

VTF4-07

Sticks and Stones

A one Round D&D LIVING GREYHAWK[®]

Tuflik, Fals, and Volverdyva

Metaregional Adventure

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Following the path of the elemental nodes has brought you to the war torn land of Veluna. It seems more factions than just the cult of the Elemental Eye are interested in the earth node. Can you claim the earth node for the forces of good? A continuation of the "Three is the Evilest Number" series. It is strongly recommended that you play the previous Year 3 and Year 4 VTF metaregional scenarios before this one. An adventure for APLs 8-16.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag

should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the Heroes participating in the adventure.

- If Heroes bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six Heroes, add one to that average.

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

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

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

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

loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Velderdyva Trade Route metaregion. Characters native to the Velderdyva Trade Route metaregion pay one Time Unit

per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

	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

Adventure Background

The earth node has been known to the leadership of Veluna for centuries. The Brotherhood of the Vale was established, and their temple set upon the entrance in the Yatil mountains, in order to protect the node from the evil forces now interested in it.

Recently, the Brotherhood of the Vale has been routed from their temple by the forces of Herion whose staging area is in the Yatil mountains. Herion, being a former Canon of Veluna and a thoroughly evil entity, also knew about the Earth Node. While not sure what to do with it, he assigned a small force to hold it but nothing more.

Enter Lareth the Beautiful and his cronies. The Temple faction to which he belongs, sensing the completion of this phase of their plan, has sent some demonic followers to assist Lareth. Lareth and the demons handily defeated the small force of defenders left by Herion and have claimed the Earth Node, bringing with them the Horn of Darkness as they prepare for this, the last of the summons of the Elemental Princes.

Unbeknownst to Lareth, the devils working for Herion have sensed the presence of their ancient enemy and petitioned Herion to be allowed to hunt down the demons. The devils found the location of the demons

just as Lareth is ready to begin his summoning, the characters arriving shortly thereafter. These devils then contacted their Lawful evil counterparts in the Temple and made arrangements to share information with their devilish counterparts in return for other considerations (not part of this module). As a result, Herion has allowed the devils of the Lawful Evil faction of the Temple to assist him here, with certain restrictions that need not be explained.

Adventure Summary

Introduction: The adventure starts with the heroes arriving in Veluna from the west through the Fals Gap. They meet a Walker Nannus who pulls them into the plot. There are two other possible hooks if the party has a member of the Brotherhood of the Vale or the Brotherhood of the Unseen with them. In this case, that character knows where the Earth Node is, and the party can proceed to it without talking to Lady Jolene and Brother Zalan.

Encounter One: The heroes discover where the earth node is located by talking to Lady Jolene and Brother Zalan.

Encounter Two: The various factions of the Temple send in *charmed* people to “make a deal”. This encounter is to provide role-playing and information on the entire VTF series.

Encounter Three: This happens outside the Brotherhood of the Vale’s monastery. The devils or demons (whoever was turned down in **Encounter Two**, or the demons if both were turned down) attempt an ambush on the characters, knowing they are coming. The ambush begins the 50 round countdown on the summoning (large gong sounds once per minute to emphasize this). If the party makes deals with both, they pass this without a struggle but have a much more difficult time in **Encounter Four**.

Encounter Four: The outer room of the Earth node is a battle ground between a force of demons and devils. Depending on decisions made earlier, the heroes fight one force or the other, or both.

Encounter Five: *The Horn of Darkness* is set in the next room, inside the defensive object known as the Blood of Darkness.

Encounter Six: The encounter within the earth node itself. It may be either after the prince is summoned or during the summoning, depending on how long the characters took to get there.

Conclusion: The conclusion sums the whole adventure up and deals with the repercussions of any deals made and the summoning (or not) of the Elemental Prince.

Introduction

This stage of the series will start with the Heroes traveling west through the newly liberated Fals Gap into Veluna.

The map has shown you that east is your destination. The fourth and final node, that of earth, lies in that direction. So east you have traveled, passing through the Fals Gap and into Veluna proper. Fals Keep, the guardian of Fals Gap, looks as if it has seen a battle recently. It will take the remainder of this day to reach Falsridge and the comfort of an inn to spend the night.

Now would be a good time for heroes to introduce themselves. It is also the time to give characters who are members of The Brotherhood of the Vale **Players Handout #1** and members of The Brotherhood of the Unseen **Players Handout #2**

Once the heroes arrive in Falsridge, read or paraphrase the following.

Falsridge is a welcome sight after a long days' travel. Falsridge seems to be under unusually strict security, but then again, it is in a war zone. Approaching the main western gate, two guards are questioning all who enter.

The guards are going to ask the standard battery of questions typical under the circumstances - name, religious affiliation, home, business in Falsridge. Unless a character is incredibly rude to the guards, they are permitted into the city. If they are rude or otherwise objectionable, they are not allowed in (but can join up with the party the next day as they leave).

Upon entering the city, a man dressed in traveling attire approaches and waves a greeting.

He speaks politely but quickly, “Well. I am glad to finally see you. I was instructed that you would be coming here, and that I should deliver this message whenever it was that you arrived. Funny thing though, we could not determine your exact time of arrival, so I have had to spend quite some time here at the gates. You see, we have been having problems communing with Fharlanghn here. I have spoken with the local authorities about this,

and it seems that all clerics are having the same problem... Sorry, I tend to go off on tangents. Where are my manners? I am Walker Nannus. We have a mutual friend, I believe, in one Walker Salidus. Now, where is that note... Ah! Here you are."

Walker Nannus then hands over a letter.

He hands the heroes **Player Handout #3**. If the characters have never met or heard of Walker Salidus before - and mention that fact - Walker Nannus should take some time to question them and their motives. In essence, he is just looking to confirm that they are good folk, willing to risk themselves in a good cause. If Walker Nannus doubts this after some questions, he must be persuaded or he suggests strongly that the characters in question be on their way. This persuasion is up the remainder of the characters and it is at the discretion of the DM as to whether it succeeds or not. For anyone who cannot persuade him, the adventure is over.

VELUNA NOTE TO DMs: Any PC or NPC that attempts to cast *scry*, *divination*, *commune*, *contact other plane*, or *greater scrying* in this module finds their attempt blocked. They feel great pressure on their minds and take 2d6 non-lethal damage.

At this point, the party can do what the letter recommends, and have Walker Nannus help them discover the exact location of the earth node, or, if they received **Player Handout #1** or **#2** they can proceed directly to **Encounter Two**, and head to the earth node.

Assuming the characters want to ask Nannus some questions, here are some possible questions and his answers.

What do you know about the Earth Node?

Not much unfortunately. Until recently I had not even heard of it. I have not been able to find much about it, but I may know someone who knows more. I can take you there if you desire.

Do you know where the Earth Node is?

No, I do not, but I may know someone who does.

Who is that?

I have made contact with a Lady Jolene; she seems to know something about it, and was trying to arrange a meeting with one of the members of the Brotherhood of the Vale. Apparently, they are a local monastery that has some knowledge of the node.

When is the meeting? Can you arrange a meeting? Where can we find Lady Jolene?

Well, Fharlanghn has smiled on you, Traveler. Lady Jolene contacted me just this morning, requesting a meeting tomorrow at the local church of St. Cuthbert. You are more than welcome to come with me.

Don't you have a problem going to the church of another god?

Of course not. In Fharlanghn's service I have traveled to many countries and had dealings with many religions. It would be difficult to do my job if I were to live under such restrictions.

What exactly are we looking for?

It may seem strange that Walker Salidus chose you, but as a fellow traveler he must have his reasons. My understanding is that you are to find and destroy the earth node.

Further Details

Walker Nannus knows little else about the history or the local situation. He travels extensively and has not been in Veluna for long – his efforts to find out anything about the Node have been relatively fruitless.

When the Heroes are ready to meet Jolene, he asks them to meet him at the local church of St. Cuthbert at dawn tomorrow. If they choose to do so, proceed to **Encounter One**. If they choose not to go to the meeting, and instead follow Player's Handout #2 or #3, proceed to **Encounter Two**.

Encounter One: Meeting with Nobility

Read or paraphrase the following once the heroes decide to go to the meeting the following morning.

The church of St. Cuthbert is almost 400 feet long. While this may be small to the standards to some of the churches in larger cities, it by far dwarfs any of the other buildings here in Falsridge. The public entrance to the church is on the south side. The church is currently being guarded by a number of knights in shining silver armor, bearing the livery of Cuthbert. These must be the famed Knights of the Cudgel. Walker Nannus is waiting at the entrance.

He smiles as he sees you approach. Without pause, he hurries up and says, "Excellent. My friends, I am glad you have arrived. Lady Jolene is waiting in one of the meeting rooms here at the church. Please follow me."

You are led back into the administrative area of the church. After a few twists and turns, the Walker stops and opens a door. In the room beyond sits a rather striking woman wearing a long green dress, and a man in plain brown robes, wearing an obvious holy symbol.

Those players who are members of the Veluna meta-org Defenders of Veluna, or who have played **VEL2-06 Under a Blood Red Sky**, **VEL4-05 Heart of Darkness**, or the Battle of Valkurl Interactive recognize the woman to be Jolene.

The holy symbol is that of Rao and is a Knowledge (religion) [DC 10] to identify, with a +5 circumstance modifier for any characters claiming Veluna as their home region.

The woman looks up and smiles and says, "Welcome, Walker Nannus. May I inquire who your friends are?"

Nannus replies, "These people have been helping a brother of my order, Walker Salidius. I'll let them introduce themselves."

Have the players introduce themselves to Jolene – if they are new to the series, or did not know Walker Salidius, have them make appropriate introductions about their abilities. Once that is completed, continue:

"Well met. I am Lady Jolene," the demure woman says. "Walker Nannus has described what it is you are looking for. It so happens that the location of this Earth Node has been known to the government of Veluna for a long while. Brother Zalan here can describe more." Jolene motions to the man wearing the robes.

Brother Zalan looks up and says, "It has been the sacred duty of the Brotherhood of the Vale to protect the Earth Node from intruders. We have been doing this for the past 500 years. Our monastery, in fact, was built where it is in order to protect the entrance to the node. Recently, however, my order has been force out from our home by the forces of Herion, and thus the node is vulnerable. It may already in enemy hands."

"We have kept an eye on the monastery with the help of Jolene and her associates, to try and ascertain if Herion was interested in the node.

After some limited sacking of the monastery, Herion's forces did not seem to have any interest in that which lies below. Still, we maintained our vigil without taking any offensive action to draw his attention back to the site."

"A little over a week ago, a different force appeared and drove off Herion's guards. This force consisted of a number of foul creatures which none of our scouts recognized; similar to the fiendish creatures that Herion has working for him, but these did not seem quite as organized. They have since occupied the monastery, and we believe they have begun actively search for the Earth Node. These creatures have made it difficult for our scouts to remain in the area. We were consulting with Jolene, debating whether to investigate in force, when Walker Nannus showed up inquiring about the Earth Node."

"So," Jolene interrupts, "you arrive at an opportune time. We would like you to go and scout the area. You seem to have purpose to go there and it coincides with our interest. You are aware that Veluna has been attacked by Herion, a Canon from over 400 years ago, with an army of undead, orcs, and devils? This army poured down out of the Yatils, so we assume there is some sort of staging area nearby. You do not want to draw the attention of this army, so we will do our part to distract Herion's forces in the area so that you have a better chance of getting there and doing what it is you need to do without attracting their attention. Still, I would be as inconspicuous as possible when headed north – if you can avoid using magic it would be even better, as the army of Herion has some ability to detect it. As long as you stay west of the Fals river, you should be fine. Any questions?"

Here are some answers to typical questions the Heroes might ask.

Where exactly is the monastery?

Brother Zalan produces a map of Veluna and the surrounding area. He then says, "Follow the Fals River north for about 6 days on foot. You will find a trail leading up into the Yatil mountains. It is a well-maintained trail and has a bridge crossing the river, so you should recognize it. Follow that trail north, and you will arrive at the monastery."

Are you going to send any troops up there?

Lady Jolene speaks up. "Mitrik is still under siege by Herion, most of our forces are dedicated there. Any large-scale offensive movement in the north will be

met with stiff resistance and may betray other things we have going on in the area. We believe a small raiding party has much better chance of getting in than a large force of troops. You are the type of raiding party we see having great success, or at least some success.”

What’s the pay?

Lady Jolene replies angrily, directing it at Walker Nannus, “You came to us for information to help you on your quest. We gave you that information, which is a great secret of Veluna, AND offered to run interference for these folk with the fiendish army of a lich so that you would have a better chance to succeed, and now they ask for money to do that which you say they came here to do in the first place? I strongly suggest you begin to act like the heroes you profess you are, and not the beggars you are starting to sound like.”

What do you know about what we are up against?

Brother Zalan replies, “Very little unfortunately. Our scouts describe a force of humans and other unidentified creatures entering the monastery. Our experts are working on those details but have not yet discerned enough for a conclusive answer – a similar problem you would no doubt have with the little available as a description.”

Where exactly do we find the entrance to the earth node in the monastery?

Brother Zalan replies, “There is a ladder in the back of the main sanctuary. This ladder leads down to a short hall and a sealed doorway. That is the entrance to the cavern of the Earth Node.”

Once the party is finished with questions of Jolene and the brother, they can begin their journey. Proceed to **Encounter Two**.

Encounter Two: Along the Path

The actual distance the heroes have to travel is approximately 100 miles along a winding river. The forces of Herion cannot actually detect magic in their area but have a lot of scouts out watching for things. Using their own divinations, the forces of the Temple isolate the heroes as the cause of their continual misery and send a pair of charmed locals to discuss the situation (one is from the Lawful Evil faction, one from the Chaotic Evil faction). Should the heroes plan to walk or otherwise use ground transport to the

monastery, they are intercepted by these two some 50 miles from their destination. If they plan instant transport or other fast means, the two walk up just as they are preparing to depart (they are told to exit the church before they begin).

The path has been relatively quiet heading north. Just as you pass a bend in the river you see coming along the path a pair of travelers, dressed in the stained tunics common to clerics of Fharlaghn.

These are two *charmed* clerics of Fharlaghn. Each faction sent one and the pair have met up by circumstance, though they do not actually know the mission of the other – but it is natural for Walkers to travel together and they are now chatting.

They are glad to meet the heroes, and recognize them from descriptions given to them by their *charmed* friends (members of the Temple of Elemental Evil).

All they are instructed to do is pass along some information and details to the heroes and make them an offer. The *charm* on them is still active but not necessary for this task – they have been mind-washed by the demons and devils and believe in their task implicitly. That being said, the first step to freeing them from their task is still to dispel the *charm*, should anyone ask or consider this factor. The two should be played as a confusing mix of good qualities and evil (willingness to sacrifice all for Tharizdun, as an example, though they cannot bear his name).

The first Walker is a young Oeridian woman named Thea. She hails from Ekbir and her parents emigrated there from Greyhawk city to take advantage of a warmer climate. Thea is an eager follower of the Dweller on the Horizon and loves to travel the VTF trade route in search of good deeds to do and roads to protect.

Thea has been *charmed* by the more powerful faction in the Temple, the Chaotic Evil faction that Lareth currently swears by and does their bidding. She has the following offer to make to the heroes:

“Hello adventurers. This missive is from those whom you seek. We do not wish further conflict with you – it is pointless and gets us nowhere. You have proven to be strong and resilient, qualities we admire. Hear this out and consider our offer.”

“Instead of a conflict over power, why not agree to share it? Help us defend the Earth Node against our enemies, the Baatezu, and we shall grant you the opportunity to blow the Horn of Darkness when we summon our all-powerful Lord. As a sign

of our intentions, we offer information about the summons, information you can no doubt use to secure a position of power from wherever you hail."

"We do not require an immediate answer – you have proven you think things through on occasion and this is wise. Take the staff from Thea and approach the monastery. If you like our deal, break it when you reach the doors – our deal is then concluded and you shall be present at the ceremony as honored guests and allies."

The information of which Thea speaks is available regardless of the choice of the heroes. She can provide the details noted under the heading **"In the details..."**

When the second cleric hears this speech, he begins his own at the end. His name is Leo and he hails from the Theocracy of the Pale. Finding his own home somewhat difficult to live in by virtue of the dominant religion, he travels through the Flanaess for the Dweller on the Horizon. He has been *charmed* by the Lawful Evil faction in the Temple of Elemental Evil (they undertook their *charm* second, well aware of the tactic the more powerful but arrogant Chaotic Evil ToEE counterparts were attempting).

DM Note: As DM, you may have to modify these speeches based on circumstance – if Thea is unconscious, for instance, the speech of Leo makes less sense.

"Instead, adventurers, consider my offer. The chaos that she represents is not to be trusted – the Blood Wars are a simple indicator of that very fact. My lords, on the other hand, never break their word. They would have you join with them and break the power of Lareth and his minions."

"Help us take the Horn of Darkness from them, these useless Tanar'ri, and we promise you a position of power at the ceremony of the Horn itself. Our Lord shall know of your power and your loyalty and you will each gain a position of prominence with us. From there, I am sure you can prove your worth and work up to even more domination."

"As she says, a hasty decision is one all regret. Take your time, ask of me your questions, and I will impart information to you as a sign of good faith. Should our contract appeal to you, break the staff that I wield at the entrance to the monastery – we shall conclude discussions afterward, when the Tanar'ri are driven from the Earth Node but the deal will be in place."

The staff each cleric carries does not radiate magic but are masterwork quality. They have nothing on them that indicates anything further – in actual fact, the demons and devils are simply going to be watching from close positions to see what happens.

In the Details...

The Walkers have each been given a good deal of information to pass along, as the Temple races to finish off the summons. Concluding that they already know a good deal, each faction is using this information as a bargaining tool and as a means of harming the other. Both sides feel they have a good chance of finalizing the summons without help, but have no compunctions about harming the other (in fact, they strongly desire that). Reasoning that they already know the details, they presume that giving this to the adventurers will only harm the other faction. Information provided can be given with reasonable questions or just as freely imparted details.

Why are the Elemental Princes being summoned?

To provide the power to perform another, greater ceremony. They are needed as only they can channel the power of the true believers.

Who is being summoned after this? Tharizdun, of course (Thea and Leo shudder at the use of this name). Our Lord must be freed from his prison, and he can then reward his loyal followers.

The Summons: *The Horn of Darkness* is to be blown at the ceremony, to summon back Tharizdun (when they speak this name, the Walkers shudder). It takes place next year, at a place that has yet to be revealed to Lareth and his followers. There, they are to find the *Orb of Oblivion*, for it was hidden from all, or so they say.

The Horn of Darkness: *The Horn of Darkness* is needed to summon back Tharizdun. It reputedly can pierce the barriers between the Planes and awaken the God from his place of captivity. To touch the *Horn* is to see his prison.

The Elemental Nodes: The Four Nodes have enough power to each bring forth a single Elemental Prince of Evil. Two have arrived already, being Prince Imix (Fire) and Princess Olyhydra (Water). A third (Yan-C-Bin) is to be summoned even as we speak but she is not yet on this plane. The fourth, the Elemental Prince of Earth (Evil) he will be the last one needed. With all four the summons cannot be stopped!

The Orb of Oblivion: *The Orb of Oblivion* was actually an artifact in the possession of the Temple until last year. It was taken from us in armed struggle.

Some say Lareth has it, some say another force. Nobody knows for sure. If you discover the truth, we can offer more rewards for you.

Red Goo: Ah, the red goo or ooze that you followed last year – it is properly called the Blood of Darkness. This is a creature, of sorts, from the Plane that imprisons our Lord. Only it can encompass and protect the *Horn of Darkness* on this Plane, for to touch the Horn otherwise is of terrible danger. What that danger might be, few of us are willing to find out. It is a powerful defender, but mindless and with nothing in the way of direct offence.

Lareth: Lareth is the most ambitious of his faction in the Temple. His power is unquestioned now, given that he has successfully seen two Elemental Princes enter our plane and two more are likely to follow. Should you undermine him, there are others who would be grateful. Remember this but also remember that our Lord favours him very much now.

What if we don't make a deal? Those with moral conviction are the most dangerous of all – and I am giving you the benefit of the doubt there, yes. Of course, we will do all in our power to stop you. It is that simple – and that dangerous to you.

Note that this is a roleplaying encounter. If you as a DM have more knowledge about the series and you wish to impart it, feel free. The only modules from which information is not known to these two are the last one (**VTF4-06** *Storm of the Millennium*) as it is taking place nearly simultaneously with this in terms of timing.

Regardless of whether the deals are acceptable or not, the Walkers are no threat. If they are freed from their compulsion they are grateful but have nothing else to add – the brainwashing was too thorough to give them more details that they could impart for immediate use in this context. Neither knows Walker Salidius and they seem to have been chosen only because they were clerics of the Dweller on the Horizon.

The Demons and Devils representative of this deal for the Temple of Elemental Evil (ToEE) cannot be reached or contacted in any way. The only method that can be employed is to use the staffs as directed – an attempt to alter the terms of the deal or change them is met by confusion from the two clerics, as they have no orders or authority to do this. The heroes have the choice of either accepting the offer as is, or rejecting it. There is not opportunity to change it or codify it in a more precise manner – although they can roleplay an attempt as much as they like.

Deals: The deals are an all or nothing proposition. It must be accepted by everyone present, or none at all. If but one person does not accept, the deal is not made.

Proceed to **Encounter Three**.

Encounter Three: A Deal with the Devil

After the long journey you finally arrive at the area of the monastery. As you approach, you see that the entrance is unguarded.

The demons and devils both have established watch positions at the entrance, some 400 feet off in either direction and behind cover. These provide a –50 to Spot checks for distance and cover, and invisibility provides a further benefit. Spot checks should be allowed but unless they reach over 60 no need to review the abilities of the creatures is necessary – they cannot be spotted.

The demons and devils, unbeknownst to each other, watch for the same sign – the breaking of the relevant staff. If the devil staff (Leo) is broken, the demons attack. If the demon staff (Thea) is broken, the devils attack. If neither staff is broken, the demons attack. In all cases, the other force departs when the attack commences, anxious to return with the information. The departure of the second force, whatever it is, also happens to be the start of the summoning ritual – the heroes now have 50 rounds to reach the final room to prevent it.

If, by some chance, both staffs are broken, neither force attacks and the party can proceed uninterrupted (this has later consequences).

Important Note: From this point, this module uses a 50 round counter to determine the outcome. Lareth completes his summoning of an elemental prince at the end of the 50th round. At the end of every 10th round, a loud noise, similar to the cracking of earth during an earthquake, reverberates through the complex.

Tactics: The demons or devils (as decided) attack by *teleporting* in on the surprise round. They do not attack immediately, but rather shout threats at the characters and generally disparage them. Before they move in, they prepare themselves with any spell-like abilities as they have them. The EL is considered unchanged given that they do not attack on the

surprise round. Each attacking creature chooses a location best suited to the capabilities of the demon or devil in question.

DEVILS

APL 8 (EL 10)

☚**Erinyes** (2): Medium Outsider; hp 85 each; See *Monster Manual*.

APL 10 (EL 12)

☚**Bone Devil** (3): Large Outsider; hp 95 each; See *Monster Manual*.

APL 12 (EL 14)

☚**Barbed Devil** (3): Medium Outsider; hp 126 each; See *Monster Manual*.

APL 14 (EL 16)

☚**Horned Devil**: Large Outsider; hp 172; See *Monster Manual*.

APL 16 (EL 18)

☚**Horned Devil** (2): Large Outsider; hp 172 each; See *Monster Manual*.

DEMONS

APL 8 (EL 10)

☚**Vrock**: Large Outsider; hp 115; See *Monster Manual*.

☚**Succubus**: Medium Outsider; hp 33; See *Monster Manual*.

APL 10 (EL 12)

☚**Vrock** (3): Large Outsider; hp 115 each; See *Monster Manual*.

APL 12 (EL 14)

☚**Hezrou** (3): Large Outsider; hp 138 each; See *Monster Manual*.

APL 14 (EL 16)

☚**Nalfeshnee** (2): Huge Outsider; hp 175 each; See *Monster Manual*.

APL 16 (EL 18)

☚**Marilith**: Large Outsider; hp 216 each; See *Monster Manual*.

☚**Glabrezu** (2): Huge Outsider; hp 174 each; See *Monster Manual*.

No treasure is in this encounter as it has been deemed that there would be no time for the heroes to waste on loot. If they so choose to loot then 10 more rounds are added to the final countdown.

Encounter Four: Battle in the Earth Node

Be sure to keep careful track of time here. If the Heroes didn't ask where the entrance to the node is located, or it was not provided, mark off 10 rounds while they search for the entrance to the earth node. Otherwise, mark off 5 rounds to get to the entrance and use it.

Use **DM Map #4** to setup your maps. Note that the party should stay in initiative order for the duration of the module from this point forward – save when time can pass in an agree manner.

1. Entryway

As you descend the ladder into this 15'x35' corridor, you notice that the door at the far end has been knocked off its hinges. Beyond the doorway you can hear the tell-tale sounds of combat.

This room contains little that has not been destroyed by conflict between the Devils and Demons. Survival checks with the Tracking feat [DC 15] can identify tracks on the ground and Knowledge (planes) [DC 20] can further identify these as demon and devil tracks (they are too mixed for identification). Estimate distance to travel and mark off the appropriate time on the tracking sheet.

2. Large Cavern

A combat is taking place as the devils attempt to distract the demons while they proceed to steal the *Horn of Darkness*. If the heroes made a deal (eg. broke a staff outside), they see the following:

Looking into the cavern, you see a grand melee going on between two types of creatures.

On one side are creatures not unlike the ones you fought outside. The other creatures are similarly terrible, but different lines and curves. This battle looks as if it should be fought in the Abyss or Hell, not here on Oerth. They seem intent on ripping each other apart and blowing themselves into

smithereens. There is an exit on the far end of the room.

One bellows "None shall reach the Horn of Darkness!"

Your new allies turn to you and grin. They vanish, leaving the other force to face you.

If the heroes did not make a deal outside (or if they broke both staffs), they see the following:

Looking into the cavern, you see a grand melee going on between two types of creatures.

On one side are creatures not unlike the ones you fought outside. The other creatures are similarly terrible, but different lines and curves. This battle looks as if it should be fought in the Abyss or Hell, not here on Oerth. They seem intent on ripping each other apart and blowing themselves into smithereens.

Instead, however, they turn and face you, an obvious momentary pause in their movement.

One bellows "They shall not reach the Horn of Darkness!"

There is an exit on the far end of the room but there are other considerations at this moment.

If the heroes chose to accept both deals, they are considered oath-breakers by the demons and devils (since they are mutually contradictory). On the other hand, if they broke neither staff (accepted no deal) they are a danger to both sides. Each side is aware of the other's plan as they have been boasting by *telepathy* in the midst of preparing for battle.

The combat that is taking place is one started by the devils in an attempt to distract the demons while they proceed to steal the Horn of Darkness (in Room 3).

***If the heroes accepted the deal with the devils (Leo), they face demons:

Demon Combatants

APL 8 (EL 9)

🔥**Vrock:** Large Outsider; Hp 115; See *Monster Manual*.

APL 10 (EL 11)

🔥**Vrock (2):** Large Outsider; Hp 115 each; See *Monster Manual*.

APL 12 (EL 13)

Hezrou (2): Large Outsider; Hp 138 each; See *Monster Manual*.

APL 14 (EL 15)

🔥**Glabrezu (2):** Huge Outsider; Hp 174 each; See *Monster Manual*. APL 16 (EL 18)

APL 16 (EL 17)

🔥**Glabrezu (4):** Huge Outsider; Hp 174 each; See *Monster Manual*.

***If the heroes accepted the deal with the demons (Thea), they face devils:

Devil Combatants

APL 8 (EL 9)

🔥**Bone Devil:** Large Outsider; Hp 95; See *Monster Manual*.

APL 10 (EL 11)

🔥**Bone Devil (2):** Large Outsider; Hp 95 each; See *Monster Manual*.

APL 12 (EL 13)

🔥**Bone Devil (4):** Large Outsider; Hp 95 each; See *Monster Manual*.

APL 14 (EL 15)

🔥**Ice Devil (2):** Large Outsider; Hp 147 each; See *Monster Manual*.

APL 16 (EL 17)

🔥**Ice Devil (4):** Large Outsider; Hp 147 each; See *Monster Manual*.

If the heroes choose to face both sets (either by not making a deal or by trying to make a deal with both – or, quite frankly, by breaking their deal now and attacking both sides), they face both sets of combatants together. This is then an EL+3 encounter and they get no xp benefit, but they do get a benefit on the AR for this morally sound and dangerous decision.

Breaking both Staffs: By breaking both staffs, the heroes have marked themselves as deal breakers of the worst kind (and that is saying a lot with these opponents!). They immediately gain the **Two-Faced** status from the AR. From this point onward, all creatures with the subtype Tanar'ri or Baatezu gain a +2 insight bonus to hit, damage and on skill checks against this character, and the character suffers a –2 insight penalty to hit, damage and on spell DCs against said creatures.

In addition, the Devils and Demons in this battle all benefit from a *mage armor*, *bull's strength*, maximized *false life* and *haste* spell, all cast at 18th level. At APL 12 and higher, a further *cat's grace*, *bear's endurance*, *barkskin* and *freedom of movement* is applied, also at 18th Level.

Tactics: The allies of the characters (if any) immediately *teleport* out to safety, leaving the battle to the heroes. The remaining side attacks with all possible force, using their special abilities to the best possible advantage. If both sides are present and attacking, they concentrate on separate characters, unwilling to cooperate fully with their immortal enemies of the Blood Wars despite the current situation. Devils and Demons refuse to provide flanking for the other type and they gladly drop area effect spells (if they have any) that might catch the other in them. Once the characters leave the room and move onward, proceed to **Encounter Five**.

Encounter Five: Sounds of Despair

3. Holding Chamber for the Horn of Darkness

You travel down a natural cavern, which finally opens up into another natural chamber with nothing but a single large fountain in the center. It is created from natural rock and looks to be a new addition to the chamber. A roiling pool of thick red liquid occupies the fountain.

If the characters allied with one side or the other in the previous battle, the *Horn of Darkness* is gone, taken by the new allies of the heroes to a much safer spot. If they chose neither side - or both - the Horn is still here, inside the Blood of Darkness.

The Blood of Darkness is a creature from the Abyss, one that does not attack but has a number of defensive capabilities. That being said, it is mindless and has no interest in anything on this plane of existence. In essence, it is a feature of the room, not a creature or trap.

The Blood of Darkness was transported to a holding place in Ket by Lareth last year, and has now been used to store the *Horn of Darkness*. He transports it around in large ceramic containers (it can be split apart and does not suffer). When fed the correct potion (*potion*

of good hope), it accepts *teleportation* from a minion and only takes up the space of a large creature.

♥**Blood of Darkness;** hardness 5; SR 35; reflective aura; retributive aura; immune to scrying and divination spells; fast healing 15; 1200 hp (entire fountain); acidic features.

Reflective Aura (Su): If the Blood of Darkness is targeted by a spell or caught within the area effect of a spell, the creature reflects it back at the offending caster. This only happens if the hero fails the SR check (so the Blood may yet be unaffected).

Retributive Aura (Su): Anyone within 60 feet of the Blood of Darkness takes damage when it does, subject to a Fortitude save [DC 20] for half damage.

Acidic features (Ex): The Blood of Darkness is mildly acidic. This provides it with no protection against acid or the like, but anyone touching the Blood of Darkness takes 1D2 points of damage per round.

The Blood of Darkness contains the *Horn of Darkness* as Lareth imported it to defend the Horn and prevent the artifact from being discovered. To retrieve the Horn, all that is needed is to simply stick one's hand or arm into the Blood and dig around for it – the artifact is unaffected by the mild acidity and the hardness of the creature has no impact on this search method. It is a Search check [DC 25] to find the Horn inside the creature, with a cumulative +1 insight bonus per round spent searching on the check.

Touching the Horn (even through another implement, such as a bag or long pole) brings immediate images of total destruction (it can only be used to summon Tharizdun currently, after all). This stuns the character for one round unless they succeed at a Will save [DC 30]. They do not, however, drop the horn (though they drop everything else) – it is now a permanent possession and noted on their AR. Should they have had a pole or bag they were using, the horn is now at their belt. Only one character, whoever touches it first, is awarded the Horn.

♥**The Horn of Darkness.** The horn is a simple hunting horn made from darkwood and infused with swirls of mithral in symbols that make no sense. It is an artifact and has only one purpose – to call to a god imprisoned on the same plane where one may find Tharizdun at this time (since there is only one there, it only calls to Tharizdun currently). It radiates no magic and cannot be destroyed by any known means. The horn is cursed – if touched by a non-evil character, it bonds to them until it is needed elsewhere (it

sometimes decides to depart for unknown reasons). The horn radiates strong evil.

The horn does not make any sounds if blown or used. It, in fact, cannot make any sound save when played within 100 feet of the *Orb of Despair*.

Be sure to keep track of rounds spent trying to get the horn..

4. Cavern Hallway

As you continue down this hallway, the stonework goes from a natural look to very smooth - as if this tunnel was cut, not created naturally.

Proceed to **Encounter Six**.

Encounter Six: Hail to the Prince

You follow the hallway until it just ends. There does not seem to be any further to go.

The wall in front of the Heroes was created with a *wall of stone* spell. A Spellcraft check (DC 25) will allow the Heroes to identify it as such. A Craft (stonemasonry) check (DC 10) reveals the wall is crafted differently than the other walls. Anyone approaching the wall will be attacked by earth elementals sitting within the wall.

☛ **Stone Wall Stats** – APL 8 hardness 8, 30 hp, break DC 21; APL 10 and 12 hardness 8, 45 hp, break DC 21; APL 14 and 16 hardness 8, 60 hp, break DC 22.

What the Heroes see after they breach or bypass the wall depends on whether the 100 round countdown has run out or not.

If the Heroes get past the wall before the 100 rounds are up read or paraphrase the following:

On the other side of the wall is a large roughly circular cavern. The natural beauty of the place is stunning. Stalactites and stalagmites stretch towards each other like rocky fingers. Numerous colors normally seen only in sunsets or oceans run through the stone. Crystals of all sizes jut from the walls, evidence of the place's link to the elemental plane of earth. Amidst all this grandeur, your eyes are drawn to the far end of the cavern, where you see a group of three people clad in black and purple robes, involved in some sort of ritual. They stand chanting in a semi-circle, facing a sheer wall of

granite. The incantation is unfamiliar but carries an undertone of malice, and you can almost feel the rock under your feet pulse with power. In the center of the three people, the wall itself is beginning to shimmer slightly.

If the summoning is complete, read onward

You are too late. The voices of the priest(s) rise(s) to a crescendo, and with a flash, the granite wall seems to turn to liquid as a gate flares to life, and through the portal strides an immense being of power and evil. A 10 feet tall and obsidian colored rock being - the Elemental Earth Prince. His eyes peer in your direction briefly before he sinks into the floor of the cavern. The summoners turn in your direction and prepare for combat, obviously pleased with their success, and eager to sacrifice your souls to their dread lord.

The actions of the priests depend on whether the 50 round countdown has run out or not. If it has, the priests are finished with the ceremony and they initiate combat.

If the summoning has not been completed, those present in the room are still summoning the Evil Elemental Prince of Earth.

Interruption of the Ceremony: The summoning can actually take place with interruption but at least one of the clerics must survive to the 50th round. If they do not, the heroes have prevented the summoning (a major achievement!).

If at any time things are going badly for Lareth he attempts to **teleport** away, using his ring.

APL 8 (EL 11)

☛ **Lareth the Beautiful:** Male Humanoid (Human); Clr 10; hp 80; See Appendix 1.

☛ **Clerics of Tharizdun (2):** Male Humanoid (Human); Clr 5; hp 35 each; Appendix 1.

☛ **Large Earth Elemental:** Large Elemental (Earth); hp 68; See *Monster Manual*.

APL 10 (EL 13)

☛ **Lareth the Beautiful:** Male Humanoid (Human); Clr 12; hp 108; See Appendix 1.

☛ **Clerics of Tharizdun (2):** Male Humanoid (Human); Clr 7; hp 49 each; Appendix 1.

☛ **Huge Earth Elemental:** Huge Elemental (Earth); hp 152; See *Monster Manual*.

APL 12 (EL 15)

☛ **Lareth the Beautiful:** Male Humanoid (Human); Clr 14; hp 126; See Appendix 1.

☛ **Clerics of Tharizdun (2):** Male Humanoid (Human); Clr 9; hp 63 each; Appendix 1.

☛ **Greater Earth Elemental:** Huge Elemental (Earth); hp 199; See *Monster Manual*.

APL 14 (EL 17)

☛ **Lareth the Beautiful:** Male Humanoid (Human); Clr 16; hp 144; See Appendix 1.

☛ **Clerics of Tharizdun (2):** Male Humanoid (Human); Clr 11; hp 77 each; Appendix 1.

☛ **Elder Earth Elemental:** Huge Elemental (Earth); hp 228 each; See *Monster Manual*.

APL 16 (EL 19)

☛ **Lareth the Beautiful:** Male Humanoid (Human); Clr 18; hp 162; See Appendix 1.

☛ **Clerics of Tharizdun (2):** Male Humanoid (Human); Clr 13; hp 104 each; Appendix 1.

☛ **Elder Earth Elementals (2):** Huge Elemental (Earth); hp 228 each; See *Monster Manual*.

Tactics: The tactics of the combatants depend greatly on the summoning ceremony. If complete, they cast their buff spells during the time between the completion and the arrival of the heroes (at the discretion of the DM). They then attack with full force, trying to drive out these infidels – they use intelligent tactics, hoping to kill off individual opponents who are obviously spellcasters first, and then tough fighters second.

If the ritual is not complete, the clerics fight as defensively as possible and the Elemental(s) takes the fight to them. Once the ritual is complete, the clerics join in with gusto, again using intelligent tactics and trying to kill.

Treasure

APL 8: L: 305 gp; C: 0 gp; M: +1 heavy mace (192 gp each), +2 full plate (470 gp), +2 heavy steel shield (347 gp), +2 ring of protection (667 gp), ring of spell storing (4166 gp), +4 periapt of wisdom (1333 gp);

APL 10: L: 0 gp; C: 0 gp; M: +1 heavy mace x2 (384x2 gp), heavy mace +2 (693 gp), +1 full plate x2 (608x2 gp), +2 full plate (470 gp), +1 heavy steel shield x2 (362x2 gp), +2 heavy steel shield (347 gp), +3 ring of

protection (1500 gp), ring of spell storing (4166 gp), +4 periapt of wisdom (1333 gp each);

APL 12: L: 0 gp; C: 0 gp; M: +1 heavy mace x2 (384x2 gp), +2 heavy mace (693 gp), +1 full plate x2 (608x2 gp), +3 full plate (888 gp), +1 heavy steel shield x2 (362x2 gp), +3 heavy steel shield (764 gp), +1 ring of protection x2 (333x2 gp), +3 ring of protection (1500 gp), ring of spell storing (4166 gp), +4 periapt of wisdom (1333 gp);

APL 14: L: 0 gp; C: 0 gp; M: +1 heavy mace x2 (384x2 gp), +2 brilliant energy heavy mace (6026 gp), +2 full plate x2 (470x2 gp), +3 full plate (888 gp), +2 heavy steel shield x2 (347x2 gp), +3 heavy steel shield (764 gp), +1 ring of protection x2 (333x2 gp), +3 ring of protection (1500 gp), ring of spell storing (4166 gp), +6 periapt of wisdom (3000 gp);

APL 16: L: 0 gp; C: 0 gp; M: +2 heavy mace x2 (693x2 gp), +3 brilliant energy heavy mace (8193 gp), +2 full plate x2 (470x2 gp), +4 full plate (1471 gp), +2 heavy steel shield x2 (347x2 gp), +3 heavy steel shield (764 gp), +1 ring of protection x2 (333x2 gp), +3 ring of protection (1500 gp), ring of spell storing (4166 gp), +6 periapt of wisdom (3000 gp), +2 periapt of wisdom (333x2 gp);

Conclusion

Success:

The Earth Node has been cleansed and the Elemental Prince of Earth Ogremoch repulsed. Was this enough to stop whatever is being planned? The Horn of Darkness has been revealed and it is now in use, most obviously. Where will it be blown and when will that take place? These questions weigh heavily on you but there is the good feeling having accomplished a great deed today, one that may yet save many lives.

Failure:

The Elemental Prince of Earth Ogremoch has been summoned. Perhaps this is not a sign of things to come but you cannot help but feel that stopping the fourth Prince from arriving on this plane was crucial. The Horn of Darkness has been revealed and it is now in use, most obviously. Where will it be blown and when will that take place? The hollow feeling of failure and this question weighs

heavily on you as you retreat back to safety in Veluna.

Making a Deal: Heroes or characters who made a deal are visited in their dreams for the next 2 TU and their deal is concluded – they are fatigued each morning. They are schooled in the use of the Horn (how to blow it and some vague knowledge of the location) but that information is barred from them until they are called to the spot.

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 Three

Fought and Defeated the Devils or Demons who ambushed the party. Also granted to those who bypassed this encounter by breaking both staffs.

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

APL 14 480 xp

APL 16 540 xp

Encounter Four

Fought and Defeated the opponents in area 2.

APL 8 270 xp

APL 10 330 xp

APL 12 390 xp

APL 14 450 xp

APL 16 510 xp

Encounter Six

Defeated Lareth and his followers.

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

APL 14 510 xp

APL 16 570 xp

Story Award

Making a deal with the devils or demons (but not both)

All APLs 25 xp

Making a deal with neither devils or demons

All APLs 50 xp

Stopping the summoning of the Elemental Prince of Earth (Evil).

APL 8 75 xp

APL 10 125 xp

APL 12 125 xp

APL 14 150 xp

APL 16 185 xp

Roleplaying Award

APL 8 100 xp

APL 10 100 xp

APL 12 150 xp

APL 14 175 xp

APL 16 175 xp

Total possible experience:

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

APL 14 1,800 xp

APL 16 2,025 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those

bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six:

APL 8: L: 305 gp; C: 0 gp; M: +1 *heavy mace* (192 gp each), +2 *full plate* (470 gp), +2 *heavy steel shield* (347 gp), +2 *ring of protection* (667 gp), *ring of spell storing* (4166 gp), +4 *periapt of wisdom* (1333 gp);

APL 10: L: 0 gp; C: 0 gp; M: +1 *heavy mace* x2 (384x2 gp), *heavy mace* +2 (693 gp), +1 *full plate* x2 (608x2 gp), +2 *full plate* (470 gp), +1 *heavy steel shield* x2 (362x2 gp), +2 *heavy steel shield* (347 gp), +3 *ring of protection* (1500 gp), *ring of spell storing* (4166 gp), +4 *periapt of wisdom* (1333 gp each);

APL 12: L: 0 gp; C: 0 gp; M: +1 *heavy mace* x2 (384x2 gp), +2 *heavy mace* (693 gp), +1 *full plate* x2 (608x2 gp), +3 *full plate* (888 gp), +1 *heavy steel shield* x2 (362x2 gp), +3 *heavy steel shield* (764 gp), +1 *ring of protection* x2 (333x2 gp), +3 *ring of protection* (1500 gp), *ring of spell storing* (4166 gp), +4 *periapt of wisdom* (1333 gp);

APL 14: L: 0 gp; C: 0 gp; M: +1 *heavy mace* x2 (384x2 gp), +2 *brilliant energy heavy mace* (6026 gp), +2 *full plate* x2 (470x2 gp), +3 *full plate* (888 gp), +2 *heavy steel shield* x2 (347x2 gp), +3 *heavy steel shield* (764 gp), +1 *ring of protection* x2 (333x2 gp), +3 *ring of protection* (1500 gp), *ring of spell storing* (4166 gp), +6 *periapt of wisdom* (3000 gp);

APL 16: L: 0 gp; C: 0 gp; M: +2 *heavy mace* x2 (693x2 gp), +3 *brilliant energy heavy mace* (8193 gp), +2 *full plate* x2 (470x2 gp), +4 *full plate* (1471 gp), +2 *heavy steel shield* x2 (347x2 gp), +3 *heavy steel shield* (764 gp), +1 *ring of protection* x2 (333x2 gp), +3 *ring of protection* (1500 gp), *ring of spell storing* (4166 gp), +6 *periapt of wisdom* (3000 gp), +2 *periapt of wisdom* (333x2 gp);

Total Possible Treasure

APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp
APL 14	6,600 gp
APL 16	9,900 gp

Appendix 1: NPCs

Encounter Six

APL 8 (EL 11)

Lareth the Beautiful: Clr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 80; Init +8; Spd 20 ft; AC 27 (Touch AC 13, Flat Footed AC 26); Base Atk +7; Grp +11; Atk +13 melee (1d8+5, +1 heavy mace); Full Atk +13/+8 melee (1d8+5, +1 heavy mace); SA rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +9, Ref +7, Will +13; Str 18, Dex 18, Con 15, Int 9, Wis 24, Cha 6.

Skills and Feats: Concentration +15, Diplomacy +2, Knowledge (religion) +3, Spellcraft +5; Combat Casting, Improved Initiative, Spell Penetration, Power Attack, Weapon Focus (Mace).

Possessions: +1 heavy mace, +2 full plate armor, +2 heavy steel shield, +4 periapt of wisdom, +2 ring of protection, ring of spell storing (teleport).

Spells: (6/5+1/5+1/4+1/4+1/3+1; DC 17 + Spell Level): 0- [create water, cure minor wounds, detect magic, guidance, mending, read magic]; 1st - [cure light wounds, divine favor, entropic shield, obscuring mist, protection from good, sanctuary]; 2nd - [cure moderate wounds, death knell, enthrall, hold person, sound burst, touch of madness*]; 3rd - [cure serious wounds, invisibility purge, magic circle against good, searing light, wind wall]; 4th - [confusion, cure critical wounds, ~~freedom of movement, lesser planer ally, spell immunity~~]; 5th - [bolts of bedevilment*, flame strike, slay living, ~~wall of stone~~].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Cleric of Tharizdun: Clr5; CR 5; Medium humanoid (human); HD 5d8+5; hp 35; Init +1; Spd 20 ft; AC 21 (Touch AC 11, Flat Footed AC 20); Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork heavy mace); Full Atk +7 melee (1d8 +2, masterwork heavy mace); SA rebuke undead 2/day; SQ Insanity; AL CE; SV Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +9, Knowledge (religion) +8, Spellcraft +8, Combat Casting, Spell Penetration, Weapon Focus (Mace).

Possessions: masterwork heavy mace, full plate armor, heavy steel shield.

Spells: (5/4+1/3+1/2+1; DC 14+Spell Level): 0- [cure minor wounds, detect magic, guidance, mending, read magic]; 1st - [cure light wounds, entropic shield, obscuring mist, protection from good, sanctuary]; 2nd - [cure moderate wounds, hold person, sound burst, touch of madness*]; 3rd - [cure serious wounds, ~~magic circle against good~~, searing light].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

APL 10 (EL 13)

Lareth the Beautiful: Clr12; CR 12; Medium humanoid (human); HD 12d8+36; hp 108; Init +8; Spd 20 ft; AC 28 (Touch AC 14, Flat Footed AC 27); Base Atk +9; Grp +13; Atk +16 melee (1d8+6, +2 heavy mace); Full Atk +16/+11 melee (1d8+6, +2 heavy mace); SA rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +11, Ref +8, Will +14; Str 18, Dex 18, Con 16, Int 9, Wis 24, Cha 6.

Skills and Feats: Concentration +18, Diplomacy +2, Knowledge (religion) +5, Spellcraft +5; Combat Casting, Greater Spell Penetration, Improved Initiative, Spell Penetration, Power Attack, Weapon Focus (Mace).

Possessions: +2 heavy mace, +2 full plate armor, +2 heavy steel shield, +4 periapt of wisdom, +3 ring of protection, ring of spell storing (teleport).

Spells: (6/6+1/5+1/5+1/4+1/4+1/3+1; DC 17+ Spell Level): 0- [create water, cure minor wounds, detect magic, guidance, mending, read magic]; 1st - [bane, cure light wounds, divine favor, entropic shield, obscuring mist, protection from good, sanctuary]; 2nd - [cure moderate wounds, death knell, enthrall, hold person, sound burst, touch of madness*]; 3rd - [cure serious wounds, dispel magic, invisibility purge, magic circle against good, searing light, wind wall]; 4th - [confusion, cure critical wounds, ~~freedom of movement, lesser planer ally, spell immunity~~]; 5th - [bolts of bedevilment*, flame strike, slay living, spell resistance, ~~wall of stone~~]; 6th - [blade barrier, ~~forbiddance~~, harm, phantasmal killer].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Cleric of Tharizdun: Clr7; CR 7; Medium humanoid (human); HD 7d8+7; hp 49; Init +1; Spd 20 ft; AC 23 (Touch AC 11, Flat Footed AC 22); Base Atk +5; Grp +7; Atk +9 melee (1d8+3, +1 heavy mace); Full Atk +9 melee (1d8+3, +1 heavy mace); SA rebuke undead 2/day; SQ Insanity; AL CE; SV Fort +6, Ref +3, Will +10; Str 14, Dex 12, Con 13, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +11, Knowledge (religion) +10, Spellcraft +10; Combat Casting, Iron Will, Spell Penetration, Weapon Focus (Mace).

Possessions: +1 heavy mace, +1 full plate armor, +1 heavy steel shield.

Spells: (6/5+1/4+1/3+1/2+1; DC 14+Spell Level): 0- [cure minor wounds (2), detect magic, guidance, mending, read magic]; 1st – [cure light wounds (2), entropic shield, obscuring mist, protection from good, sanctuary]; 2nd – [cure moderate wounds, hold person, sound burst (2), touch of madness*]; 3rd – [cure serious wounds, ~~magic circle against good~~, searing light (2)]; 4th – [cure critical wounds, spell immunity, unholy blight].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

APL 12 (EL 15)

Lareth the Beautiful: Clr14; CR 14; Medium humanoid (human); HD 14d8+42; hp 126; Init +8; Spd 20 ft; AC 30 (Touch AC 14, Flat Footed AC 29); Base Atk +10; Grp +14; Atk +17 melee (1d8+6, +2 heavy mace); Full Atk +17/+12 melee (1d8+6, +2 heavy mace); SA rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +12, Ref +8, Will +15; Str 18, Dex 18, Con 16, Int 9, Wis 24, Cha 6.

Skills and Feats: Concentration +20, Diplomacy +2, Knowledge (religion) +7, Spellcraft +5; Combat Casting, Greater Spell Penetration, Improved Initiative, Spell Penetration, Power Attack, Weapon Focus (Mace).

Possessions: +2 heavy mace, +3 full plate armor, +3 heavy steel shield, +4 periapt of wisdom, ring of protection +3, ring of spell storing (teleport).

Spells: (6/6+1/6+1/5+1/5+1/4+1/4+1/3+1; DC 17 + Spell Level): 0- [create water, cure minor wounds, detect magic, guidance, mending, read magic]; 1st – [bane, cure light wounds, divine favor, entropic shield, obscuring mist, protection from good, sanctuary]; 2nd – [cure moderate wounds (2), death knell, enthrall, hold person, sound burst, touch of madness*]; 3rd – [cure serious wounds, dispel magic, invisibility purge, magic circle against good, searing light, wind wall]; 4th – [confusion, cure critical wounds, death ward, ~~freedom of movement~~, ~~lesser planer ally~~, spell immunity]; 5th – [bolts of bedevilment*, flame strike, slay living, spell resistance, ~~wall of stone~~]; 6th – [antilife shell, blade barrier, greater dispel magic, harm, phantasmal killer]; 7th – [blasphemy (2), ethereal jaunt, insanity].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Cleric of Tharizdun: Clr9; CR 9; Medium humanoid (human); HD 9d8+9; hp 63; Init +5; Spd 20 ft; AC 24 (Touch AC 12, Flat Footed AC 22); Base Atk +6; Grp +8; Atk +10 melee (1d8+3, +1 heavy mace); Full Atk +10/+5 melee (1d8+3, +1 heavy mace); SA rebuke undead 2/day; SQ Insanity; AL CE; SV Fort +7, Ref +4, Will +12; Str 14, Dex 12, Con 13, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +13, Knowledge (religion) +12, Spellcraft + 12; Combat Casting, Improved Initiative, Iron Will, Spell Penetration, Weapon Focus (Mace).

Possessions: +1 heavy mace, +1 full plate armor, +1 heavy steel shield, +1 ring of protection.

Spells: (6/5+1/5+1/4+1/3+1/2+1; DC 15 + Spell Level): 0- [cure minor wounds (2), detect magic, guidance, mending, read magic]; 1st – [cure light wounds (2), entropic shield, obscuring mist, protection from good, sanctuary]; 2nd – [cure moderate wounds, hold person, shatter, sound burst (2), touch of madness*]; 3rd – [cure serious wounds, ~~magic circle against good~~, searing light (2), wind wall]; 4th – [cure critical wounds, poison, spell immunity, unholy blight]; 5th – [dispel good, flame strike, slay living].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

APL 14 (EL 17)

Lareth the Beautiful: Clr 16; CR 16; Medium humanoid (human); HD 16d8+48; hp 144; Init +8; Spd 20 ft; AC 30 (Touch AC 14, Flat Footed AC 29); Base Atk +12; Grp +16; Atk +19 melee (1d8+6, +2 *brilliant energy heavy mace*); Full Atk +19/+14/+9 melee (1d8+6, +2 *brilliant energy heavy mace*); SA rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +13, Ref +9, Will +17; Str 19, Dex 18, Con 16, Int 9, Wis 26, Cha 6.

Skills and Feats: Concentration +22, Diplomacy +2, Knowledge (religion) +9, Spellcraft +5; Combat Casting, Extend Spell, Greater Spell Penetration, Improved Initiative, Spell Penetration, Power Attack, Weapon Focus (Mace).

Possessions: +2 *brilliant energy heavy mace*, +3 *full plate armor*, +3 *heavy steel shield*, +6 *periapt of wisdom*, +3 *ring of protection*, *ring of spell storing (teleport)*.

Spells: (6/6+1/6+1/6+1/5+1/5+1/4+1/4+1/3+1); DC 18 + Spell Level): o- [*create water, cure minor wounds, detect magic, guidance, mending, read magic*]; 1st - [*bane, cure light wounds, divine favor, entropic shield, obscuring mist, protection from good, sanctuary*]; 2nd - [*cure moderate wounds (2), death knell, enthrall, hold person, sound burst, touch of madness**]; 3rd - [*cure serious wounds, dispel magic, invisibility purge, magic circle against good, searing light (2), wind wall*]; 4th - [*confusion, cure critical wounds, death ward, ~~freedom of movement, lesser planer ally, spell immunity~~*]; 5th - [*bolts of bedevilment*, flame strike (2), slay living, spell resistance, ~~wall of stone~~*]; 6th - [*anti-life shell, blade barrier, greater dispel magic, harm, phantasmal killer*]; 7th - [*blasphemy (3), ethereal jaunt, insanity*]; 8th - [*firestorm, maddening scream*, stormrage, unholy aura*].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Cleric of Tharizdun: Clr 11; CR 11; Medium humanoid (human); HD 11d8+11; hp 77; Init +5; Spd 20 ft; AC 26 (Touch AC 12, Flat Footed AC 22); Base Atk +8; Grp +10; Atk +12 melee (1d8+3, +1 *heavy*

mace); Full Atk +12/+7 melee (1d8+3, +1 *heavy mace*); SA rebuke undead 2/day; SQ Insanity; AL CE; SV Fort +8, Ref +4, Will +13; Str 14, Dex 12, Con 13, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +15, Knowledge (religion) +14, Spellcraft +14, Combat Casting, Improved Initiative, Iron Will, Spell Penetration, Weapon Focus (Mace).

Possessions: +1 *heavy mace*, +2 *full plate armor*, +2 *heavy steel shield*, +1 *ring of protection*.

Spells: (6/6+1/5+1/5+1/4+1/3+1/1+1; DC 15 + Spell Level): o- [*cure minor wounds (2), detect magic, guidance, mending, read magic*]; 1st - [*cure light wounds (3), entropic shield, obscuring mist, protection from good, sanctuary*]; 2nd - [*cure moderate wounds, hold person, shatter, sound burst (2), touch of madness**]; 3rd - [*cure serious wounds, ~~magic circle against good, meld into stone, searing light (2), wind wall~~*]; 4th - [*cure critical wounds, ~~freedom of movement, poison, spell immunity, unholy blight*~~*]; 5th - [*dispel good, flame strike, slay living, spell resistance*]; 6th - [*harm, phantasmal killer*].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

APL 16 (EL 19)

Lareth the Beautiful: Clr 18; CR 18; Medium humanoid (human); HD 18d8+54; hp 162; Init +8; Spd 20 ft; AC 31 (Touch AC 14, Flat Footed AC 30); Base Atk +13; Grp +17; Atk +21 melee (1d8+7, +3 *brilliant energy heavy mace*); Full Atk +21/+16/+11 melee (1d8+7, +3 *brilliant energy heavy mace*); SA rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +16, Ref +10, Will +18; Str 19, Dex 18, Con 16, Int 9, Wis 26, Cha 6.

Skills and Feats: Concentration +24, Diplomacy +2, Knowledge (religion) +11, Spellcraft +5; Combat Casting, Extend Spell, Greater Spell Penetration, Improved Initiative, Spell Penetration, Power Attack, Quicken Spell, Weapon Focus (Mace).

Possessions: +3 *brilliant energy heavy mace*, +4 *full plate armor*, +3 *heavy steel shield*, +6 *periapt of wisdom*, +3 *ring of protection*, *ring of spell storing (teleport)*.

Spells: (6/6+1/6+1/6+1/6+1/5+1/5+1/4+1/4+1/2+1; DC 18 + Spell Level): o- [*create water, cure minor*

wounds, detect magic, guidance, mending, read magic]; 1st – [bane, cure light wounds, divine favor, entropic shield, obscuring mist, protection from good, sanctuary]; 2nd – [cure moderate wounds (2), death knell, enthrall, hold person, sound burst, touch of madness*]; 3rd – [cure serious wounds, dispel magic, invisibility purge, magic circle against good, searing light (2), wind wall]; 4th – [confusion, cure critical wounds, death ward, divine power, freedom of movement, ~~lesser planer ally~~, spell immunity]; 5th – [bolts of bedevilment*, flame strike (2), slay living, spell resistance, ~~wall of stone~~]; 6th – [anti-life shell, blade barrier, greater dispel magic, harm, phantasmal killer, quickened hold person]; 7th – [blasphemy (2), ethereal jaunt, insanity, quickened dispel magic]; 8th – [firestorm, maddening scream*, quickened confusion, stormrage*, unholy aura]; 9th – [greater visage of the deity*, quickened flame strike, weird*].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Cleric of Tharizdun: Clr13; CR 13; Medium humanoid (human); HD 13d8+26; hp 104; Init +5; Spd 20 ft; AC 26 (Touch AC 12, Flat Footed AC 25); Base Atk +9; Grp +11; Atk +14 melee (1d8+4, +2 heavy mace); Full Atk +14/+9 melee (1d8+4, +2 heavy mace); SA rebuke undead 2/day; SQ Insanity; AL CE; SV Fort +10, Ref +5, Will +14; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +17, Knowledge (Religion) +16, Spellcraft +16; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Spell Penetration, Weapon Focus (Mace).

Possessions: +2 heavy mace, +2 full plate armor, +2 heavy steel shield, +2 periapt of wisdom, +1 ring of protection.

Spells: (6/6+1/6+1/5+1/5+1/4+1/2+1/1+1; DC 15 + Spell Level): 0 – [cure minor wounds (2), detect magic, guidance, mending, read magic]; 1st – [cure light wounds (3), entropic shield, obscuring mist, protection from good, sanctuary]; 2nd – [cure moderate wounds, hold person (2), shatter, sound burst (2), touch of madness*]; 3rd – [cure serious wounds, ~~magic circle against good~~, meld into stone, searing light (2), wind wall]; 4th – [cure critical wounds, dismissal, freedom of movement, poison, spell immunity, unholy blight]; 5th – [dispel good, flame strike (2), slay living, spell

resistance]; 6th – [blade barrier, harm, phantasmal killer]; 7th – [blasphemy, insanity].

Domains: Evil – Cast evil spells at +1 spell level; Madness* – 1/day add ½ your level to any wisdom based skill check or will save.

* See Appendix 2: New Rules Items

Appendix 2: New Rules Items

Madness Domain as presented in the Complete Divine

Core Deities: Erythnul, Vecna.

Other Deities: Tharizdun.

Granted Power: Your insanity gives you insight. You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

Madness Domain Spells

1. **Confusion, Lesser:** One creature acts randomly for one round.
2. **Touch of Madness:** Dazes one creature for 1 round/level.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Confusion:** Makes subject behave oddly for 1 round/level.
5. **Bolts of Bedevilment:** One ray/round, dazes 1d3 rounds.
6. **Phantasmal Killer:** Fearsome illusion kills one creature or deals 3d6 damage.
7. **Insanity:** Subject suffers continuous confusion.
8. **Maddening Scream:** Subject has -4 AC, no shield, Reflex save only on 20.
9. **Weird:** As phantasmal killer, but affects all within 30 ft.

Bolts of Bedevilment as presented in the Complete Divine

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Maddening Scream as presented in the Complete Divine

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject can not keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling. The spell gives the subject a -4 penalty to Armor Class, makes a Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

Stormrage as presented in the Complete Divine

Transmutation [Electricity]

Level: Cleric 8, Druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You harness the powers of wind and storm to move, protect yourself, and attack. You gain the benefits of a *fly* spell, and are protected from each direction as if surrounded by a *wind wall* spell. You are completely unaffected by natural or magical wind (such as a hurricane or *gust of wind* spell), easily able to hold your position and completely uninhibited by other adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes. Your caster level is the total number of d6 that you can create with this spell (maximum 20d6). You may use them all at once or divide the dice over several rounds. For example, a 16th-level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6. Each bolt only affects one creature.

Launching a bolt is a standard action that does not provoke an attack of opportunity, has a range of 100 feet, and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).

Touch of Madness as presented in the Complete Divine

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. A dazed creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Visage of the Deity, Greater as presented in the Complete Divine

Transmutation [Evil, Good]

Level: Cleric 9

As *lesser visage of the deity*, except that you take on the qualities of a half-celestial or half-fiend (see the *Monster Manual* for complete details). You do not gain the spell-like abilities of these creatures.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability)
- You gain +1 natural armor.
- You gain low-light vision.
- You gain resistance 10 to acid, cold, and electricity.
- You gain immunity to disease.
- You gain a +4 racial bonus on saving throws against poison.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wiz, +4 Cha.

Evil clerics gain the following transformations:

- You grow batlike wings that allow you to fly at twice your normal speed (good maneuverability)
- You gain +1 natural armor.
- You gain bite and claw attacks. If you are size Medium or larger your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision out a range of 60 feet.
- You gain immunity to poison.
- You gain resistance 10 to acid, cold, electricity, and fire.
- You gain a +4 racial bonus on saving throws against poison.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.

- You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +2 Cha.

Visage of the Deity, Lesser as presented in the *Complete Divine*

Transmutation [Evil, Good]

Level: Blackguard 4, cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

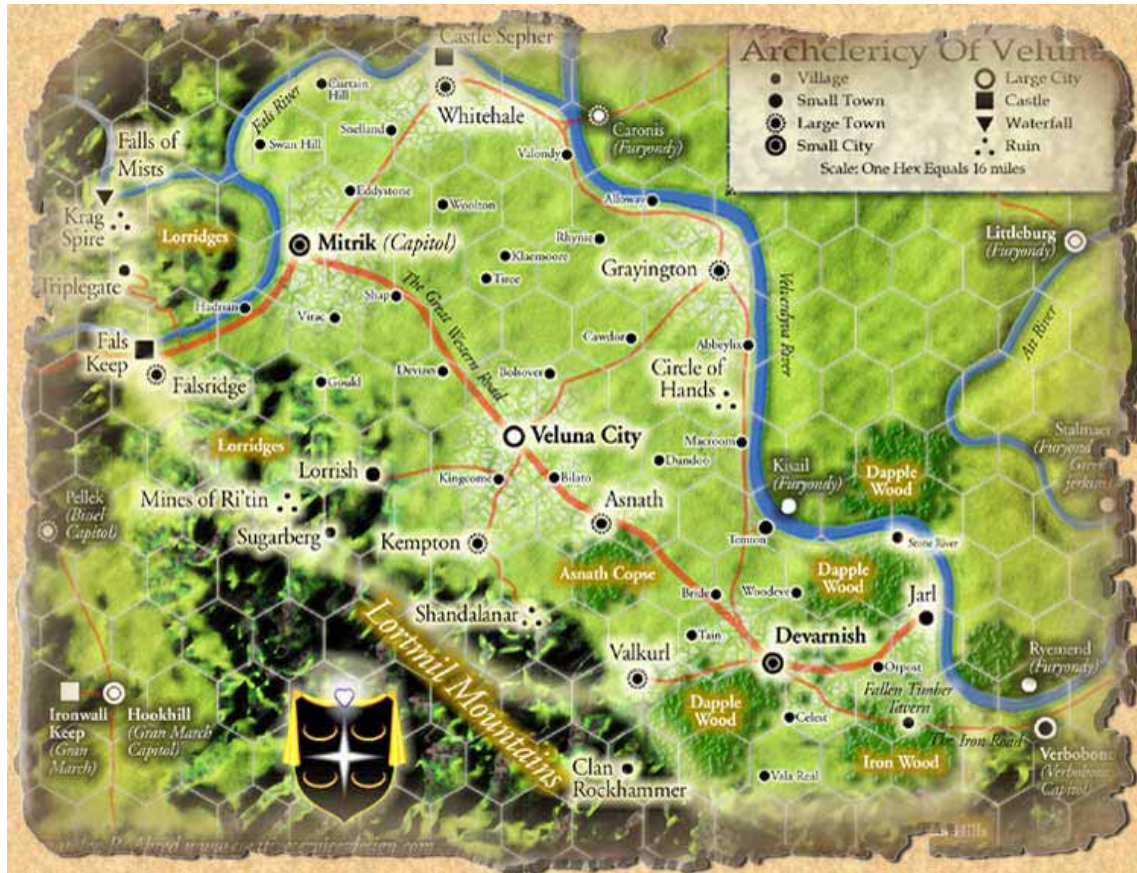
Target: You

Duration: 1 round/level

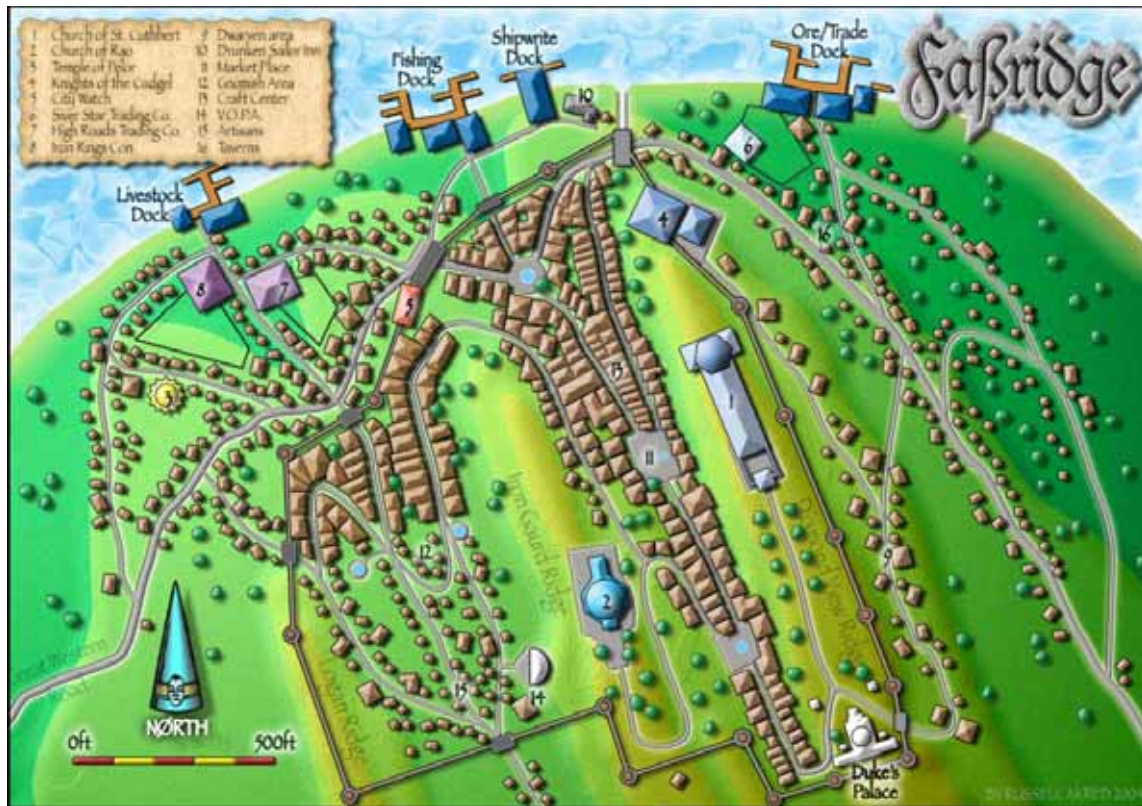
When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enchantment bonus to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good; cold and fire if you are evil.

Appendix 3: Maps

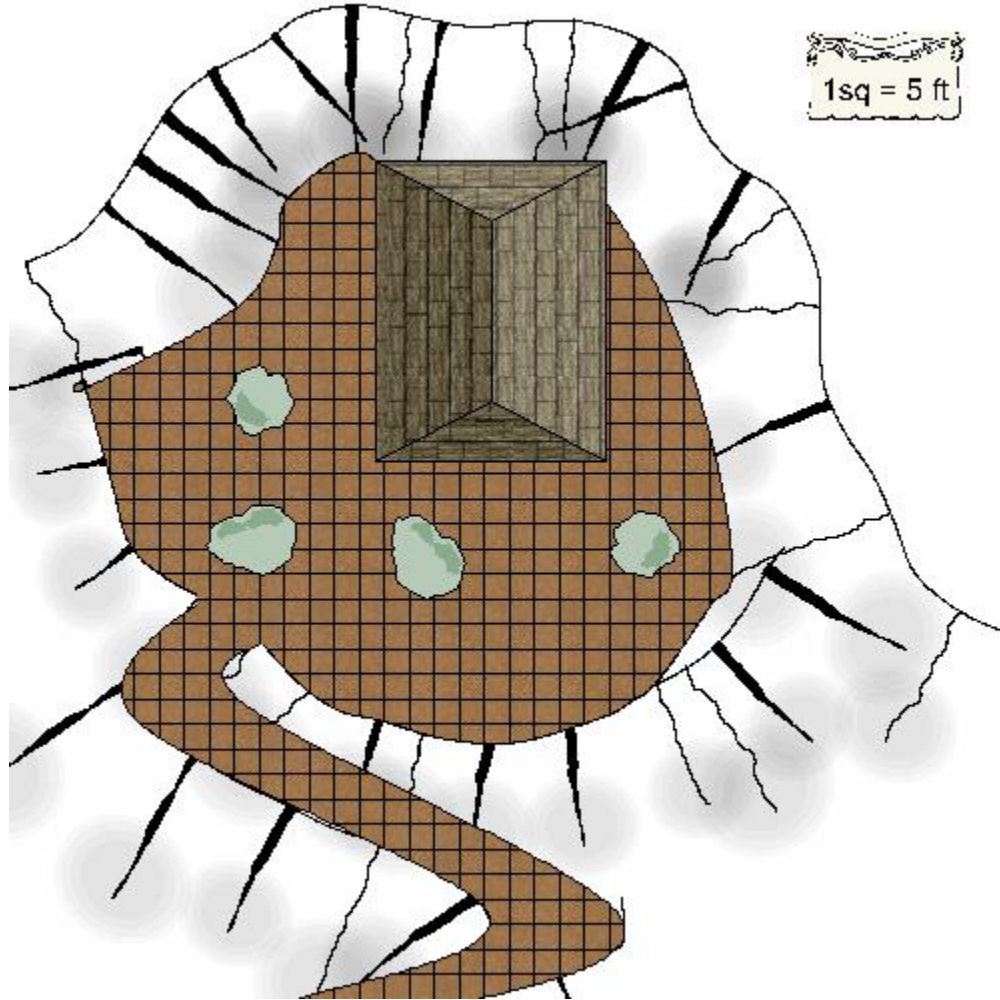
Map #1 Veluna

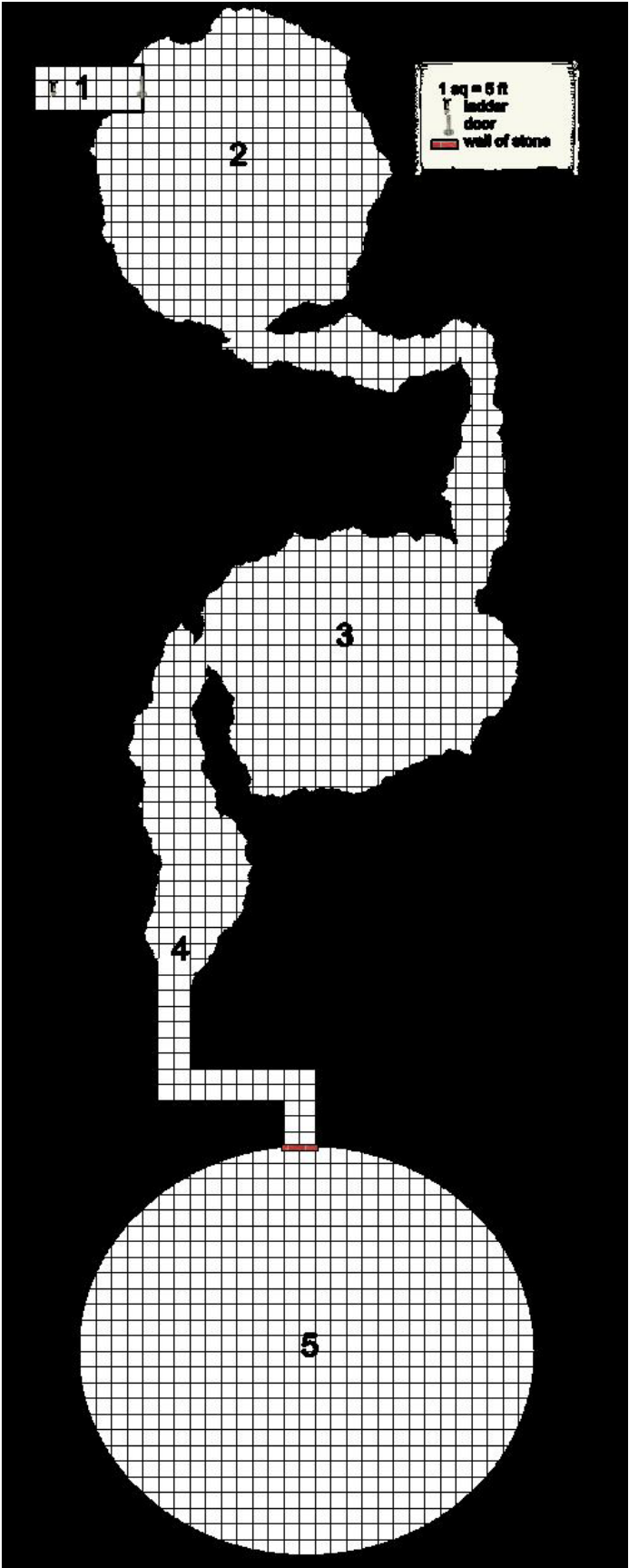


Map #2 Falsridge



Map #3 Monastery of the Vale Outside





Appendix 4 GMs Aids

Round Checkoff

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9	19	29	39	49
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Player Handout #1

Brotherhood of the Vale Information

The location on the map has bothered you for days. While comparing it to your mental map of Veluna, the location can only be one place. It must be the monastery! You know that it is the sacred duty of the order to protect a place of great evil, now you know what that evil is, THE EARTH NODE. You now know your task, you must return to the monastery no matter what danger Herion and his minions pose and complete your duty as a brother of the vale.

Player Handout #2

Brotherhood of the Unseen Information

The location on the map has bothered you for some time now. The location on the map when compared to your mental map of Veluna puts the earth node in the Yatil Mountains. Near something else... Your rival's monastery the monastery of the Brotherhood of the Vale. You know they have some sort of sacred duty that they take very seriously. The rivalry started with one of your order sneaking into the monastery and rumor has it he discovered something. The story goes that when he returned the leaders of your order quickly quieted him and what he discovered. This is what the Brotherhood of the Vale was sworn to protect, THE EARTH NODE. You could be the hero of your order if you did their sacred duty for them and secured the earth node.

Player Handout #3

Dear intrepid adventurers,

I have been on the path of the cult of the elemental eye. I have followed their trail to Veluna, but I have not been able to discern their location within. I believe if you continue to follow the map you will arrive soon. I have contacted my old friend Walker Nannus to head there and assist you in any way he can. He will do his utmost to discover the location of the cult before your arrival.

Your traveling companion,

Walker Salidus