee 1d8, morning star or +9/+4 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +9, Ref +4, Will +12; Str 11, Dex 12, Con 14, Int 10, Wis 19 (21), Cha 10.

Skills and Feats: Concentration +16, Knowledge (religion) +14, Spellcraft +14; Corrupt spell, Divine Spell Power, Improved Initiative, Improved Turning, Spell Focus (evil).

Possessions: *Full plate* +1, *heavy steel shield* +1, morning star, light crossbow, 20 bolts, silver holy

symbol (x3), *scroll: remove paralysis, scroll: silence, periapt of wisdom +2, spell component pouch.*

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level, 16 + spell level for evil spells): 0th – *create water, cure minor wounds* (x2), *detect magic, detect poison, resistance*, 1st – *bless, cure light wounds, divine favor, doom, entropic shield, obscuring mist, protection from good**, *shield of faith*; 2nd – *bear's endurance, cure moderate wounds, hold person, invisibility**, *resist energy, sound burst*, 3rd – *dispel magic, invisibility purge, magic circle versus good**, ~~*magic vestment*~~, *searing light, wrack*, 4th – *freedom of movement* (x2), ~~*greater magic weapon*~~, *revenge, unholy blight**, 5th – *dispel good**, *flamestrike, spell resistance, true seeing*; 6th – *heal, hero's feast, mislead**.

*Domain spell. *Domains*: Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 12 (EL 14)

☛ **Duthraug**: male gnoll brb3/ptr2/occult slayer5; CR 11; Medium Humanoid; HD 7d8+2d10+3d12+36; hp 107; Init +6; Spd 40 ft.; AC 21 (touch 13, flat-footed 19) [+1 deflection, +2 Dex, +1 natural, +5 chain shirt, +2 heavy steel shield]; BA/G +11/+18; Atk +20 melee (1d8+8/x3, Battleaxe) or +12 ranged (1d6/x3, shortbow); Full Att +20/+15/+10 melee (1d8+8/x3, Battleaxe) or +12/+7/+2 ranged (1d6/x3, shortbow); SA Rage, weapon bond, vicious strike, mind over magic 2x/day; SQ Darkvision 60 ft., uncanny dodge, trap sense +1, magical defense +3, auravision, nondetection cloak, blank thoughts; AL CE; SV Fort +12, Ref +4, Will +7; Str 22 (24), Dex 14, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +8, Knowledge (arcane) +3, Listen +4, Sense Motive +7, Spellcraft +2; Dodge, Elusive Target, Improved Initiative, Mobility, Power Critical, Quick Draw, Weapon Focus (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance, locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer

level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Possessions: MW Battleaxe (x2), *battleaxe* +1, shortbow, 20 arrows, *chain shirt* +1, heavy steel shield, *ring of deflection* +1, *potion of invisibility*, *potion of cure moderate wounds*, *cloak of resistance* +1, *gauntlets of ogre power* +2.

☛ **Vemere:** male human clr13; CR 13; Medium Humanoid; HD 13d8+26; hp 94; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +3 shield, +1 Dex]; BA/G +9/+9; Atk +9 melee 1d8, morning star or +10 ranged 1d8/19-20, light crossbow; Full +9/+4 melee 1d8, morning star or +10/+5 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +10, Ref +5, Will +14; Str 11, Dex 12, Con 14, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +18, Knowledge (religion) +16, Spellcraft +16; Corrupt spell, Divine Spell Power, Improved Initiative, Improved Turning, Silent Spell, Spell Focus (evil).

Possessions: *Full plate* +1, *heavy steel shield* +1, morning star, light crossbow, 20 bolts, silver holy symbol (x3), *scroll: remove paralysis*, *scroll: silence*, *scroll: wind wall*, *periapt of wisdom* +2, spell component pouch.

Spells

Prepared

(6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level, 17 + spell level for evil spells): 0th – *create water*, *cure minor wounds* (x2), *detect magic*, *detect poison*, *resistance*, 1st – *bless*, *cure light wounds*, *divine favor*, *doom*, *entropic shield*, *obscuring mist*, *protection from good**, *shield of faith*; 2nd – *bear's endurance* (x2), *cure moderate wounds*, *hold person*, *invisibility**, *resist energy* (x2), *sound burst*; 3rd – *dispel magic*, *invisibility purge*, *magic circle versus good**, ~~*magic vestment*~~, *searing light*, *wrack*; 4th – *freedom of movement* (x2), ~~*greater magic weapon*~~, *revenge*, *silent dispel magic*, *unholy blight**, 5th – *dispel good**, *flamestrike*, *slay living*, *spell resistance*, *true seeing*; 6th – *corrupt flamestrike*, *heal*, ~~*hero's feast*~~, *mislead**, 7th – *blasphemy**, *repulsion*.

*Domain spell. **Domains:** Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 14 (EL 16)

☛ **Duthraug:** male gnoll brb3/ft4/occult slayer5; CR 13; Medium Humanoid; HD 7d8+4d10+3d12+66; hp 139; Init +6; Spd 40 ft.; AC 22 (touch 13, flat-footed 20) [+1 deflection, +2 Dex, +1 natural, +5 chain shirt, +3 heavy steel shield]; BA/G +13/+20; Atk +22 melee (1d8+10/x3, Battleaxe) or +14 ranged (1d6/x3, shortbow); Full Att +22/+17/+12 melee (1d8+10/x3, Battleaxe) or +14/+9/+4 ranged (1d6/x3, shortbow); SA Rage, weapon bond, vicious strike, mind over magic 2x/day; SQ Darkvision 60 ft., uncanny dodge, trap sense +1, magical defense +3, auravision, nondetection cloak, blank thoughts; AL CE; SV Fort +14, Ref +5, Will +8; Str 22 (24), Dex 14, Con 16 (18), Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +10, Knowledge (arcane) +3, Listen +4, Sense Motive +7, Spellcraft +2; Dodge, Elusive Target, Improved Initiative, Mobility, Power Critical, Quick Draw, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for

spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Possessions: MW Battleaxe (x2), *battleaxe* +1, shortbow, 20 arrows, *chain shirt* +1, *heavy steel shield* +1, *ring of deflection* +1, *potion of invisibility*, *potion of cure moderate wounds*, *cloak of resistance* +1, *gauntlets of ogre power* +2, *amulet of health* +2, *potion of fly*, *potion of haste*, *potion of remove fear*.

☛ **Vemere:** male human cl15; CR 15; Medium Humanoid; HD 15d8+30; hp 108; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+9 armor, +3 shield, +1 Dex, +1 deflection]; BA/G +11/+11; Atk +12 melee

1d8+1, *morning star* +1 or +12 ranged 1d8/19-20, light crossbow; Full +12/+7/+2 melee 1d8+1, *morning star* +1 or +12/+7/+2 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +11, Ref +7, Will +16; Str 11, Dex 12, Con 14, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +20, Knowledge (religion) +18, Spellcraft +18; Corrupt spell, Divine Spell Power, Improved Initiative, Improved Turning, Quickened Spell, Silent Spell, Spell Focus (evil).

Possessions: Full plate +1, *heavy steel shield* +1, *morning star* +1, light crossbow, 20 bolts, silver holy symbol (x3), *scroll: remove paralysis*, *scroll: silence*, *scroll: wind wall*, *periapt of wisdom* +2, *ring of deflection* +1, *cloak of resistance* +1, *potion of protection from fire*, *potion of fly*, *scroll: invisibility purge*, spell component pouch, *potion of lesser restoration*, *scroll: prayer*, *scroll: death ward* (x2), *scroll: restoration* (x2), *scroll: daylight* (x2), *scroll: searing light* (x4).

Spells

Prepared

(6/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 16 + spell level, 17 + spell level for evil spells): 0th – *create water*, *cure minor wounds* (x2), *detect magic* (x2), *detect poison*; 1st – *bless*, *cure light wounds*, *divine favor*, *doom*, *entropic shield*, *obscuring mist*, *protection from good**, *shield of faith*; 2nd – *bear's endurance* (x2), *cure moderate wounds*, *hold person*, *invisibility**, *resist energy* (x2), *sound burst*; 3rd – *silent cure moderate wounds*, *dispel magic*, *magic circle versus good**, ~~*magic vestment* (x2)~~, *searing light*, *wrack*; 4th – *freedom of movement* (x2), ~~*greater magic weapon*~~, *revenge*, *silent dispel magic*, *unholy blight**; 5th – *dispel good**, *quickened divine favor*, *flamestrike*, *slay living*, *spell resistance*, *true seeing*; 6th – *corrupt flamestrike*, *heal* (x2), ~~*hero's feast*~~, *mislead**; 7th – *blasphemy**, *repulsion*, *quickened wrack*; 8th – *corrupt silent greater dispel magic*, *unholy aura**.

*Domain spell. **Domains:** Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 16 (EL 18)

☛ **Duthraug:** male gnoll brb3/ft6/occult slayer5; CR 15; Medium Humanoid; HD 7d8+6d10+3d12+64; hp 159; Init +6; Spd 50 ft.; AC 22 (touch 13, flat-footed 20) [+1 deflection, +2 Dex, +1 natural, +5 chain shirt, +3 heavy steel shield]; BA/G +15/+22; Atk +25 melee (1d8+11/19-20 x3, Battleaxe) or +18 ranged (1d6+1/x3, shortbow); Full Att +25/+20/+15 melee (1d8+11/19-20 x3, Battleaxe) or +17/+12/+7 ranged (1d6+1/x3, shortbow); SA Rage, weapon bond, vicious strike, mind over magic 2x/day; SQ Darkvision 60 ft., uncanny dodge, trap sense +1, magical defense +3, auravision, nondetection cloak, blank thoughts; AL CE; SV Fort

+15, Ref +6, Will +9; Str 23 (25), Dex 14, Con 16 (18), Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +12, Knowledge (arcane) +3, Jump +14, Listen +4, Sense Motive +7, Spellcraft +2; Dodge, Elusive Target, Improved Critical (Battleaxe), Improved Initiative Instantaneous Rage, Mobility, Power Critical, Quick Draw, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Magical Defense (Ex): An occult player's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult player must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult player loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult player must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult player can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult player level + 5). An occult player can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult player who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult player gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult player (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult player gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult player level), except that it affect only the occult player and her possessions.

Blank Thoughts (Ex): At 5th level, an occult player can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Possessions: MW Battleaxe (x2), *battleaxe* +1, *shortbow* +1, 20 arrows, *chain shirt* +1, *heavy steel shield* +1, *ring of deflection* +1, *potion of invisibility*, *potion of cure moderate wounds*, *cloak of resistance* +1, *gauntlets of ogre power* +2, *amulet of health* +2, *potion of fly*, *potion of haste*, *potion of remove fear*, *boots of striding and springing*.

☛ **Vemere:** male human cl17; CR 17; Medium Humanoid; HD 17d8+34; hp 122; Init +5; Spd 30 ft.; AC 24 (touch 12, flat-footed 23) [+9 armor, +3 shield, +1 Dex, +1 deflection]; BA/G +12/+13; Atk +14 melee 1d8+2, *morning star* +1 or +13 ranged 1d8/19-20, light crossbow; Full +14/+9/+4 melee 1d8+2, *morning star* +1 or +13/+8/+3 ranged 1d8/19-20, light crossbow; SQ Rebuke undead; AL CE; SV Fort +13, Ref +7, Will +17; Str 12, Dex 12, Con 14, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +22, Escape Artist +9, Jump +6, Knowledge (religion) +18, Open Locks +5, Spellcraft +18; Corrupt spell, Divine Spell Power, Improved Initiative, Improved Turning, Quicken Spell, Silent Spell, Spell Focus (evil).

Possessions: Full plate +1, heavy steel shield +1, morning star +1, light crossbow, 20 bolts, silver holy symbol (x3), scroll: remove paralysis, scroll: silence, scroll: wind wall, periapt of wisdom +2, ring of deflection +1, cloak of resistance +1, potion of protection from fire, potion of fly, scroll: invisibility purge, boots of striding and springing, vest of escape, spell component pouch, potion of lesser restoration, scroll: prayer, scroll: death ward (x2), scroll: restoration (x2), scroll: daylight (x2), scroll: searing light (x4).

Spells

Prepared

(6/7+1/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 16 + spell level, 17 + spell level for evil spells): 0th – *create water, cure minor wounds (x2), detect magic (x2), detect poison*; 1st – *bless, cure light wounds, divine favor, doom, entropic shield, obscuring mist, protection from good*, shield of faith*; 2nd – *bear's endurance (x2), cure moderate wounds, hold person, invisibility*, resist energy (x2), sound burst*; 3rd – *silent cure moderate wounds, dispel magic, magic circle versus good*, ~~magic vestment (x2)~~, searing light, wrack*; 4th – *freedom of movement (x2), ~~greater magic weapon~~, revenance, silent dispel magic, unholy blight**; 5th – *dispel good*, quickened divine favor, flamestrike, slay living, spell resistance, true seeing*; 6th – *corrupt flamestrike, heal (x2), ~~hero's feast~~, mislead**; 7th – *blasphemy**; 8th – *quicken dispel magic, repulsion, quickened wrack*; 9th – *quicken flamestrike, corrupt silent greater dispel magic, unholy aura**; 9th – *implosion, time stop**.

*Domain spell. *Domains*: Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Appendix #2: New Rules

New Creatures

Dragonbone Golem

Reference: Draconomicon, page 164

Large Construct

Hit Dice: 20d10 (110 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +15/+23

Attack: Bite +18 melee (1d10+4)

Full Attack: Bite +18 melee (1d10+4) and 2 claws +13 melee (1d8+2) and 2 wings +13 melee (1d6+2) and tail slap +13 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Fear Aura

Special Qualities: Construct traits, damage reduction 5/magic and adamantine, immunity to magic

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

Abilities: Str 19, Dex 10, Con —, Int —, Wis 11, Cha 10

Environment: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 21–30 HD (Large); 31–60 HD (Huge)

Level Adjustment: —

A dragonbone golem is crafted from the skeleton of one or more dragons, wired together into a gruesome whole. It typically measures about 10 feet in length and stands 5 feet tall at the shoulder. It is easily mistaken for a dracolich and, in fact, is often built by necromancers – but it is a construct, not an undead creature.

Combat

A dragonbone golem wades into combat without hesitation, weakening opponents' resolve with its fear aura.

Fear Aura (Su): A dragonbone golem radiates an aura of fear in a 60-ft.-radius burst. Any creature with fewer HD than the dragonbone golem is shaken (Will DC 20 negates). The effect lasts for as long as the creature remains within range and for 2d6 rounds afterward. A creature that succeeds on the Will save to resist is immune to that dragonbone golem's fear aura for 24 hours.

Immunity to Magic (Ex): A dragonbone golem is immune to all spells, spell-like abilities, and supernatural effects and abilities.

Construction

A dragonbone golem's body must be crafted from the skeletons of one or more dragons, strung together with adamantine wire worth 5,000 gp. Creating the body requires a DC 20 Heal check.

CL 13th; Craft Construct, *animate dead*, *cause fear*, *geas/quest*, caster must be at least 13th level; Price 115,000 gp; Cost 60,000 gp + 4,400 XP.

Drakestone Golem

Reference: Draconomicon, page 164

Large Construct

Hit Dice: 35d10 (192 hp)

Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 36 (-1 size, -1 Dex, +28 natural), touch 8, flat-footed 36
Base Attack/Grapple: +26/+41
Attack: Bite +36 melee (2d8+11)
Full Attack: Bite +36 melee (2d8+11) and 2 claws +31 melee (2d6+5) and 2 wings +31 melee (1d10+5) and tail slap +31 melee (2d6+16)
Space/Reach: 10 ft./5 ft.
Special Attacks: Petrifying breath
Special Qualities: Construct traits, damage reduction 10/magic and adamantine, immunity to magic
Saves: Fort +12, Ref +11, Will +13
Abilities: Str 33, Dex 8, Con —, Int —, Wis 13, Cha 15
Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Always neutral
Advancement: 36–50 HD (Large); 51–70 HD (Huge)
Level Adjustment: —

A drakestone golem appears at first glance to be a beautifully carved statue of a dragon, 12 feet long and 6 feet tall at the shoulder. Only when it animates, its stone scales rippling like muscled flesh and its eyes gleaming with amber light, do its enemies realize their danger.

Combat

A drakestone golem opens any combat with its petrifying breath, but otherwise relies on its devastating physical attacks to reduce foes to a pulp.

Petrifying Breath (Su): Once every 1d4 rounds, a drakestone golem can exhale a 30-foot cone of petrifying gas (Fortitude DC 27 negates).

Immunity to Magic (Ex): A dragonbone golem is immune to all spells, spell-like abilities, and supernatural effects and abilities, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while a *transmute mud to rock* heals all its lost hit points.

Construction

A drakestone golem's body is intricately chiseled from a single block of high-quality stone, usually granite, weighing at least 3,000 pounds and costing 5,000 gp. It must also be polished with rare oils worth 10,000 gp. Assembling the body requires a DC 25 Craft (sculpting or masonry) check.

CL 16th; Craft Construct, *animate objects*, *antimagic field*, *flesh to stone*, *geas/quest*, caster must be at least 16th level; Price 175,000 gp; Cost 95,000 gp + 6,400 XP.

Ironwyrms Golem

Reference: Draconomicon, page 165

Large Construct

Hit Dice: 40d10 (220 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 40 (-1 size, -1 Dex, +32 natural), touch 8, flat-footed 40

Base Attack/Grapple: +30/+49

Attack: Bite +44 melee (2d10+15)

Full Attack: Bite +44 melee (2d10+15) and 2 claws +39 melee (2d8+7) and 2 wings +39 melee (2d6+7) and tail slap +39 melee (2d8+22)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath Weapon

Special Qualities: Construct traits, damage reduction 15/magic and adamantine, immunity to magic, immunity to rust
Saves: Fort +13, Ref +12, Will +14
Abilities: Str 41, Dex 8, Con —, Int —, Wis 13, Cha 19
Environment: Any
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Always neutral
Advancement: 41–60 HD (Large); 61–80 HD (Huge)
Level Adjustment: —

An ironwyrms golem is an animated, self-contained furnace built in the shape of a dragon. It measures 15 feet in length and 7 feet high at the shoulder. Smoke trails from its nostrils except when the creature is at rest, and when animate, exudes a palpable heat.

Combat

The ironwyrms golem softens up its foes with its fiery breath and then uses its formidable strength to destroy its foes in melee. It can use its breath weapon on itself, in order to restore hit points or negate slow effects.

Breath Weapon (Su): 60-foot cone, every 1d4 rounds, 20d10 fire, Reflex DC 30 half. The breath weapon type remains the same regardless of the dragon spirit contained within.

Immunity to Magic (Ex): An ironwyrms golem is immune to all spells, spell-like abilities, and supernatural effects and abilities, except as follows. A cold effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, an ironwyrms golem hit by a *delayed blast fireball* cast by a 15th-level wizard that normally deal 52 points of damage instead gains back 17 hit points. The golem gets no saving throw against fire effects.

Immunity to Rust (Ex): An ironwyrms golem is immune to rust attacks, whether magical or not.

Construction

An ironwyrms golem is sculpted from 5,000 pounds of pure iron, smelted with other rare components and elixirs costing at least 25,000 gp. Assembling the body requires a DC 30 Craft (armor-smithing or weapon-smithing) check.

CL 18th; Craft Construct, *animate objects*, *antimagic field*, *geas/quest*, *incendiary cloud*, caster must be at least 18th level; Price 225,000 gp; Cost 125,000 gp + 8,000 XP.

Ooze Paraelemental

Reference: Manual of the Planes, page 182

	Ooze Paraelemental, Small Small Elemental (Earth, Water, Extraplanar)	Ooze Paraelemental, Medium Medium Elemental (Earth, Water, Extraplanar)	Ooze Paraelemental, Large Large Elemental (Earth, Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1 (Dex)	+2 (Dex)
Speed:	20 ft., Swim 50 ft.	20 ft., Swim 50 ft.	20 ft., Swim 50 ft.
Armor Class:	17 (+1 size, +6 natural)	18 (+1 Dex, +8 natural)	20 (–1 size, +2 Dex, +9 natural)
Base Attack/Grapple:	+1/–1	+3/+6	+6/+15
Attack:	Slam +4 melee (1d6+3 and 1d4 acid)	Slam +6 melee (1d8+4 and 1d6 acid)	Slam +10 melee (2d6+7 and 1d6 acid)
Full Attack:	Slam +4 melee (1d6+3 and 1d4 acid)	Slam +6 melee (1d8+4 and 1d6 acid)	Slam +10/+5 melee (2d6+7 and 1d6 acid)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Acid	Acid	Scid
Special Qualities:	Elemental	Elemental	Damage reduction 5/–, Elemental
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6

Feats:	Power Attack	Power Attack	Cleave, Improved Sunder, Power Attack
Environment:	Elemental Planes of Earth & Water	Elemental Planes of Earth & Water	Elemental Planes of Earth & Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
	Ooze Paraelemental, Huge Huge Elemental (Earth, Water, Extraplanar)	Ooze Paraelemental, Greater Huge Elemental (Earth, Water, Extraplanar)	Ooze Paraelemental, Elder Huge Elemental (Earth, Water, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4 (Dex)	+5 (Dex)	+6 (Dex)
Speed:	20 ft., Swim 50 ft.	20 ft., Swim 50 ft.	20 ft., Swim 50 ft.
Armor Class:	21 (–2 size, +4 Dex, +9 natural)	22 (–2 size, +5 Dex, +9 natural)	23 (–2 size, +6 Dex, +9 natural)
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (2d10+10 and 1d6 acid)	Slam +21 melee (2d10+12 and 2d6 acid)	Slam +25 melee (2d10+13 and 2d6 acid)
Full Attack:	Slam +17/+12/+7 melee (2d10+10 and 1d6 acid)	Slam +21/+16/+11 melee (2d10+12 and 2d6 acid)	Slam +25/+20/+15/+10 melee (2d10+13 and 2d6 acid)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Acid	Acid	Acid
Special Qualities:	Damage reduction 5/–, Elemental, Fire Immunity	Damage reduction 10/–, Elemental, Fire Immunity	Damage reduction 10/–, Elemental, Fire Immunity
Saves:	Fort +15, Ref +9, Will +5	Fort +17, Ref +12, Will +7	Fort +19, Ref +13, Will +8
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +13, Spot +14
Feats:	Cleave, Great Cleave, Improved Sunder, Power Attack	Ability Focus (acid), Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical(slam), Improved Sunder, Power Attack	Ability Focus (acid), Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical(slam), Improved Sunder, Power Attack
Environment:	Elemental Planes of Earth & Water	Elemental Planes of Earth & Water	Elemental Planes of Earth & Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)

Ooze paraelementals slither and crawl through the elemental planes of Earth and Water which they call home.

An ooze paraelemental generally takes the form of a dark brown torso, head, and arms, rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentations where its eyes and mouth would be.

Ooze paraelementals speak Terran and Aquan in burbling tones.

Combat

Ooze paraelementals relish combat against most humanoid foes, because their acid can melt weapons.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic and material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC varies with the paraelemental's size). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds in a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a –4 penalty or dissolve into uselessness.

Ooze Paraelemental Sizes

Elemental	Height	Weight	Acid Save DC
Small	4 ft.	34 lb.	11
Medium	8 ft.	280 lb.	13
Large	16 ft.	2,250 lb.	16
Huge	32 ft.	18,000 lb.	22
Greater	36 ft.	21,000 lb.	25
Elder	40 ft.	24,000 lb.	28

Pseudonatural Creature (Template)

Reference: Manual of the Planes, page 212 and Tome and Blood, page 47, updated for v.3.5.

The simplest natives of the Far Realm are the pseudonatural creatures that roam the layers on unguessable errands. They dwell past the eons that lie beyond the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane, they often take the form of and emulate the abilities of familiar creatures, they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

Creating a Pseudonatural Creature

“Pseudonatural” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature's type changes to “outsider.” It uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

True Strike (Su) – Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following abilities.

- Electricity and acid resistance (see table below).
- Damage Reduction (see table below).
- Spell resistance equal to double the creature's HD (maximum 25).

Hit Dice	Electricity and Acid Resistance	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	5	5/magic
12+	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su) – At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

Saves: Same as the base creature

Abilities: Same as the base creature

Feats: Same as the base creature

Climate: Any land and underground

Organization: Same as base creature

Challenge Rating: Up to 3 HD, as base creature; 4 HD to 7 HD, as base creature +1; 8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature

Advancement: Same as the base creature

New Feats

Corrupt Spell [Metamagic]

Reference: Complete Divine, page 79.

You can transform one of your spells into an evil version of itself.

Prerequisites: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to being reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

Divine Spell Power [Divine]

Reference: Complete Divine, page 80.

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Elusive Target [Tactical]

Reference: Complete Warrior, page 110.

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Instantaneous Rage [General]

Reference: Complete Warrior, page 102.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or

casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Power Critical [General]

Reference: Complete Warrior, page 102.

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Spell Focus (chaos, evil, good, or law) [General]

Reference: Complete Divine, page 84.

Your spells with an alignment descriptor are more powerful than normal.

Prerequisites: Relevant alignment.

Benefit: Add +1 DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good, or lawful) that matches your alignment. This bonus does not stack with any other bonuses from Spell Focus feats.

Special: This feat may be taken twice, choosing a different alignment descriptor each time.

New Prestige Class

Occult Slayer

Reference: Complete Warrior, page 66.

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1 st	+1	+0	+0	+2	Magic defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magic defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magic defense +3

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Knowledge (arcane) 4 ranks, Spellcraft 3 ranks

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills:

Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Occult Slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement

weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

New Spells

Renewal Pact

Reference: Complete Divine, page 178.

Conjuration (Healing)

Level: Cleric 7, pact 7

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a pact between the target and a deity that uses divine energy to wipe away any of a host of conditions that may afflict the target.

Once this spell is cast, the pact remains dormant until the target is subjected to one or more of the following adverse conditions: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feeble-minded*, insanity, nauseated, sickened, stunned or poisoned. One round after the target is afflicted by a condition that triggers the *renewal pact*, the target receives a *heal* spell (caster level equal to the caster of the *renewal pact*).

A creature can be subject to one *renewal pact* at a time. Casting a *renewal pact* on a target who already has an untriggered *renewal pact* voids the earlier pact.

XP Cost: 500 XP

Revenance

Reference: Complete Divine, page 178.

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Stalwart Pact

Reference: Complete Divine, page 181.

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP

Wrack

Reference: *Complete Divine*, page 190.

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Appendix #3: The Kinslayer

Forged over six hundred years ago by Seenali Insticious of the Volmiryth (unknown to other Houses of that noble clan), who would later go on to become one of the Black Six, the blade known as Marlanwalaklil was gifted to the heir of House Tamarel by House Volmiryth during the Clan War. The strength of this blade aided the already capable Shandareth in their claim for the throne. Convinced of the rightness of his destiny, the blade urged the wielder to turn his forces against his enemy. The destiny of the throne was his to claim, if only he could force the other elven clans to see the vision. All those that did not share his vision, were put to the sword. Some, such as the Oronodel choose exile to the far north of the Vesve, rather than fight such a foolish war.

However, the strength of the blade began to further corrupt the noble Shandareth leader. Once the throne was his, it began to whisper to him of other purposes that were clearly his. His will eroded further. The Volmiryth, concerned that the blade's whispers began to overshadow their own in the role of advisor to the throne, conspired to separate the blade from its owner. Using their powerful magic, the blade was spirited away to the north and hidden within the tower of Mishar Molainanoth. The wielder's will was weakened by the blade, and bereft of its guidance was only happy to take the advice of the Volmiryth advisors, cementing House Volmiryth as advisors to the Tamarel, and giving them the strength they would need to eventually form their own clan.

Marlanwalaklil (*aka Purpose, The Kinslayer*) Purpose is a *Keen Cold Iron Elven Thinblade +3 of Speed, Bane (elves)* that sheds a ruddy red light equal to a torch at all times unless commanded to douse the light. Purpose is Chaotic Evil in alignment, bestowing three negative levels to those whose alignment does not match its own. Purpose does not bestow these negative levels to those that have fallen under its sway. The intelligence of the sword has the following statistics: INT 19, WIS 10, CHA 19, EGO 30, and may use telepathy or *read magic* at will. The sword can also speak, but will not do so unless the wielder and the sword are alone, in which case it can whisper in Ancient Suloise, Common, Draconic, Elven, and Sylvan. The sword possesses darkvision, blindsense, and hearing to 120 feet. The sword may be wielded as a longsword if the bearer is not proficient in elven thinblade.

Purpose was forged to cause elves to slay or defeat other elves. It prefers to do so by slowly eroding the

will of its owner, offering them visions of their true purpose or destiny. All of these paranoid visions of course require the slaying of those elves who stand in the wielder's way to finding his destiny. To aid in this cause, the sword has the following powers that it may use on its own, or allow its wielder to use.

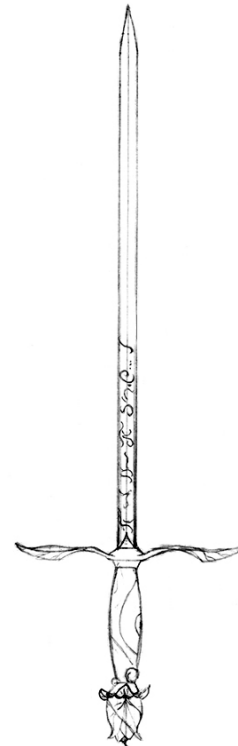
Special Purpose Ability: Purpose gives a +2 luck bonus to all attacks, saves, and checks to all allies of the wielder who are within one thousand feet of the sword.

Greater Abilities: *fear* 3x/day, *invisibility purge* 3x/day.

Lesser Abilities: *bless* 3x/day, *cure moderate wounds* 3x/day (wielder only), *detect magic* at will, and the sword has ten ranks in Spot.

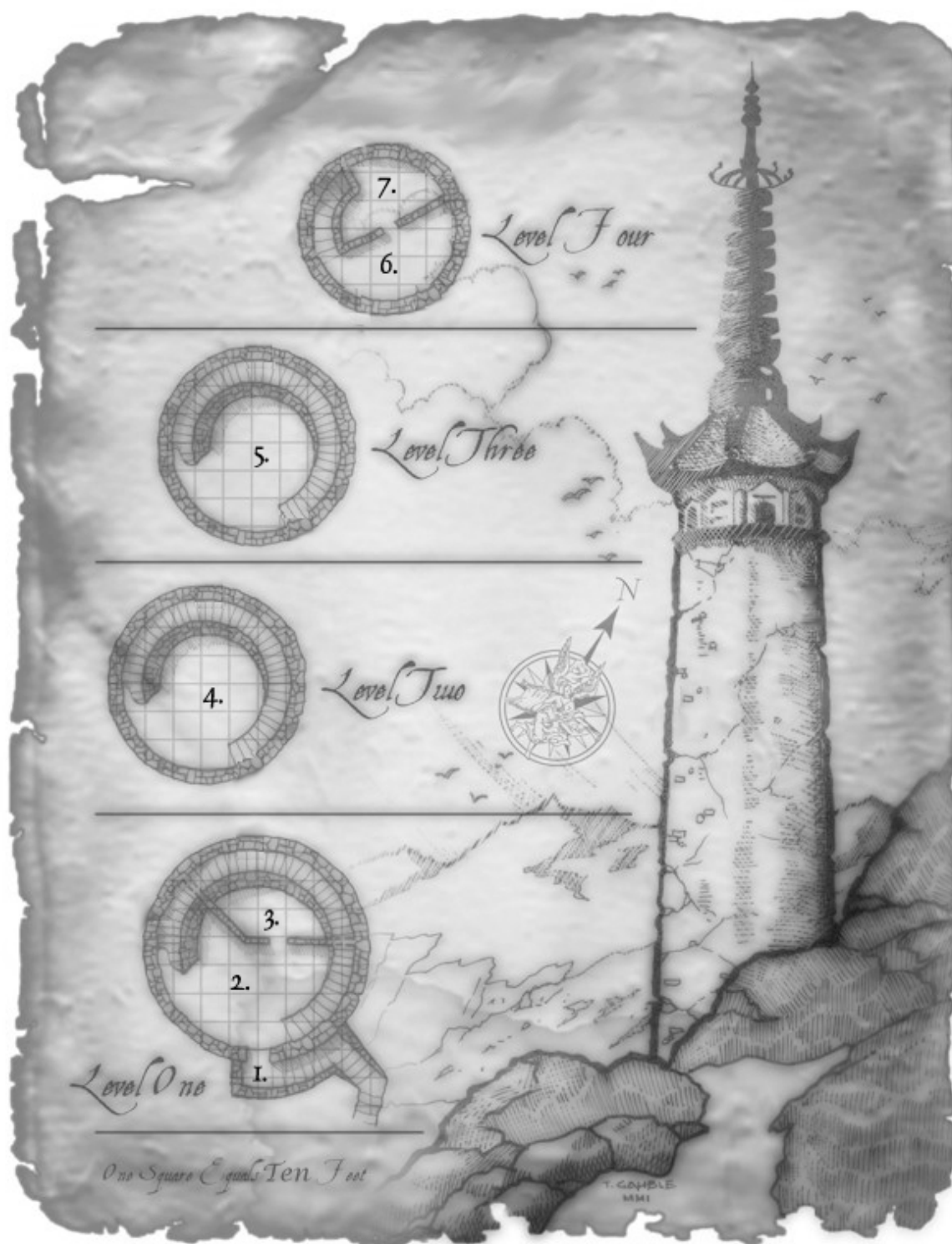
Elven Thin Blade

Dmg (S): 1d6, Dmg (M): 1d8, Critical: 18-20/x2, Weight: 3 lb., Type: Piercing.

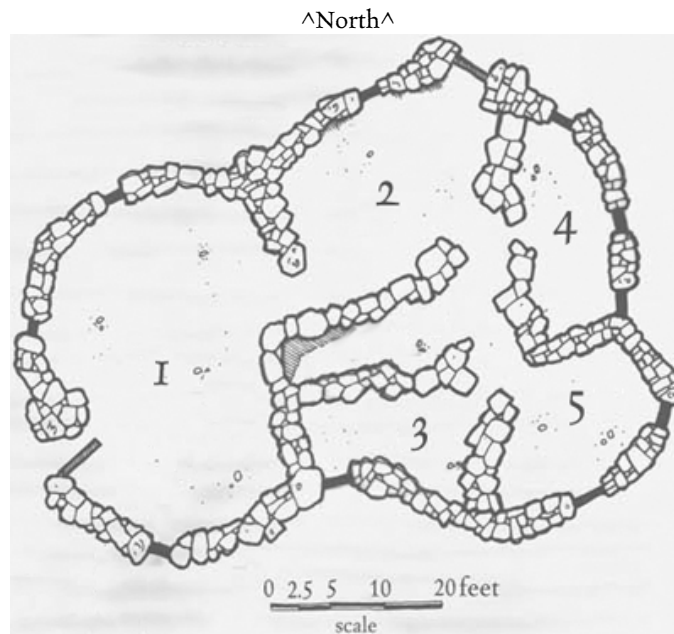


Art by James Wiley

DM Map #1: Mishar Molainanoth,
the Tower of the Bloodied Kith



DM Map #2: The Gnoll Prison Mound



Player Handout #1: Message from Our Lady of Dreams

Your PC has received this message prior to the beginning of the event.

Dear Adventurer,

I am told you have recently arrived in the area, but I have dreamed of your face for many weeks. My goddess has shown me your future, and destiny calls out that you have been chosen to attend a meeting of the elven Court tomorrow morning. I cannot say why, but Sehanine knows there is a reason that you have been chosen for some great purpose and that it will be revealed with your presence. I pray you answer this call.

Our Lady of Dreams
High Priestess of Sehanine Moonbow

Player Handout #2: Tales of Mist Shrouded Vales

This slim book bares a collection of historical tales of the elves of the Vesve. In it, a short passage mentions the tale of Marlanwa-laklil.

Before the coming of the pale men to this wood, the People fought amongst themselves, till one rose with the might of Marlanwa-laklil. None could stand before its power, and its chosen knew his Destiny.

After peace came to the People, jealous whispers conspired to take Marlanwa-laklil to Mishar Molainanoth, which no power in the wood could see or enter with the Art. Mishar Molainanoth, five days south of that river which is shallow but still Deep, can be found in the sharp hills on the south edge of the Empty Lands where none will dwell willing. From all others but those who whisper, the story and resting place of Marlanwa-laklil was hidden.

Player Handout #3: Mural on the Southern Wall

The mural upon the southern wall shows a great battle between armies of elves within a young forest. The smaller of the armies is led by a high elf wielding an elven thinblade that shines with a ruddy red light. Dozens of dead elves lie at his feet and it appears as if his army is winning the battle. Many of the wielder's foes shy away from his fearsome visage as he holds the blade aloft.

Player Handout #4: Mural on the Southeastern Wall

The southeastern wall is bisected by the door to this room, forming two panels in the mural. The first panel shows a high elf seated upon a carved wooden throne. In one hand he holds a rose whose bloom is aflame. The ruddy blade is lies across his lap, with his other hand draped atop the pommel. A robed figure stands behind him, whispering into his ear. The second panel shows a group of gray elves headed into a dark wood. A river can be seen into the distance. An owl flies across the moon Luna, which itself partially eclipses the smaller moon Celene.

Player Handout #5: Mural on the Northern Wall

The mural upon the northern wall has several panels. In the first panel a robed figure kneels before a cloud of roiling darkness. In the center of the cloud floats a large pair of eyes formed from green flame. The second panel depicts a lonely tower, much like the one you stand in now, too which a procession of robed figures bare the red sword. Yet a third panel portrays the dark cloud watching over several of the robed figures as they conduct a ritual. A small draconic figure is bound to an altar as one of the robed figures prepares to plunge a curved dagger into its chest. A small tree with a book in its boughs can be seen in the background.

Player Handout #6: Inscription in the Tower of the Bloodied Kith

This inscription was found written in elven, surrounding the symbol of Clan Volmiryth.

“We have made a covenant with death, and with the hells are we at agreement; when the wrathful scourge shall pass through, it shall not come unto us: for we have made lies our refuge, and under falsehood have we hid ourselves. We are the gates that shield the innocent, we are the oath-forgers who give of ourselves that others may live, we are the last hope, and we shall stand; for the good of us all.”

Player Handout #7: Debt to Avereen Volmiryth

This morning, you met with a young woman, Giela Xerlos, whom you have met before in the employ of Avereen Volmiryth, the High Mage of Volmiryth. While she would not speak of her mistress, happenings of Court, or the current fate of Flameflower, she said, "My mistress wishes another favor. You must make a choice. You will perform a service for the High Mage. For this duty you may choose to be rewarded magically as my generous mistress has in the past for you, or your debt to her may be repaid. You must choose which prior to learning the details of the mission. If you are unsuccessful in your task, you will not be rewarded nor will your debt be considered repaid."

Choose (circle one) Magic Reward or Repayment of Debt

-----Fold here-----

"Soon the Court will be charged with locating the sword Marlanwa-laklil which is locked away in the tower Mishar Molainanoth far to the North. They cannot be allowed to recover that sword. If the expedition cannot be prevented and the tower is found, you must bring the sword to me. No one may be allowed to possess the sword under any circumstances, no matter what the cost. I will deal with it once you have brought it to me."

Player Handout #8: Clan Oronodel Special Mission

This message is handed to you, delivered by a young elven child, as you make your way toward the town gate. A small, unadorned talisman is wrapped within the letter.

Dear Child of Oronodel,

The time of the Grand Conjunction is soon at hand, and we are unprepared. I am told that you journey to the area of the Vesve near our former home. I ask that you take this enclosed charm with you when you travel. When you have reached your destination, hang this charm from a nearby tree and it will give us a focus for us to work our magic from afar. This small favor will aid us greatly in divining the area, as well as provide a focus for transportation magic to the area.

Sienias Lewayn