

KEO8-04

# The Secret

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

### Keoland Regional Adventure

Version 1.1

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It is Keoland's hour of need, and the Count Orloc has gone missing. A call has gone out to adventurers to find him, so he can help stand against the Army of The Returned. But will the Count's secret unite the kingdom...or divide it? A Keoland regional adventure for APLs 2-12.

**Note:** This adventure is considered reporting for duty for Knights of the Malagari and Heralds of Keoland. PCs who have the Disfavor or Wrath of Holphin Neheli may not participate in this adventure. This adventure contains a challenging Optional Encounter at increased Time Unit cost.

**Resources:** *Monster Manual II* [Ed Bonney, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Tommasson, P. Nathan Toomey], *Savage Species* [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *KEO1-01 March Through Keoland* [Michael A. Donovan], *KEO4-03 Lasting Deeds* [Joseph Russell], *KEO5-04 Burning Brightly* [Charles Skidmore].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [keolandpoc@adelphia.net](mailto:keolandpoc@adelphia.net). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

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

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

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

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

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

## ADVENTURE BACKGROUND

In KEO 5-04, *Burning Brightly*, a group of heroes were successful in closing a planar portal to Limbo that was created by Count Orloc Neheli and Duke Cedrian III in conjunction with experiments the pair conducted several years ago (circa 578 and 579 CY). The heroes also may have discovered that Count Orloc originally planned to have the planar portal connect to Mechanus, the plane of law, rather than Limbo but was stymied by Duke Cedrian.

What the heroes did not discover was that Count Orloc had conducted his own studies into the plane of Mechanus and contacted a group of dissidents there who are now part of the Army of the Returned invading Keoland.

Count Orloc heeded the Prophecy of Azamander, the second stanza of which provides:

"When the king becomes common,  
Ruled by the desires of his lesser,

An ancient foe returns to master the land.

And end to all beginnings, and a beginning to the end,

A bright-scaled horror unearths all secrets.

The reborn lion rules with iron,

forged into a great and terrible sword.

A great disappearance heralds the final act

The curtain falls on king and country,

The end of days sees the walls raised

Failure of the will leads always to slavery.”

Count Orloc determined that the prophecy referred to King Kimbertos Skotti and his inability to rule Keoland properly. Orloc is a proud and evil man, and is determined that House Neheli be on the winning side to the war that Keoland now finds itself embroiled in. To that end, Orloc has allied himself with the Army of the Returned and provided them with intelligence concerning Keoland’s defenses and noble houses. In return, Orloc expects to have House Neheli once again assume the Kingship once the invasion is complete and King Skotti deposed.

At the conclusion of these negotiations, Orloc left Dorglast Castle to join the Army of the Returned. His son, Lord Holphin Neheli, the Kingslayer, knows of his father’s propensity for evil as well as his great knowledge concerning other planes. Holphin is concerned about Orloc’s disappearance in Keoland’s time of need, but cannot spare any of his own retainers to seek out Orloc. Instead he turns to those who have aided him time and time again, Keoland’s adventuring community, to unravel the mystery concerning his father’s disappearance ...

## ADVENTURE SUMMARY

### Encounter One

The adventure begins in Niole Dra where the PCs are approached by Lord Holphin Neheli. Lord Holphin asks the heroes to travel to Dorglast Castle to investigate the whereabouts of Count Orloc Neheli.

### Encounter Two

PCs journey to Dorglast Castle, meet with the inhabitants there and investigate Count Orloc’s private chambers.

### Encounter Three

The PCs should discover that there is a secret dungeon connected to Orloc’s private chambers. After disabling or otherwise bypassing the trapped entrance, the PCs are free to explore the dungeon and face the guardians dwelling therein. During the course of the exploration, the PCs should discover Count Orloc’s journals indicating his complicity in the Invasion of Keoland by Extraplanar forces.

### Optional Encounter

In the final dungeon chamber, the PCs discover a teleportation circle. Orloc’s journals reveal that the teleportation circle leads to a “great treasure”. The circle actually connects to a lost shrine hidden in the Rushmoors where Orloc has hidden a copy of the Chronicle of Secret Times. An excerpt of the tome reveals the affiliation of House Neheli with the demigod Vecna in ancient times, before Kas’s betrayal led to Vecna’s downfall. The PCs must decide what to do with this information, as a public revelation of the truth could fragment the united front presented by Keoland’s noble houses against the forces of the Army of the Returned.

## PREPARATION FOR PLAY

- Note whether any PCs have played KEO5-04 *Burning Brightly*; or have the favor or Influence with either House Neheli or Holphin Neheli; these PCs will be provided with Player Handout #2 rather than Player Handout #1 in the INTRODUCTION.

In addition, any PCs that have the Disfavor or Wrath of Holphin Neheli may not participate in this adventure.

## INTRODUCTION

The adventure begins in Niole Dra, where the PCs are contacted by Holphin Neheli and requested to meet with him.

***As you enjoy a repast and the entertainment at Brogan’s Hall in the Copper Quarter of the great city of Niole Dra, capitol of the Kingdom of Keoland, a young page in the livery of House Neheli approaches you. “I was told to give you this missive.” The young copper-haired Suel explains.***

If questioned, the young page, named Kerin, can only relate that the sealed scroll tube was given to him by a warrior-priest wearing the vestments of a cleric of Saint Cuthbert. Provide the PCs with either Player Handout #1 or #2, depending on whether the PCs have had positive interactions with Lord Holphin and/or Artaxerxes in past events.

Assuming the PCs journey across the city to the Crystal Goblet, they will be jovially greeted by Lathfrayel, a rotund half-elf and the festhall's proprietor. When the PCs mention Artaxerxes name, the half-elf's expression will turn somber and the PCs will be immediately shown to a back room. At this point, allow the PCs to greet each other and introduce their characters as they await the entrance of Lord Holphin.

## ENCOUNTER 1: A MEETING WITH THE KINGSLEYER

***Lord Holphin Neheli, the Kingslayer, enters the room and stands before you, his arms clasped behind his back. His pale countenance is framed by stringy blond hair that falls around his shoulders. His icy blue eyes regard each of you in turn before he addresses you.***

***"I called you here to investigate a highly confidential matter on behalf of House Neheli. Before I say more, I request that each of you pledge your word of honor that what I say will go no further than this room."***

Assuming the PCs comply with his request, Lord Holphin continues:

***"As you are no doubt aware, Keoland faces an unprecedented crisis. The western borders collapsed under assault from a mysterious enemy known as the Army of the Returned. Flen has already fallen and Cryllor was besieged. I have reports that Count Ignatz Manz of Cryllor first joined the Army of the Returned, but then betrayed them and has joined with Duke Luschan's forces seeking to head off the main portion of the invaders as they march towards the heart of the Empire. I now travel to join with Count Manz and Duke Luschan, in the hopes of staving off the Army that threatens our sovereignty and indeed, the Keoish way of life!***

***"Yet I would have you investigate another mystery that has no connection to these events. My father, Count Orloc, may be known***

***to you. He is a wizard of great power. However, he has not been seen in some time and I fear that his disappearance may be in some way connected with the current peril facing the kingdom. Moreover, my father's knowledge of other planar entities may be useful in the coming battles.***

***"I ask that you travel to Dorglast Castle in the Duchy of Dorlin and investigate Count Orloc's disappearance. I will meet you at Dorglast as soon as I am able. What say you?"***

The heroes may have some questions for Holphin:

***What do you know about Count Orloc's disappearance?***

"Not much, I'm afraid. I was never deep in my father's counsels. I know that he was last seen at Dorglast Castle, in the Duchy of Dorlin. Some of you may be familiar with this location.

***Why can't you go and check it out?***

As I stated before, I am on my way with reinforcements to aid Duke Luschan and Count Manz in the coming battle with the Army of the Returned. I am concerned for my father's well-being, but I cannot spare the manpower to conduct a search myself at this time.

***Are we getting paid for this?***

Lord Holphin glowers. "I will ensure that you are suitably rewarded." He replies dismissively.

Lord Holphin has no additional information regarding Count Orloc's disappearance. He will make it clear that this is what he is retaining the heroes to discover.

Lord Holphin will also provide the PCs with a writ entitling them to search Dorglast Castle before they leave his presence.

## ENCOUNTER 2: "HAVE FUN STORMING THE CASTLE!"

***Through the rain and mist that permeates the air seemingly throughout the Duchy of Dorlin, you can make out a mass of towers, walls and buildings arranged in a haphazard sprawl around the central keep of Gollunfane. With the pressing need of reinforcements for stopping the invasion of the heart of Keoland by the Army of the Returned, you are not surprised to see few sentries manning the***

**walls. As you approach, a voice challenges you. "Halt and be seen! Who are you and what is your business here?" A pair of guards come into view on the walls of the gate, clad in heavy chainmail and wearing red tabards bearing the sigil of a winged black sword.**

PCs may make a Knowledge (local – Sheldomar Valley) check, DC 15, to recognize the livery as belonging to the Knights of the Malagari, also known as the Darkwatch.

The guards will hail the party, expecting an immediate response. Word that they are emissaries of Lord Holphin Neheli is sufficient to gain them entrance and an interview with Guard Captain Dersin.

Captain Dersin is a severe man of predominantly Suel descent. He will greet the heroes cordially once they present him documentation that they are Lord Holphin's agents and lead them into Gollunfane.

**Upon entering the citadel of Gollunfane, you experience an almost immediate feeling of disorientation. The gates lead to a maze of confusing corridors that seem to have been designed by a mad architect. You follow Captain Dersin up and down stairwells, through doors and deserted rooms and long, dust-ridden halls decorated with ancient portraits whose eyes seem to follow you as you pass.**

## **NPCS AT THE CASTLE**

### Guard Captain Dersin

Dersin is a stern-looking man of Suel descent. He is a dour man (very typical for a member of the Darkwatch). He has no information about Count Orloc's disappearance.

### Hadrian

Hadrian is a short, squat Oerdian human. He is the brother of Artaxerxes, one of Holphin's agents, and often stops at Dorglast Castle in his travels. He dresses in the manner of a well-to-do merchant. Artaxerxes is a jolly fellow and is very willing to answer any questions the PCs have, although his information about the Count is fairly limited.

Hadrian knows of the events that took place in KEO5-04 *Burning Brightly*, and can summarize for the heroes what events took place therein (as per the Adventure Background). He also knows that

Count Orloc originally wanted to tie the portal that Duke Cedrian opened to the plane of Mechanus rather than the plane of Limbo.

### Roudin

Roudin, the chamberlain, is an old hunchbacked Suel man whose right leg no longer bends at the knee. He served Duke Cedrian in the past and now serves Count Orloc in the same capacity as chamberlain. Roudin is fanatically loyal to House Neheli and will not tolerate any disparaging remarks made about any of its members.

**Roudin would be the quintessential chamberlain if it were not for his hunched back and limp. However, he more than makes up for his handicap in demeanor. You find him dusting the vases in the main hallway with a practiced hand. "You need information to find the Count, no doubt." He says, barely turning towards you. He moves a few feet down the hall to the next vase on the next table. "I'm afraid I don't know much. I can tell you that he went missing last Godsday because he didn't take his 6:30 a.m. walk in the gardens on Waterday. It was highly unusual for him to miss his walk. Every day I am to meet him by the south entrance at 6:30 in the morn with his walking cloak and staff, and he takes a stroll in the garden. I reported this to Lord Holphin, but he didn't seem to understand how abnormal it was for the Count to miss his walk. And I suppose he has weightier things on his mind these days..."**

If the PCs question him further on the events of the last Godsday, he will further reveal that the Count's door was locked, and while this is not unusual, it has remained locked since.

### Isalia

Isalia, the head maid, is a Suel woman of serious mien. She has a no-nonsense and somewhat gloomy outlook.

**As you approach the head maid Isalia, she is busy folding laundry on a large table. Even as you stand before her, she continues to focus on her work, not deeming your presence a worthy interruption to her very important task. "Looking for the Count, no doubt. I figured Lord Holphin would be hiring some adventurers, since his own employ is stretched too thin as it is. Well, go on and ask your questions, though I don't know how much help I can be. All I know is that the last**

***time he slept in his favorite nightshirt was last Godsdag because he left a good drool stain on it!" She holds up a grey nightshirt made of fine linen. There are no stains on it. "What're you looking for?" she says as you inspect the shirt. "Of course the stain is no longer there. Do you think I would still be working here if I couldn't get a simple stain out of the Count's favorite grey nightshirt?"***

If the PCs press Isalia for more information, she will confide that the Count seemed unusually brusque lately, and that he had her wash more laundry than normal a week ago.

### Mikki

Mikki is a scullery maid. She is a small, quiet and comely woman of mixed ancestry. Mikki has a sarcastic and mischevious streak, although she genuinely will try to be helpful to the PCs' investigation.

***As you approach the scullery maid, you see that she is peeling a small mountain of potatoes. She notices your approach, and beckons you closer. "Hubbub around the castle is that you folks are here to look for the Count. Not that it's any of my business, cause it ain't. Nope, my job's just peeling these potatoes for our steak and potato stew, in case the Count comes back tonight. It's his favorite meal you know, and the cook is convinced that if we make it, the smell will bring the Count back and HE'LL get the reward!! Personally, I think that's a load of cow pies, but it really ain't up to me is it? Besides, I like steak and potato stew too! So, is it true? You folks here to find the Count?***

If pressed for more information, Mikki can tell the PCs about the various rumors and conjectures flying around the castle as to the Count's whereabouts.

- The Count has taken himself a lover, and is currently at his cabin in the Axewood with her.
- The Count has finally driven himself mad with all his magical experiments, and is wandering around the Rushmoors somewhere.
- The Count has run off to join the army...The Army of the Returned!

- The Count has an illegitimate child in Gradsul that he goes to visit periodically. He's just hung up somewhere.

## **Count Orloc's Private Chambers**

### **Area 1 The Bedroom**

***The door to this room is elegantly carved out of a single solid piece of oak. The carvings depict a woodland scene in great detail, right down to the leaves on the trees, and tiny birds in their branches. Peeking out from behind a large oak tree is what appears to be a lithe dryad, her hand outstretched to the sun in the upper right corner of the door.***

The door is locked. It can be opened by a DC 15 open locks check or a *knock* spell. If they think of it, they can also go ask a guard or Roudin (the chamberlain) for a key. After all, they ARE investigating under Holphin's orders. If the PCs use more forcible means of entry, (breaking the door down, for example) a contingent of guards will immediately come and investigate the noise. The PCs will then have to explain themselves to the guard – as long as the PCs' arguments are at least somewhat believable, the guards are satisfied with the explanations, and wander off. Only if the PCs are monumentally stupid or brazen about what they're doing ("We're breaking into the Count's bedroom!!") should there be incarceration and the end of the module for them. Either way, if they break the door down, they need to pay 500 gold for the damage.

***The count's bedroom is furnished with an ornate redwood armoire, four post bed, and an overstuffed reading chair by the fireplace. A plush blood red rug covers the oak floor. A painting of a pastoral woodland scene hangs over the bed. A large chest sits at the foot of the bed. Opposite the fireplace, a bookcase stands next to a closed door.***

The PCs will find nothing of interest in this room. The armoire has clothes in it, and the chest is full of blankets. A DC 15 Knowledge (geography) check will identify the painting as a scene from the Axewood. The door is unlocked and leads to Area 2: The Study.

### **Area 2 The Study**

***This room is quite obviously a study. It is furnished with an oversized oaken desk, another overstuffed chair, and several famous works of art hang on the walls – originals, no***



**doubt. This room also has a bookcase taking up an entire wall, and a fireplace.**

A DC 20+APL search check will find that one of the paintings swings out to reveal a panel with four dials and a button. The dials are numbered 1 through 20. If the wrong combination of four numbers is on the dials when the button is pushed, it will set off a *summon monster* trap. **(More detail about the correct combination below)**

#### APL 2 (EL 2)

**Summon Monster I Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster I*, summons fiendish dire rat, see *Monster Manual* p. 107, 3<sup>rd</sup> level wizard); Search DC 26; Disable Device DC 26.

#### APL 4 (EL 4)

**Summon Monster III Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster III*, summons hell hound, 5<sup>th</sup> level wizard); Search DC 28; Disable Device DC 28.

#### APL 6 (EL 6)

**Summon Monster V Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster V*, summons bearded devil, 9<sup>th</sup> level wizard); Search DC 30; Disable Device DC 30.

#### APL 8 (EL 8)

**Summon Monster VII Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster VII*, summons bone devil, 13<sup>th</sup> level wizard); Search DC 32; Disable Device DC 32.

#### APL 10 (EL 10)

**Summon Monster IX Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster IX*, summons barbed devil, 17<sup>th</sup> level wizard); Search DC 34; Disable Device DC 34.

#### APL 12 (EL 12)

**Summon Monster IX Traps:** CR 12; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (*summon monster IX* traps x2); spell effect (*summon monster IX*, summons 2 barbed devils, 17<sup>th</sup> level wizard);

Search DC 36; Disable Device DC 36 (per trap).

#### APL 14 (EL 14)

**Summon Monster IX Traps:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (*summon monster IX* traps x4); spell effect (*summon monster IX*, summons 4 barbed devils, 17<sup>th</sup> level wizard); Search DC 36; Disable Device DC 36 (per trap).

#### FIGURING OUT THE COMBINATION

If the PCs linger in front of the panel, discussing what the correct combination might be, or if they set the trap off, a magic mouth spell is triggered:

***Out of thin air, you hear a jovial, if not slightly condescending, man's voice: "Oh dear sir, you've forgotten the combination again, haven't you? Well, I am ready to give you your hint if you can answer two questions to confirm your identity."***

Pick any two of the following questions. If the PCs have to answer questions more than once because of failure, you do not have to use the same two questions the second time.

1."What is your favorite meal?"

[Steak and potato stew]

2."At what time do you go for your morning walk?"

[6:30 every morning]

3."What color is your favorite nightshirt?"

[Grey]

4."If you could go to any outer plane, which would it be?"

[Mechanus]

If the PCs answer the two questions correctly, give them Player's Handout #5.

If they do not answer the two questions correctly, the magic mouth says, "*I am sorry, but you do not seem to be the master of the house. Good day.*" The PCs can, however, set the magic mouth off as many times as they wish.

If the players speculate that the stanzas of the poem correspond to the months of the Greyhawk calendar but do not possess the



out-of-game knowledge to solve the riddle, you may give them Player's Handout #6.

The correct combination: (1, 10, 7, 3)

What follows is an explanation of each stanza of the poem, and the number it represents.

*After the sun's ebb, when the winter winds blow,*

*We all seek the heat of a fire's warm glow.*

(FIRESEEK – 1) [Fireseek is the first month on the Greyhawk calendar, and is the middle of winter]

*And after the harvest, when we've all had some beer, the walls in the pasture must be fixed for next year.*

(PATCHWALL – 10) [Patchwall is the 10<sup>th</sup> month on the Greyhawk calendar, and follows Brewfest]

*Then the sun rides high, and with sweat on our brow, it's time for the sickle, for it follows the plow.*

(REAPING – 7) [Reaping is the 7<sup>th</sup> month on the Greyhawk calendar, during the summertime]

*Celene and her sister watch Oerth celebrate, the space twixt the summers with full, smiling face.*

(RICHFEST – 3) [Richfest is the 3<sup>rd</sup> festival on the Greyhawk calendar, and incidentally, both of Oerth's moons, Luna and Celene are full during this festival]

When the PCs push the button with the correct combination, read the following:

***As soon as you push the button, a section of the bookcase behind you silently swings out, revealing a plain stone door set into the wall.***

This door is unlocked and untrapped. If the PCs open the door, continue to Encounter 3.

## ENCOUNTER 3: THE SECRET DUNGEON

### Area 1: The Entry Foyer

***Opening the door, you see an empty and dusty foyer. The floor is constructed of multi-hued tiles, mainly colored deep red, tan, white and azure blue. A circular stairwell made from polished mahogany leads downwards.***

### Area 2: The Secret Study

***This small room contains a writing desk, some quills and inkwells and a comfortable looking chair. Two crossed swords decorated with the Neheli crest are attached to the wall above the desk. No other décor is present.***

The two crossed weapons are a masterwork longsword and a *longsword* +1, respectively. A Search of the desk, DC 25, will reveal a hidden compartment containing one of Count Orloc's journals. See *Player Handout 3*.

There is also a secret door in this room (DC 20+APL search check) that leads to Area 5: The Secret Room, and the optional encounter. The room is otherwise empty. (If the PCs miss the secret door in this room, you will go to **Conclusion** after they are done searching the rest of the dungeon.)

### Area 3: The Laboratory

***This chamber appears to have once been a laboratory. Dust-filled beakers and other alchemical devices are stock-piled on long tables lining the walls of the room, and arcane symbols are carved into the walls and the floor.***

The inhabitants of the laboratory are subjected to a *temporal stasis* spell that is removed if anyone besides Count Orloc opens the door to the laboratory. They are also subjected to a *geas* to slay any intruders. Modify the description of the inhabitants of this room according to the APL. Note that the Green and Death Slaadi appear to be Githzerai as they changed shape prior to Orloc's magic affecting them.

#### APL 2 (EL 5)

**Githzerai (4), Male Githzerai War1:** hp 5; see *Monster Manual*, page 129.

#### APL 4 (EL 7)

**Red Slaad (1):** hp 52; see *Monster Manual*, page 228.

#### APL 6 (EL 9)

**Red Slaad (2):** hp 52; see *Monster Manual*, page 228.

#### APL 8 (EL 11)

**Green Slaad (2):** hp 76; see *Monster Manual*, page 230.

#### APL 10 (EL 13)

**Death Slaad (1):** hp 142; see *Monster Manual*, page 231.

#### APL 12 (EL 15)

**Death Slaad (2):** hp 142; see *Monster Manual*, page 231.

#### APL 14 (EL 17)

**Death Slaad Ftr2 (2):** hp 164; see *Appendix 7*.

**Tactics:** At APL 2, two githzerai warriors will move up to engage any obvious fighters in the party while the second pair will focus on using their psionic abilities (*daze* and *shatter*) to hamper opponent fighters.

At APL 4 and 6, the red slaad will use its stunning croak ability before using its pounce to engage opponents.

At APLs 8-14, the slaadi appear as Githzerai as they are using their change shape ability. The green slaadi will concentrate on using their spell-like abilities (*deeper darkness*, *fireball*) rather than enter melee. The death slaadi will only use their most powerful spell-like abilities (*cloak of chaos*, *word of chaos*, *implosion* (against obvious wizards or rogues), *power word blind* (against obvious fighters)) before moving into melee.

**Treasure:** The alchemical equipment in Count Orloc's laboratory is worth a small fortune. In addition, several magical items are present in an unlocked cabinet. At APLs 2 and 4, there is a *golembane scarab*; at APL 6, all of the above and a *lens of detection*; at APL 8 all of the above and a pair of *boots of striding and springing*; at APL 10 all of the above and a *robe of scintillating colors*; and at APL 12-14 all of the above and a pair of *wings of flying*. In addition, at APL 14 only, the slaadi have the following treasure: +2 *greatsword*, +3 *mithril chain shirt*, *cloak of charisma* +4.

#### Area 4: The Library

**The double doors to this large room swing open to reveal what is obviously a large library. Several rows of bookcases are lined with ancient volumes, giving the library an unpleasant, musty odor. The walls are lined with books nearly their entire length and from floor to the 40 foot high ceiling. A portion of the eastern wall seems devoted to objects d'art as well as books, and paintings and shadowed statutes line the walls in the**

**alcoves. Four other statues hold stone bowls that act as braziers. Their flickering blue flames give the room an eerie luminescence. In the center of the library, an open book rests on a lectern.**

If anyone passes or stands within ten feet of the lectern, or if the spellbook is otherwise moved, the fire elementals contained in the braziers spring to attack.

#### APL 2 (EL 5)

**Small Fire Elemental (4):** hp 9; see *Monster Manual*, page 98.

#### APL 4 (EL 7)

**Medium Fire Elemental (4):** hp 26; see *Monster Manual*, page 98.

#### APL 6 (EL 9)

**Large Fire Elemental (4):** hp 60; see *Monster Manual*, page 98.

#### APL 8 (EL 11)

**Huge Fire Elemental (4):** hp 136; see *Monster Manual*, page 98.

#### APL 10 (EL 13)

**Greater Fire Elemental (4):** hp 178; see *Monster Manual*, page 98.

#### APL 12 (EL 15)

**Elder Fire Elemental (4):** hp 204; see *Monster Manual*, page 98.

#### APL 14 (EL 17)

**Displaced greater mage armored hasted Elder Fire Elemental (4):** hp 204; see *Appendix 7*.

**Tactics:** The elementals will attempt to surround any intruders and destroy them. If the PCs do not enter the room but set off the trap (for example, by using *telekinesis* to move the book), the elementals will use their Spring Attack feat to attack any PCs standing in the doorway. They fight until destroyed. Note that at APLs 2-4, the elementals are *summoned* creatures and can be affected by spells such as *protection from evil* and *magic circle against evil*; at APLs 6-14, Count Orloc has *gated* the elementals to the Prime Material Plane and they are *not* affected by such magicks.

At APL 14, the Elder Fire Elementals are under the effects of *haste*, *greater mage armor*

(SpC) and *displacement* spells (CL 17<sup>th</sup>), adding two to the EL of this encounter.

**Treasure:** Count Orloc's spellbook rests on the lectern. It weighs in excess of five pounds and is chained to the lectern, so spells such as *mage hand* will not serve to remove the book. In addition, a careful search of the library (Search DC 20) will reveal another of Count Orloc's journals. See *Player Handout 4*. At APL 2 only, the PCs will also find two scrolls of *magic weapon* (one arcane, one divine).

#### Area 5: The Secret Room

***The secret door opens to reveal a small chamber containing only an amber-colored circle on the raised floor inscribed with arcane runes.***

A successful Spellcraft check, DC 24, can determine that the inscription on the chamber's floor is actually an active (and unusually obvious) *teleportation circle*. **If the PCs choose to activate the *teleportation circle*, advise them that doing so will trigger the Optional Encounter, as detailed below.** If they choose to opt out of the Optional Encounter, go to the Conclusion.

## OPTIONAL ENCOUNTER: SECRETS OF THE NEHELI REVEALED!

This encounter occurs directly after the heroes activate the teleportation circle located in Encounter Three. The PCs have been *teleported* to a hidden ruin in the Rushmoors, many miles north of Dorglast Castle. A successful Knowledge (geography), DC 20 or Knowledge (local – Sheldomar Valley) DC 25 will allow the PCs to determine this.

***Suddenly, you find yourselves outdoors, in the midst of an overgrown temple located in the marshes. Rocky outcroppings of the crumbled temple walls and pillars have sunk into the murk, and rain continues to fall.***

***The object of your quest is readily apparent, as an iron box rests on the ruins steps. Could this be the "great treasure" that Count Orloc's notes spoke of?***

Allow the PCs to make Spot checks before the ruins' denizen attacks. The DC is 25 at APLs 2-4, 31 at APLs 6-8, 34 at APL 10, 38 at APL 12 and

40 at APL 14 to avoid being surprised by the treasure's guardian.

#### APL 2 (EL 5)

**Advanced Grick:** hp 45; see *Appendix 1*.

#### APL 4 (EL 7)

**Darktentacles:** hp 74; see *Appendix 2*.

#### APL 6 (EL 9)

**Advanced Darktentacles:** hp 153; see *Appendix 3*.

#### APL 8 (EL 11)

**Advanced Fiendish Darktentacles:** hp 153; see *Appendix 4*.

#### APL 10 (EL 14)

**Advanced Fiendish Darktentacles:** hp 262; see *Appendix 5*.

#### APL 12 (EL 16)

**Advanced Fiendish Spellwarped Darktentacles:** hp 300; see *Appendix 6*.

#### APL 14 (EL 17)

**Advanced Half-Fiend Spellwarped Darktentacles:** hp 325; see *Appendix 7*.

**Tactics:** The treasure's guardian is hiding in the swampy area near the cracked temple pavement, 50 feet from the *teleportation circle* (as shown on DM's Aid #4). At APL 2, the grick's tactics are straightforward – attack in melee and kill as many heroes as possible in order to drive off the rest and have a meal. At APLs 4-12, the darktentacles will first attempt to split the party using its *wall of force*, followed by using its quickened spell ability to cast *hold monster* on any obvious fighters at APLs 6 and up. It will then hack at the heroes on its side of the wall of force with the weapons at its disposal, smiting good on its first melee attack. If any heroes pose a credible threat, the darktentacles will use a free action to drop three of its short swords and attempt to grapple that PC while still attacking the others with its weapons or slam attacks, taking the -20 penalty to grapple checks in order to do so (or the -10 at APLs 10 to 14 due to its Multigrab feat). At APL 14, the darktentacles will first use a quickened *unholy aura* before moving towards melee, using its *horrid wilting* on the party or using *blasphemy* once more than one target moves within 40 feet, and follow up with the tactics detailed above. Note that the darktentacles may

use its swim speed only in the swampy area designated on the map, not in the ruins. Both creatures will attack until slain.

**Treasure:** The iron box is locked with a superior quality lock (DC 21+APL Open Locks check to successfully open) but is not trapped. Inside is a moldy copy of the Chronicle of Secret Times by Uhas Neheli, an excerpt of which is provided as *Player Handout 7*. The portion of the Chronicle that is legible implicates the Neheli family as collaborators with Vecna when he dominated the Sheldomar Valley. The chest also contains a stash of gold as well as some miscellaneous magical items stored here by Count Orloc in the event he ever needed to beat a hasty retreat.

It is important that the PCs understand the repercussions of what they do with this journal, especially those with high intelligence or Knowledge (nobility). If they don't seem to be considering such ramifications, you may want to clue them in to the effects of their choice outlined in the "Developments" below.

**Developments:** The heroes must decide what to do with the Chronicle of Secret Times. Revelation of the truth of the Neheli's affiliation with the Occluded Empire of Vecna could perhaps irreparably but deservedly destroy House Neheli's reputation, but in doing so will the heroes fragment Keoland's shaky political structure in the nation's time of peril?

## CONCLUSION

- If the PCs reveal NONE of the information they discovered to Holphin, read **Conclusion A**.
- If the PCs reveal Count Orloc's whereabouts BUT NOT the Neheli alignment with Vecna to Holphin, read **Conclusion B**.
- If the PCs reveal the Neheli's historical alignment with Vecna, BUT NOT Count Orloc's whereabouts to Holphin, read **Conclusion C**.
- If the PCs reveal EVERYTHING to Holphin, read **Conclusion D**.
- If the PCs reveal ANY or ALL of the information they found to ANYONE ELSE, **ADD Conclusion E** to what you read.

### Conclusion A

*Returning to Dorglast Castle, you report to Lord Holphin what you've found, carefully leaving out any mention of the information from the Count's journals, and the family's past affiliation with the Empire of Vecna. "Well," Holphin says, "I must be honest with you. I am a bit disappointed that you were unable to locate my uncle. The empire certainly needs him, with the Army of the Returned gathering inside our very borders. Do not think, however, that your help is not appreciated. And certainly, you will be paid for your efforts. Money is not the greatest of our worries in this perilous time. I will not keep you any longer, though more time might turn up more information. I'm sure the patriotic among you are eager to join the fight for Keoland, and must begin your travels. Thank you again." With that, Holphin turns, and leaves you. One can only hope that the information you have held back from him will not become the ruin of the Empire.*

### Conclusion B

*Returning to Dorglast Castle, you head straight to Lord Holphin to report on what you've found. You are careful to leave out The Chronicle of Secret Times, and its contents. He listens intently to your tale, stopping you only to ask for more detail. When you are done, he is silent for a while. Finally, he speaks. "Friends, this is grave news indeed. I will bring the news of my Uncle's betrayal to the council immediately." He pauses again, and stares off into space, thinking. Then, he looks back to you. "Very well then. I thank you for your help. This information could not be more crucial. I only hope we have found it in time to ready a counterstrategy. If you will excuse me, I must be going immediately. Roudin will see that you are compensated for your troubles." And with that, the Kingslayer is gone. One can only hope that the information you have held back from him will not become the ruin of the Empire.*

### Conclusion C

*Returning to Dorglast Castle, you head straight to Lord Holphin to report on what you've found, being careful to leave out the Count's betrayal. He listens intently to your tale, stopping you only to ask for more detail. When you are done, he is silent for a while. Finally, he speaks. "This information about my ancestors and a deal with Vecna... I must*

*be honest, I fear it could only fragment an already shaky alignment amongst the houses, and for what? To dredge up long lost history? I would ask that you not let this information leave the castle lest we see the ruin of the Empire. I would ask your word on this."* He awaits PC agreement. Roll bluff checks accordingly. *"Very well then. I thank you for your help. I must be honest with you. I am a bit disappointed that you were unable to locate my uncle. The empire certainly needs him, with the Army of the Returned gathering inside our very borders. Do not think, however, that your help is not appreciated. And certainly, you will be paid for your efforts. Money is not the greatest of our worries in this perilous time. I will not keep you any longer, though more time might turn up more information. I'm sure the patriotic among you are eager to join the fight for Keoland, and must begin your travels. Thank you again." With that, Holphin turns, and leaves you. One can only hope that the information you have held back from him will not become the ruin of the Empire.*

#### Conclusion D

*Returning to Dorglast Castle, you head straight to Lord Holphin to report on what you've found. He listens intently to your tale, stopping you only to ask for more detail. When you are done, he is silent for a while. Finally, he speaks. "Friends, this is grave news indeed. I will bring the news of my Uncle's betrayal to the council immediately. However, this information about my ancestors and a deal with Vecna... well, I fear it could only fragment an already shaky alignment amongst the houses, and for what? To dredge up long lost history? I would ask that you not let this information leave the castle lest we see the ruin of the Empire. I would ask your word on this."* He awaits PC agreement. Roll bluff checks accordingly. *"Very well then. I thank you for your help. This information could not be more crucial. I only hope we have found it in time to ready a counterstrategy. If you will excuse me, I must be going immediately. Roudin will see that you are compensated for your troubles." And with that, the Kingslayer is gone.*

#### Conclusion E

*It is a week later. Slumping into your cloak against the cold rain, you wait for your contact*

*from [insert person or organization] to arrive. Despite the temperature, Count Orloc's book feels hot in your hand, as if to betray its contents. Suddenly, out of the mist, a man appears. No words are exchanged, for none are necessary. Then, you find yourself alone, the weight of the journal conspicuously absent from your hand. As you stand alone again in the rain, you are reminded that often history is hinged on the decisions of one solitary individual.*

The End

## EXPERIENCE POINT SUMMARY

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

### Encounter Two

Avoiding, disabling or surviving the secret door trap.

- APL 2: 60 xp.
- APL 4: 120 xp.
- APL 6: 180 xp.
- APL 8: 240 xp.
- APL 10: 300 xp.
- APL 12: 360 xp.
- APL 14: 420 xp.

### Encounter Three

Defeating the Githzerai/slaad.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.
- APL 14: 510 xp.

Defeating the elementals.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

APL 14: 510 xp.

### Story Award

Discovering Count Orloc's connection to the Army of the Returned.

APL 2: 60 xp.  
APL 4: 90 xp.  
APL 6: 120 xp.  
APL 8: 150 xp.  
APL 10: 180 xp.  
APL 12: 210 xp.  
APL 14: 240 xp.

### Discretionary Roleplaying Award

APL 2: 30 xp.  
APL 4: 45 xp.  
APL 6: 60 xp.  
APL 8: 75 xp.  
APL 10: 90 xp.  
APL 12: 105 xp.  
APL 14: 120 xp.

### Total possible experience

APL 2: 450 xp.  
APL 4: 675 xp.  
APL 6: 900 xp.  
APL 8: 1,125 xp.  
APL 10: 1,350 xp.  
APL 12: 1,575 xp.  
APL 14: 1,800 xp.

### Optional Encounter

Defeating the grick/darktentacles.

APL 2: 150 xp.  
APL 4: 225 xp.  
APL 6: 300 xp.  
APL 8: 375 xp.  
APL 10: 450 xp.  
APL 12: 525 xp.  
APL 14: 600 xp.

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot,

coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

### Encounter Three:

The Study

All APLs: L: 52 gp, C: 0 gp, M: *longsword* +1 (193 gp).

### The Laboratory

APL 2: L: 0 gp, C: 0 gp, M: *golembane scarab* (208 gp).

APL 4: L: 0 gp, C: 0 gp, M: *golembane scarab* (208 gp).

APL 6: L: 0 gp, C: 0 gp, M: *golembane scarab* (208 gp), *lens of detection* (291 gp).

APL 8: L: 0 gp, C: 0 gp, M: *boots of striding and springing* (458 gp), *golembane scarab* (208 gp), *lens of detection* (291 gp).

APL 10: L: 0 gp, C: 0 gp, M: *boots of striding and springing* (458 gp), *golembane scarab* (208 gp), *lens of detection* (291 gp), *robe of scintillating colors* (2,250 gp).

APL 12: L: 0 gp, C: 0 gp, M: *boots of striding and springing* (458 gp), *golembane scarab* (208 gp), *lens of detection* (291 gp), *robe of scintillating colors* (2,250 gp), *wings of flying* (4,500 gp).

APL 14: L: 0 gp, C: 0 gp, M: *boots of striding and springing* (458 gp), *cloak of charisma* +4 x2 (1,333 each), *golembane scarab* (208 gp), +2 *greatsword* x2 (704 gp each), *lens of detection* (291 gp), +3 *mithril chain shirt* x2 (1,154 gp each), *robe of scintillating colors* (2,250 gp), *wings of flying* (4,500 gp).

### The Library

APL 2: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I* (154 gp), *scroll of magic weapon* x2 (2 gp each).

APL 4: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I* (154 gp).

APL 6: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I-II* (229 gp).

APL 8: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I-II* (229 gp).

APL 10: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I-III* (379 gp).

APL 12: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I-III* (379 gp).

APL 14: L: 0 gp, C: 0 gp, M: *Count Orloc's Spellbook vol. I-III* (379 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 52 gp, C: 0 gp, M: 559 gp – Total: 611 gp (450 gp).

APL 4: L: 52 gp, C: 0 gp, M: 555 gp – Total: 607 gp (650 gp).

APL 6: L: 52 gp, C: 0 gp, M: 921 gp – Total: 973 gp (900 gp).

APL 8: L: 52 gp, C: 0 gp, M: 1,379 gp – Total: 1,431 gp (1,300 gp).

APL 10: L: 52 gp, C: 0 gp, M: 3,704 gp – Total: 3,756 gp (2,300 gp).

APL 12: L: 52 gp, C: 0 gp, M: 8,204 gp – Total: 8,256 gp (3,300 gp).

APL 14: L: 52 gp, C: 0 gp, M: 14,586 gp – Total: 14,638 gp (6,600 gp).

### Optional Encounter:

APL 2: C: 225 gp, M: *arcanist's gloves* (41 gp).

APL 4: C: 325 gp, M: *arcanist's gloves* (41 gp), *bracers of arcane freedom* (191 gp).

APL 6: C: 450 gp, M: *arcanist's gloves* (41 gp), *bolt shirt* (416 gp), *bracers of arcane freedom* (191 gp).

APL 8: C: 650 gp, M: *arcanist's gloves* (41 gp), *bolt shirt* (416 gp), *bracers of arcane freedom* (191 gp), *cloak of stone* (666 gp).

APL 10: C: 1,150 gp, M: *arcanist's gloves* (41 gp), *bolt shirt* (416 gp), *bracers of arcane freedom* (191 gp), *cloak of stone* (666 gp), *ring of greater counterspells* (1,333 gp).

APL 12: C: 1,650 gp, M: *arcanist's gloves* (41 gp), *bolt shirt* (416 gp), *bone ring* (1,666 gp), *bracers of arcane freedom* (191 gp), *cloak of stone* (666 gp), *ring of greater counterspells* (1,333 gp).

APL 14: C: 1,650 gp, M: *arcanist's gloves* (41 gp), *bolt shirt* (416 gp), *bone ring* (1,666 gp), *bracers of arcane freedom* (191 gp), *cloak of stone* (666 gp), *ring of greater counterspells* (1,333 gp).



## Total Possible Treasure for Optional Encounter (Maximum Reward Allowed)

APL 2: C: 225 gp, M: 41 gp – Total: 266 gp (225 gp).

APL 4: C: 325 gp, M: 233 gp – Total: 558 gp (325 gp).

APL 6: C: 450 gp, M: 649 gp – Total: 1,099 gp (450 gp).

APL 8: C: 650 gp, M: 1,316 gp – Total: 1,966 gp (650 gp).

APL 10: C: 1,150 gp, M: 2,649 gp – Total: 3,799 gp (1,150 gp).

APL 12: C: 1,650 gp, M: 4,315 gp – Total: 5,965 gp (1,650 gp).

APL 14: C: 1,650 gp, M: 4,315 gp – Total: 5,965 gp (2,150 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Count Orloc's Spellbook:** This black-bound spellbook includes several sections, which can be purchased separately. All spells are from the SpC.

Spellbook I (APL 2+): 1<sup>st</sup> – *backbiter, benign transposition, distract assailant, ectoplasmic armor, hail of stone*; 2<sup>nd</sup> – *chain of eyes, distracting ray, ice knife, mechanus mind*; 3<sup>rd</sup> – *chain missile, demon dirge, ray of dizziness, spectral weapon*; 4<sup>th</sup> – *defenestrating sphere, orb of cold, thunderlance*. Cost 1,850 gp.

Spellbook II (APL 6+): 3<sup>rd</sup> – *avoid planar effects*; 5<sup>th</sup> – *planar tolerance, viscid glob, vitriolic sphere*. Cost: 900 gp.

Spellbook III (APL 10+): 5<sup>th</sup> – *ball lightning*; 6<sup>th</sup> – *acid storm, freezing fog*. Cost 900 gp.

**Influence Point with Holphin Neheli:** For successfully completing the mission assigned to you by the Kingslayer, he will grant you access (Adventure) to purchase one, and only one, of the following items/upgrades from the MIC: *blessed weapon upgrade*; *ghost strike weapon upgrade*; *angelhelm*; or *deathstrike bracers*.

### Item Access

APL 2-4:

- *Count Orloc's Spellbook vol. I* (Adventure; see above)

- *Golembane scarab* (Adventure; DMG)

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

- *Count Orloc's Spellbook vol. I-II* (Adventure; see above)
- *Lens of detection* (Adventure; DMG)

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

- *Boots of striding and springing* (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Count Orloc's Spellbook vol. I-III* (Adventure; see above)

- *Robe of scintillating colors* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *Wings of flying* (Adventure; DMG)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- +3 mithril chain shirt (Adventure; DMG)

## ITEMS FOR THE ADVENTURE RECORD – OPTIONAL ENCOUNTER

### Special

**Gone Public:** You have gone public with the information contained in the Chronicle of Secret Times. What effects this may have on you in the future are uncertain.

### Item Access

APL 2:

- *Arcanists' Gloves* (Adventure; MIC)

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

- *Bracers of arcane freedom* (Adventure; MIC)

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

- *Bolt shirt (Adventure; MIC)*

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

- *Cloak of stone (Adventure; MIC)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Ring of greater counterspells (Adventure; MIC)*

APL 12 to 14 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *Bone ring (Adventure; MIC)*

## APPENDIX 1 – APL 2

### OPTIONAL ENCOUNTER

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**ADVANCED GRICK**

**CR 5**

N Large Aberration

**Init** +5; **Senses** Listen +6, Spot +6, Darkvision 60 ft., Scent

**Languages** None

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**AC** 16, touch 10, flat-footed 15  
(-1 size, +1 Dex, +6 natural)

**hp** 45 (6 HD)

**Fort** +4, **Ref** +3, **Will** +7

---

**Speed** 30 ft. (6 squares), climb 20 ft.;

**Melee** 4 tentacles +9 melee (1d6+6/20, x3) and 1 bite  
+7 melee (1d4+3)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +14

**Atk Options** none

**Combat Gear** none

---

**Abilities** Str 22, Dex 12, Con 15, Int 3, Wis 14, Cha 5

**SQ** DR 10/magic, Darkvision 60 ft., scent

**Feats** Alertness, Improved Initiative, Multiattack, Track

**Skills** Climb +16, Hide +7 (+15 in natural rocky areas), Listen +6, Spot +6

**Possessions** none

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## APPENDIX 2 – APL 4

### OPTIONAL ENCOUNTER

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#### DARKTENTACLES

CR 7

CE Large Aberration

**Init** +2; **Senses** Listen +6, Spot +6, Darkvision 60 ft., Tremorsense

**Languages** Common, Aquan

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**AC** 18, touch 11, flat-footed 16  
(-1 size, +2 Dex, +7 natural)

**hp** 74 (9 HD)

**Fort** +6, **Ref** +5, **Will** +7

---

**Speed** 5 ft. (1 square), swim 20 ft.;

**Melee** mwk battleaxe +10/+5 melee (1d8+4/20, x3) and 11 shortswords +9 melee (1d6+2) or 12 slams +9 melee (1d4+4)

**Space** 10 ft.; **Reach** 15 ft.

**Base Atk** +5; **Grp** +30

**Atk Options** Improved Grab, Constrict

**Combat Gear** mwk battleaxe, 11 shortswords

**Spell-Like Abilities** (CL 10th):

5/day— *Hold Monster* (DC 16)

3/day— *Charm Monster* (DC 15)

1/day— *Wall of Force*

---

**Abilities** Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12

**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use

**Feats** Combat Reflexes, Multidexterity, Multiweapon Fighting

**Skills** Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6

**Possessions** combat gear plus

---

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 2d6+6 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-20 penalty on its grapple check, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Spell-like Abilities:** 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

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## APPENDIX 3 – APL 6

### OPTIONAL ENCOUNTER

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**ADVANCED DARKTENTACLES** **CR 9**  
CE Large Aberration  
**Init** +2; **Senses** Listen +12, Spot +12, Darkvision 60 ft., Tremorsense  
**Languages** Common, Aquan

---

**AC** 19, touch 11, flat-footed 17  
(-1 size, +2 Dex, +8 natural)  
**hp** 153 (17 HD)  
**Fort** +9, **Ref** +7, **Will** +11

---

**Speed** 5 ft. (1 square), swim 20 ft.;  
**Melee** mwk battleaxe +18/+13/+8 melee (1d8+5/20, x3) and 11 shortswords +17 melee (1d6+2) or 12 slams +17 melee (1d4+5)  
**Space** 10 ft.; **Reach** 15 ft.  
**Base Atk** +12; **Grp** +38  
**Atk Options** Improved Grab, Constrict  
**Combat Gear** mwk battleaxe, 11 shortswords  
**Spell-Like Abilities** (CL 10th):  
5/day— *Hold Monster* (DC 16)  
3/day— *Charm Monster* (DC 15)  
1/day— *Wall of Force*

---

**Abilities** Str 20, Dex 15, Con 18, Int 14, Wis 12, Cha 12  
**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use  
**Feats** Combat Reflexes, Improved Natural Armor, Multidexterity, Multiweapon Fighting, Quicken  
Spell-like Ability 3/day (*hold monster*)  
**Skills** Concentration +17, Hide +21, Listen +12, Move Silently +21, Spot +12  
**Possessions** combat gear plus

---

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 2d6+6 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-20 penalty on its grapple check, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Spell-like Abilities:** 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use

by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

## APPENDIX 4 – APL 8

### OPTIONAL ENCOUNTER

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#### ADVANCED FIENDISH DARKTENTACLES CR 11

CE Large Aberration (Extraplanar)

**Init** +2; **Senses** Listen +12, Spot +12, Darkvision 60 ft., Tremorsense

**Languages** Common, Aquan

---

**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +8 natural)

**hp** 153 (17 HD)

**Resist** Cold 10, Fire 10; **SR** 22; **DR** 10/magic

**Fort** +9, **Ref** +7, **Will** +11

---

**Speed** 5 ft. (1 square), swim 20 ft.;

**Melee** mwk battleaxe +18/+13/+8 melee (1d8+5/20, x3) and 11 mwk shortswords +18 melee (1d6+2) or 12 slams +17 melee (1d4+5)

**Space** 10 ft.; **Reach** 15 ft.

**Base Atk** +12; **Grp** +38

**Atk Options** Improved Grab, Constrict, Smite Good

**Combat Gear** mwk battleaxe, 11 mwk shortswords

**Spell-Like Abilities** (CL 10th):

5/day— *Hold Monster* (DC 16)

3/day— *Charm Monster* (DC 15)

1/day— *Wall of Force*

---

**Abilities** Str 20, Dex 15, Con 18, Int 14, Wis 12, Cha 12

**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use

**Feats** Combat Reflexes, Improved Natural Armor, Multidexterity, Multiweapon Fighting, Quicken Spell-like Ability 3/day (*hold monster*)

**Skills** Concentration +17, Hide +21, Listen +12, Move Silently +21, Spot +12

**Possessions** combat gear plus

---

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 2d6+6 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-20 penalty on its grapple check, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage

equal to its HD total (maximum of +20) against a good foe.

**Spell-like Abilities:** 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

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**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

## APPENDIX 5 – APL 10

### OPTIONAL ENCOUNTER

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#### ADVANCED FIENDISH DARKTENTACLES CR 14

CE Huge Aberration (Extraplanar)

**Init** +2; **Senses** Listen +21, Spot +21, Darkvision 60 ft., Tremorsense

**Languages** Common, Aquan

---

**AC** 21, touch 10, flat-footed 19

(-2 size, +2 Dex, +11 natural)

**hp** 262 (25 HD)

**Resist** Cold 10; Fire 10; **SR** 25 **DR** 10/magic

**Fort** +14, **Ref** +10, **Will** +16

---

**Speed** 5 ft. (1 square), swim 20 ft.;

**Melee** mwk huge battleaxe +27/+22/+17 melee (3d6+10/20, x3) and 11 mwk shortswords +27 melee (1d6+5) or 12 slams +26 melee (1d6+10)

**Space** 15 ft.; **Reach** 25 ft.

**Base Atk** +18; **Grp** +52

**Atk Options** Improved Grab, Constrict, Power Attack, Smite Good, Multigrab

**Combat Gear** mwk huge battleaxe, 11 mwk shortswords

**Spell-Like Abilities** (CL 10th):

5/day— *Hold Monster* (DC 16)

3/day— *Charm Monster* (DC 15)

1/day— *Wall of Force*

---

**Abilities** Str 30, Dex 14, Con 22, Int 14, Wis 12, Cha 12

**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use

**Feats** Combat Reflexes, Extended Reach<sup>ss</sup>, Improved Natural Armor, Multidexterity, Multigrab<sup>ss</sup>, Multiweapon Fighting, Power Attack, Quicken Spell-like Ability 3/day (*hold monster*)

**Skills** Concentration +23, Hide +24, Listen +21, Move Silently +24, Spot +21

**Possessions** combat gear plus *ring of greater counterspells* (*Otto's Irresistible Dance*)

---

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 3d6+15 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-10 penalty on its grapple check due to Multigrab feat, but the darktentacles is not considered grappled). If it wins

the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Spell-like Abilities:** 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.



## APPENDIX 6 – APL 12

### OPTIONAL ENCOUNTER

**ADVANCED**      **FIENDISH**      **SPELLWARPED**  
**DARKTENTACLES**      **CR 16**

CE Huge Aberration (Extraplanar)

**Init** +3; **Senses** Listen +23, Spot +23, Darkvision 60 ft., Tremorsense

**Languages** Common, Aquan

**AC** 24, touch 11, flat-footed 21

(-2 size, +3 Dex, +13 natural)

**hp** 300 (25 HD)

**Resist** Cold 10; Fire 10; variable, see below; **SR** 36

**DR** 10/magic, Spell absorption

**Fort** +16, **Ref** +11, **Will** +16

**Speed** 5 ft. (1 square), swim 20 ft.;

**Melee** mwk huge battleaxe +29/+24/+19 melee (3d6+12/20, x3) and 11 mwk shortswords +29 melee (1d6+6) or 12 slams +28 melee (1d6+12)

**Space** 15 ft.; **Reach** 25 ft.

**Base Atk** +18; **Grp** +54

**Atk Options** Improved Grab, Constrict, Power Attack, Smite Good, Multigrab<sup>ss</sup>

**Combat Gear** mwk huge battleaxe, 11 mwk shortswords

**Spell-Like Abilities** (CL 10th):

5/day— *Hold Monster* (DC 16)

3/day— *Charm Monster* (DC 15)

1/day— *Wall of Force*

**Abilities** Str 34, Dex 16, Con 26, Int 18, Wis 12, Cha 12

**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use, spell absorption

**Feats** Combat Reflexes, Extended Reach<sup>ss</sup>, Improved Natural Armor, Multidexterity, Multigrab<sup>ss</sup>, Multiweapon Fighting, Power Attack, Quicken Spell-like Ability 3/day (*hold monster*)

**Skills** Concentration +25, Hide +28, Listen +23, Move Silently +28, Spot +23

**Possessions** combat gear plus *ring of greater counterspells* (*Otto's Irresistible Dance*)

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 3d6+18 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to

hold the opponent (-10 penalty on its grapple check due to Multigrab feat, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Spell-like Abilities:** 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Spell Resistance (Ex):** A spellwarped creature gains SR equal to 11 plus its Hit Dice.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves:

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

## APPENDIX 7 – APL 14

### ENCOUNTER 3

#### AREA 3

##### DEATH SLAAD FTR2 (2) CR 15

CE Medium Outsider (Chaotic, Extraplanar)

**Init** +10; **Senses** Listen +22, Spot +22

---

**AC** 35, touch 16, flat-footed 29

(+6 Dex, +7 armor, +12 natural)

**hp** 164 (17 HD)

**Resist** DR 10/lawful, immunity to sonic, resistance to acid 5, cold 5, electricity 5, fire 5

**Fort** +17, **Ref** +15, **Will** +13

---

**Speed** 30 ft. (6 squares);

**Melee** +2 *greatsword* +20/+15/+10 melee (2d6+9/17-20x2) and bite +20 melee (2d10+2) or 2 claws +22 melee (3d6+5 plus stun) and bite +20 melee (2d10+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +17; **Grp** +22

**Atk Options** spell-like abilities, stun

**Combat Gear** +2 *greatsword*, +3 *mithril chain shirt*

**Spell-Like Abilities** At will – *animate objects*, *chaos hammer* (DC 20), *deeper darkness*, *detect magic*, *dispel law* (DC 21), *fear* (DC 20), *finger of death* (DC 23), *fireball* (DC 19), *fly*, *identify*, *invisibility*, *magic circle against law*, *see invisibility*, *shatter* (DC 18); 3/day – *circle of death* (DC 22), *cloak of chaos* (DC 24), *word of chaos* (DC 23); 1/day – *implosion* (DC 25), *power word blind*. CL 15<sup>th</sup>.

---

**Abilities** Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 22

**SQ** change shape, DR 10 lawful, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5 and fire 5, telepathy 100 ft.

**Feats** Cleave, Great Cleave, Improved Initiative, Improved Critical (greatsword), Improved Sunder, Multiattack, Power Attack, Weapon Focus (greatsword)

**Skills** Climb +25, Concentration +15, Escape Artist +24, Hide +24, Intimidate +26, Jump +25, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +22, Move Silently +24, Search +25, Spot +22, Survival +12 (+14 when tracking), Use Rope +6

**Possessions** Combat Gear plus *cloak of charisma* +4

**Stun (Ex):** Three times per day, a death salad can attempt to stun an opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom based.

**Change Shape (Su):** A death salad can assume any humanoid form as a standard action. In humanoid form, a death salad cannot use its natural weapons

(although a death salad can equip itself with weapons and armor appropriate to its appearance). A death salad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the salad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

#### AREA 4

##### ELDER FIRE ELEMENTAL (4) CR 11

N Huge Elemental (Fire, Extraplanar)

**Init** +13; **Senses** Listen +28, Spot +29

---

**AC** 32, touch 18, flat-footed 22

(-2 size, +9 Dex, +6 *greater mage armor*, +8 natural, +1 *haste*)

**hp** 204 (24 HD)

**Resist** DR 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

**Miss chance** 50%

**Fort** +14, **Ref** +24, **Will** +10

---

**Speed** 60 ft. (12 squares);

**Melee** 2 slams +27 melee (2d8+6 plus 2d8 fire) plus *haste* attack slam +27 melee (2d8+6 plus 2d8 fire)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +32

**Atk Options** *haste* attack, burn, Spring Attack

**Combat Gear** none

**Spell-Like Abilities** none.

---

**Abilities** Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11

**SQ** DR 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold, *displacement* (CL 17<sup>th</sup>).

**Feats** Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)

**Skills** Listen +28, Spot +29

**Possessions** none

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 26) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

## OPTIONAL ENCOUNTER

**ADVANCED HALF-FIEND SPELLWARPED**  
**DARKTENTACLES CR 17**

CE Huge Outsider (Native Outsider)

**Init** +5; **Senses** Listen +25, Spot +25, Darkvision 60 ft., Tremorsense

**Languages** Common, Aquan

**AC** 27, touch 13, flat-footed 22

(-2 size, +5 Dex, +14 natural)

**hp** 325 (25 HD)

**Resist** Acid 10, Cold 10, Electricity 10, Fire 10; variable, see below; **SR** 36 **DR** 10/magic, Spell absorption, immunity to poison

**Fort** +17, **Ref** +13, **Will** +16

**Speed** 5 ft. (1 square), fly 5 ft.; swim 20 ft.;

**Melee** mwk huge battleaxe +31/+26/+21 melee (3d6+14/20, x3) and 11 mwk shortswords +31 melee (1d6+8) or 12 slams +30 melee (1d6+14)

**Space** 15 ft.; **Reach** 25 ft.

**Base Atk** +18; **Grp** +56

**Atk Options** Improved Grab, Constrict, Power Attack, Smite Good, Multigrab<sup>SS</sup>

**Combat Gear** mwk huge battleaxe, 11 mwk shortswords

**Spell-Like Abilities** (CL 25<sup>th</sup> unless otherwise noted):

5/day— *hold monster* (DC 16) (CL 10<sup>th</sup>); 3/day— *charm monster* (DC 15) (CL 10<sup>th</sup>), *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day— *blasphemy*, *contagion* (DC varies), *desecrate*, *finger of death* (DC 20), *horrid wilting* (DC 21), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 17), *wall of force* (CL 10<sup>th</sup>)

**Abilities** Str 38, Dex 20, Con 28, Int 22, Wis 12, Cha 14

**SQ** Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use, spell absorption

**Feats** Combat Reflexes, Extended Reach<sup>SS</sup>, Improved Natural Armor, Multidexterity, Multigrab<sup>SS</sup>, Multiweapon Fighting, Power Attack, Quicken Spell-like Ability 3/day (*unholy aura*)

**Skills** Concentration +25, Hide +30, Listen +25, Move Silently +30, Spot +25

**Possessions** combat gear plus *ring of greater counterspells* (*Otto's Irresistible Dance*)

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 3d6+21 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-10

penalty on its grapple check due to Multigrab feat, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Spell Resistance (Ex):** A spellwarped creature gains SR equal to 11 plus its Hit Dice.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves:

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

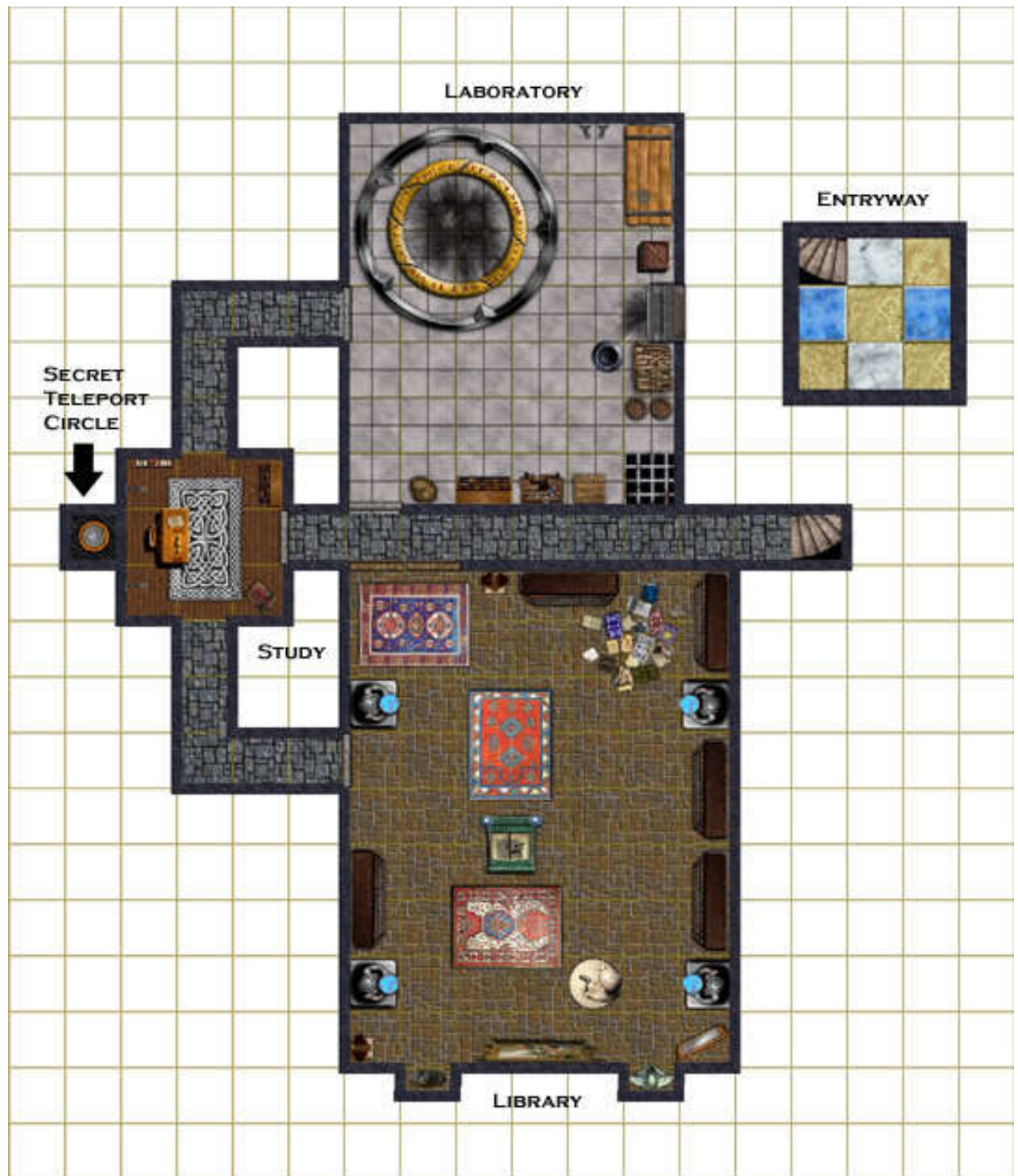
*Life:* The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

## DM AID: MAP #1 – SECRET DUNGEON



**NOTE: FOLLOWING THIS MAP ARE ACTUAL SIZE MAPS OF THE LIBRARY  
AND LABORATORY FOR YOU TO USE ON THE BATTLEMAP.**

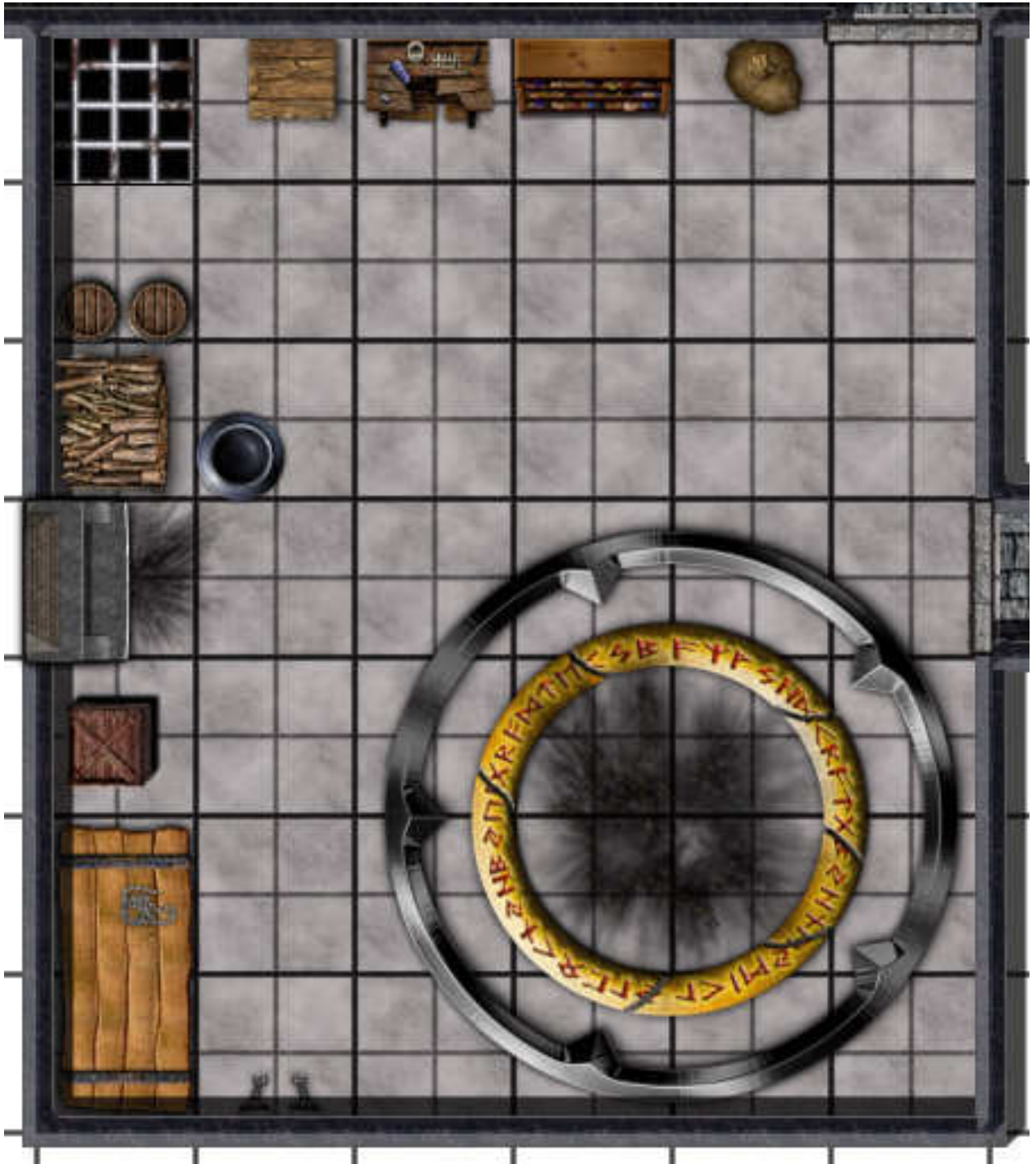
- The laboratory is 6 squares wide by 7 squares high
- The library is 7 squares wide by 9 ½ squares high
- The study is 3 squares by 3 squares.







## DM AID: MAP #3 – LABORATORY



## DM AID: MAP #4 – RUINS IN THE RUSHMOORS



The map is 12 squares wide by 16 squares high  
The ruins are 9 squares high by 6 squares wide

## DM AID: NEW RULES

### NEW FEATS

#### **Extended Reach (*Savage Species*)**

Your flexible body allows you to reach farther than normal.

**Prerequisite:** Small or larger size, non-rigid body or a non-rigid attack form such as a tentacle, feeler or pseudopod.

**Benefit:** Your body or a part of your body that with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

#### **Multigrab (*Savage Species*)**

You can grapple enemies more firmly than normal with your natural attacks.

**Prerequisite:** Str 17, Improved Grab.

**Benefit:** When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

### NEW MONSTERS

#### **Darktentacles (*Monster Manual II*)**

##### **Large Aberration**

**Hit Dice:** 9d8+27 (67 hit points)

**Initiative:** +2

**Speed:** 5 ft., swim 20 ft.

**AC:** 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +5/+30

**Attack:** Slam +9 melee (1d4+4) or weapon +4 melee

**Full Attack:** 12 slams +9 melee or weapon +9/+4 melee and 11 light weapons +9 melee, or weapon +9/+4 melee and 11 weapons (at least one of which is not light) +7 melee

**Space/Reach:** 10 ft. / 15 ft.

**Special Attacks:** Constrict 2d6+6, improved grab, spell-like abilities

**Special Qualities:** Darkvision 60 ft., enhanced multi-weapon fighting, tentacle regeneration, tremorsense, weapon use

**Saves:** Fort +6, Ref +5, Will +7

**Abilities:** Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12

**Skills:** Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6

**Feats:** Combat Reflexes, Multidexterity, Multiweapon Fighting

**Environment:** Any marsh

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 10-18 HD (Large); 19-27 HD (Huge)

The darktentacles is a justly feared swamp monster. Both intelligent and malicious, it often leaves treasure from previous victims scattered about to attract new prey. The creature can flatten its squishy body across the ground so as to be inconspicuous, and it usually hides in or near water.

A darktentacles resembles an octopus with thirty six tentacles, each of which can be up to 20 feet long. Instead of suction cups, each of its tentacles is lined with eyes. The creature uses some tentacles for movement and others for combat, striking with whichever tentacles are convenient.

This creature is capable of wielding weapons in its tentacles and it often does so. It has no innate sense for magic items, but it tends to select the most effective weapons at its disposal. Because it hides so



well, many characters have no idea that a darktentacles is present until abandoned weapons fly up from the ground and begin attacking them.

A dark tentacles speaks common and Aquan.

### Combat

When creatures approach, a darktentacles typically uses its *charm monster* and *hold monster* powers first, concentrating its attacks on foes who seem to be physically powerful. Thereafter, it attacks anyone who comes within reach of its tentacles. If the darktentacles manages to grab someone, it uses its *wall of force* ability to keep any other opponents from lending the victim assistance.

A darktentacles can use only three tentacles at once against a Medium or Small sized opponent. Against a larger foe, it can use three additional tentacles for each extra 5 feet of face (size category) the opponent has, provided that it has the reach. Against a Tiny or smaller opponent, the creature can use only one tentacle. It can use a maximum of three tentacles against all foes in any single 5-foot by 5-foot area.

**Constrict (Ex):** On a successful grapple check, a darktentacles can crush a grappled opponent, dealing 2d6+6 points of bludgeoning damage.

**Improved Grab (Ex):** If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally or use its tentacle to hold the opponent (-20 penalty on its grapple check, but the darktentacles is not considered grappled). If it wins the grapple check, it establishes a hold and can constrict in addition to dealing its slam damage.

**Spell-like Abilities:** 5/day – *hold monster*, 3/day – *charm monster*, 1/day – *wall of force*. Caster level 10<sup>th</sup>; save DC 11 + spell-level.

**Enhanced Multiweapon Fighting (Ex):** This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates any penalty for using one or more light off-hand weapons.

**Tentacle Regeneration (Ex):** Foes can attack the tentacles of a draktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (damage does not apply against its hit point total) and it regrows the limb within a day.

**Tremorsense (Ex):** A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Weapon Use (Ex):** A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

**Skills:** Darktentacles have a +16 racial bonus on grapple checks and a +4 racial bonus on Hide checks.

## NEW SPELL

### Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S

This spell functions like *mage armor*, except that it requires no material component and its tangible field of force provides a +6 bonus to armor class.

## **NEW TEMPLATE**

### **Spellwarped Creature (*Monster Manual III*)**

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mindset, reacting to many situations in unusual but cunning ways.

### **Creating A Spellwarped Creature**

Spellwarped is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

**Size and Type:** The creature's type changes to aberration. Do not recalculate the creature's hit dice, base attack bonus, saves or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

**Armor Class:** Natural Armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

**Special Qualities:** A spellwarped creature has all the special qualities of the base creature, plus the following special qualities:

*Spell Resistance (Ex):* A spellwarped creature gains SR equal to 11 plus its Hit Dice.

*Spell Absorption (Su):* Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves:

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

**Alignment:** Usually evil (any). Spellwarped creatures are typically selfish and cruel.

**Level Adjustment:** +3.

## PLAYER HANDOUT #1 – AN INVITATION FROM LORD HOLPHIN

*Greetings,*

*Though you do not know me, your names and deeds are known to me. I cannot spare words: the honor of your presence is requested by Lord Holphin Neheli, known by some as the Kingslayer. Dark times are facing the Kingdom and Lord Holphin has immediate need of your services. You are requested to meet Lord Holphin at the Crystal Goblet in Niole Dra. Speak my name to Lathfrayel, the innkeeper, when you arrive.*

*Regards,*

*Artaxerxes of Saint Cuthbert*

## PLAYER HANDOUT #2 – AN INVITATION FROM LORD HOLPHIN

*Friends,*

*I cannot spare words: the honor of your presence is requested by Lord Holphin. Dark times are facing the Kingdom and Lord Holphin has immediate need of your services. I implore you to meet Lord Holphin at the Crystal Goblet in Niole Dra. Speak my name to Lathfrayel, the innkeeper, when you arrive.*

*Warmest regards,*

*Artaxerxes*



## PLAYER HANDOUT #3 – COUNT ORLOC’S JOURNALS

### 15 Patchwall 578

*Two days ago Duke Cedrian and I agreed to an intellectual alliance to pool our arcane knowledge and engage in experiments together. We shall begin next month. We shall use the cellars under Cedrian's quarters. I prefer to conduct my own affairs in the cellars under my own rooms.*

### 26 Coldvein 579

*Cedrian and I have drawn up preliminary plans to construct a planar portal. Assuming all goes according to plan, I shall tie the portal to the plane of Mechanus.*

### 10 Goodmonth 579

*Cedrian is a weakling. His reluctance to experiment with the portal is infuriating. We must configure the portal properly, and we can only do so through experimentation. Sacrifices must be made. Cedrian needs to see reason!*

### 19 Goodmonth 579

*Now I know Cedrian is a fool as well. Cedrian's apprentice botched creation of the portal and nearly cost us our lives. Perhaps we should rethink our designs and proceed with more caution. I shall speak with Cedrian in the morning.*

### 24 Sunsebb 579

*He is a greater fool than I thought possible! Cedrian attuned the portal to the plane of Limbo, foiling my designs to attune it to the plane of Mechanus! He has no conception of the dangers of a plane of randomness, nor of my plans to contact the inhabitants of Mechanus in the hopes of resolving the current problems facing the Kingdom. I shall break off ties with Cedrian before his recklessness kills us both. With what I have learned from our experiments, opening another portal should be much easier, and a task that I may accomplish alone.*

## PLAYER HANDOUT #4 – COUNT ORLOC’S JOURNALS

### 16 Ready'reat 595

*After years of work and now that I am free of Cedrian's meddling, I have managed to open a link to Mechanus. On the morrow I shall finally view the plane and see what there is to be seen. I regret the loss of my apprentice, Ledonne, but his sacrifice will not be in vain if I can gather the information I desperately need to stave off the coming conflict.*

### 17 Ready'reat 595

*It is worse than I feared. Events are in motion that cannot be stopped. If all else fails I will away via my teleportation circle, recover the great treasure there and depart.*

### 14 Fireseek 596

*All has become clear to me now. The Returned cannot be stopped. House Neheli must either join with the Returned or perish with the remainder of the Empire and our weakling of a monarch. Events shall move quickly this year and I must move as well to ensure that our family is in position to succeed when the Kingdom falls before the Returned.*

## PLAYER HANDOUT #5 – A HINT FOR THE COMBINATION IN THE STUDY

“Very well then, sir. Here the hint for your combination,” says the voice....

*After the sun's ebb, when the winter winds blow,  
We all seek the heat of a fire's warm glow.  
And after the harvest, when we've all had some beer,  
The walls in the pasture must be fixed for next year.  
Then the sun rides high, and with sweat on our brow,  
It's time for the sickle, for it follows the plow.  
Celene and her sister watch Oerth celebrate,  
The space twixt the summers with full, smiling face.*

## PLAYER HANDOUT #6 – THE GREYHAWK CALENDAR

The year consists of 364 days, split into twelve months of twenty-eight days each, and four seven-day festivals, each placed at three month intervals. The months and festivals are commonly referred to as the Dozenmonth of Luna and the Four Festivals.

Days are reckoned in weeks of seven days each. The days of the month are: **Starday**, **Sunday**, **Moonday**, **Godsday**, **Waterday**, **Earthday**, and **Freeday**. Godsday is commonly associated with worship, and Freeday with rest. The remaining days are considered "work days."

The days of the week always occur on the same day every year, a result of the year having a number of days divisible by seven. The first of the month is always a Starday.

The months and festivals are based on the cycles of Oerth's moons, Luna and Celene. Luna has a twenty-eight day cycle, while Celene's cycle is ninety-one days. Celene is full at the midpoint of each festival, while Luna is full at various times throughout the year.

<u>Month/Festival</u>	<u>Season</u>
Needfest	FESTIVAL
Fireseek	Winter
Readying	Spring
Coldeven	Spring
Growfest	FESTIVAL
Planting	Low summer
Flocktime	Low summer
Wealsun	Low summer
Richfest	FESTIVAL
Reaping	High summer
Goodmonth	High summer
Harvester	High summer
Brewfest	FESTIVAL
Patchwall	Autumn
Ready'reat	Autumn
Sunsebb	Winter

## PLAYER HANDOUT #7 – EXCERPT FROM THE CHRONICLE OF SECRET TIMES

I, Uhas of Neheli, write these words so that the mistakes of the past shall not be forgotten, but rather shall be remembered and learned from.

Following the destruction and desecration of the Keoish settlement of Fleeth, the gruesome details of which are recorded elsewhere in this volume, to my great personal shame, the House of Neheli conducted a bargain with He who sat on the Spider Throne. In return for sparing the northern lands from the depredations of His undead armies, the Neheli would not wage war against Vecna even as the rest of the fledgling Kingdom prepared to do battle. This pact is the greatest secret of the Neheli, our greatest shame and our greatest sin.

Even as Keoland's armies gathered in Niole Dra and the king prepared for war, the Neheli plotted to betray the determined allied Suloise and Oerdian tribes as they planned the march north towards the Ur-Flan settlements and the massed forces of undead that were held under the outstretched hand of Vecna. A plan was hatched to fall upon the forces of weal as they marched through the northern baronies held by House Neheli, as the Neheli troops ostensibly massed to join with the great Army of Keoland.

Fortunately, the planned treachery of the Neheli was unwittingly foiled by another betrayer, Kas the Bloody Handed, when Vecna's own lieutenant attempted to usurp the Spider Throne. When the armies of Keoland marched northward in what was known to be a fool's crusade (for what army could stand against a force that could animate its own dead!), instead the Keoish found only minor resistance. Vecna was gone and his empire was destroyed. The Neheli seers, having learned of Vecna's fate, hastily called off the treasonous attack on their brethren. The Empire of Keoland was now free to push north and conquer the warring tribes of Flan and establish the Marches. The planned treachery of the Neheli would go unbeknownst to the other Great Houses of Rhola and Amber, and peace would one day reign over the Sheldomar valley. Even the Neheli would come to forget their designs of betrayal. Only I, Uhas of Neheli, shall faithfully chronicle these events so that the mistakes of the past shall not be forgotten, but rather shall be remembered and learned from.

## CRITICAL EVENT SUMMARY: KEO8-04 THE SECRET

For use only at KEOCON or before June 15, 2008.

1. Did the PCs discover that Count Orloc has allied with the Army of the Returned? Yes  
No
  
2. If the answer to Question 1 is in the affirmative, whom did they tell (if anyone)?
  
3. Did the PCs discover that House Neheli at one time collaborated with the Occluded Empire in the Optional Encounter?  

Yes                      No
  
4. If the answer to Question 3 is in the affirmative, whom did they tell (if anyone)?

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):