

The Heart of Almor

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Mini-Mission set in the Kingdom of Nyrond

Version 1.0

by Gordon Smith

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Crisis has come to Almor and if left unchecked could threaten the entire realm and beyond. The call has gone out for teams of heroes to come to Nyrond's aide. Do you have what it takes to help heal Almor via travel to the outer planes and forge a lasting security for all? A very loose sequel to *NYR7-M01 The Chains That Bind Us* and a last chance to visit many of the sites of Almor. A one-round Regional adventure set in Kingdom of Nyrond for characters level 1-15 (APLs 2-16).

Resources for this adventure [and the authors of those works] include: *Book of Vile Darkness* [Monte Cook], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *IUZ5-07 Tides of War* [Rob Little], *Ivid the Undying* [Carl Sargent], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen, K.C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Skip Williams, Jeff Grub, Rich Redman, Steve, Winter], *Monster Manual III* [Andy Collins, Andrew J. Finch, Ed Stark], *Monster Manual V* [David Noonan], *NYR1-04 Cattle Call* [Craig Hier], *NYR1-05 Answering the Call* [Robert L. Barber], *NYR2-07 The Outpost* [Brandon Gillespie], *NYR2-08 A Long Road Back* [Russell Moreland], *NYR3-01 The Curse of Almor* [T. Troy McNemar], *NYR3-M01 The Road to Appolled* [Tom Kee], *NYR3-S02 Several Shades of Grey* [David Wu], *NYR4-I09 Raiders of the Lost Temples* [Susan Ruff, Tom Kee], *NYR4-M01 The Fate of Appolled* [Tom Kee], *NYR5-08 A Town Under Siege* [Joshua Freeman], *NYR6-I01 Gears of Commerce* [Various], *NYR7-I01 The Karnaakh Strike Back* [Gordon Smith], *NYR7-M01 The Chains That Bind Us* [Gordon Smith], *NYR7-M02 The Sign of the Jackal* [Rene Ayala], *Planes of Chaos* [Wolfgang Baur, Lester Smith], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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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 June 30, 2008.

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.

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 rulebooks: *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 *Appendix 1*. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-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 mini-mission, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) 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 that 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 DC 20 Survival check, 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

IMPORTANT: The background of this adventure is long. However, please do read it. This scenario is the very last scenario to take place in Almor. Having a good knowledge of the area's history is key to presenting a compelling experience for your players.

Prior to the Day of Dust in CY 584, which marked the fall of Almor, Ivid was massing forces of orcs and fiends. In charge of these forces in old Almor was the cruel Duke Szeffrin who seethed with hatred towards Ivid for turning him into an animus. To further his goals of conquering Almor as well as an eye towards confronting Ivid afterwards, Szeffrin forged an alliance with the Abyssal Lord Pazrael (also known as Pazuzu), ruler of the 503rd layer of the Abyss – Torremor. This alliance bolstered Szeffrin's ranks with demonic forces from the abyss and gave Pazrael opportunity to experiment with a powerful abyssal relic (by the name of Rekerikizen) on the prime material plane. Unbeknownst to Szeffrin, Pazrael hoped to use their alliance as a way of supplanting Ivid as a ruler on Oerth.

Among Szeffrin's forces was a minor orc leader by the name of Karnaa who craved a position of importance within Ivid's armies. Understanding that importance was measured by the size of the forces under one's control Karnaa, a shrewd tactician and recruiter, attacked and enslaved other orc tribes and more than a few fiends. His horde of orcs and fiends were known as **The Karnaakh** and quickly became a very prominent part of Ivid's invasion force.

To facilitate the transfer of demonic forces from Torremor to the lands of Almor, Pazrael decided to create a series of subterranean gates throughout Almor using his abyssal relic. Under the joint direction of Pazrael and Szeffrin, Karnaa was instrumental in determining the ideal locations

for gates around both new and old Almor. Once the locations were determined, Pazrael first used the relic to create a gate beneath the fortress of Onyxgate. Encouraged by his early success, Pazrael and his lieutenants, traveled to a barren valley in Almor and poured much of their evil tainted power through the relic to magically create the Bloodcrystal fortress in under a week, complete with another gate buried a mile deep in subterranean caverns. The creation of these two gates along with the tainted usage of his abyssal relic caused the phenomenon known as “the badlands” by creating a corrupted link between the lands of Almor and the abyssal relic Rekerikizen.

Pazrael commanded countless dozens of demons under his control to travel through the gates to bolster Szeffrin’s forces and thereby gain the battle experience needed to eventually combat luz on the prime material plane. As Ivid’s war waged on, Pazrael sent his lieutenants to begin the preparations of other subterranean gate sites around Almor. As more partially constructed gates were established, more badlands areas appeared through Almor wreaking havoc, which pleased Pazrael immensely. Seeing the devastating effects his relic was having on Almor, he gave Rekerikizen the nickname of “The Heart of Almor.”

A few short weeks later however, most of Pazrael’s minions were forced back to the Abyss by the *flight of fiends* ritual. The relic was back on Torremor, but still continued to corrupt the lands of Almor through the various gate sites.

The *flight of fiends* ritual also greatly weakened Szeffrin’s forces and gave the Nyrondese legions the advantage they so sorely needed. Three weeks following, Szeffrin’s combined armies pushed towards Nyrond proper and were halted at the Battle of Blazebane, where Karnaa’s forces failed to hold their strategic positions. Fearing retribution for his failure, Karnaa used the surrounding chaos to lead his remaining followers into hidden isolation within a long forgotten ruin in the badlands southwest of the farming town of Tirian. Cut off from supply lines and reinforcements, Karnaa was forced to strike at Tirian, a nearby farming town. Karnaa managed to capture their leader Bajastelle Renderan, a fighter/cleric of Mayaheine, and made a public show of torturing her in the Tirian town square. In exchange for their promise of silence and quarterly produce deliveries, Karnaa agreed to spare Bajastelle’s life even though he held her prisoner in his hidden encampment.

After the success of the Battle of Blazebane, King Lynwerd annexed the portions of Almor up to the Harp River thus creating a buffer zone

between the old kingdom and Nyrond proper. During this time Duke Szeffrin disappeared from events in Nyrond, some claim he teleported to Rauxes in a hunt for Ivid shortly before the fall of Rauxes. Since that time, a mage of much notoriety by the name of Otto has been investigating “the badlands” puzzle trying to discern a way to reverse their effects. His home in Chathold, across the Harp River, was completely destroyed by the badlands, which overtook that city. After discerning that the badlands effects were somehow tied to the gates beneath Onyxgate and Bloodcrystal, Otto, with the permission and guidance of King Lynwerd, sealed those gates as best he could. His efforts greatly slowed the growth of the more severe badlands areas and even started a slow reversal of the more minor area affected. Whereas before Otto’s work the effect could have been characterized as a “rushing flow,” afterwards it was more of a “slow trickle” from the relic and through the gates. Even though Otto continues his research into the badlands problem in Almor the effect still exists to this day.

Emperor Searndt’s reign began on the first day of the year of CY 595. While the citizens of Nyrond celebrated the beginning of a new year, the traitor Searndt launched a staggering assault on Rel Mord. Making a deal with the Abyssal Lord Pazrael, Searndt’s forces passed through the portal of Onyxgate and into that fearsome realm. Together with the clergy of Hextor and the arcane sisterhood known as the Witches of the Bright, the portal of Onyxgate was refocused and reopened, in the heart of the Via Regus – the main road within the capital.

Searndt’s army swelled with Pazrael’s servants, the summoned fiends of the Hextorian clerics, and the terrible assassins of the Scarlet Brotherhood. Their emergence onto the Via Regus overwhelmed the unprepared defenders. Guard towers burned as eldritch fire exploded within. Hundreds died, unable to even scream as the dreadful assault continued. The royal Guard managed to save a few of the Royal family, but King Lynwerd, the pregnant Queen Xenia, and the Grey Seer were all feared lost.

By the end of CY 595, Rel Mord had been retaken, with King Lynwerd defeating his traitorous brother over the skies of the capital. The Queen, their baby and the Grey Seer were safe. With that victory, Lynwerd was able to wrest control of the Onyxgate away from Pazrael and thus end the danger within Rel Mord. The Onyxgate remains under Lynwerd’s control to this day, although he still has a garrison posted to keep watch.

In *NYR7-M01 The Chains That Bind Us*, King Lynwerd hired a Zilchus Western Company cleric by the name of Fumire Devonshank to hold secret trade negotiations with Innspa/Adri in the border town of Jennden. To ensure safe travels, Fumire posed as a traveling merchant and hired a team of adventurers to safeguard his caravan along the trade roads leading south out of Mithat past Blazebane and Millennium then east via Tirian and then to Jennden. As the caravan stopped in Tirian for a night's rest, the adventurers discovered the town's decade old secret support of **The Karnaakh** and of the emotional blackmail that fueled it. The adventurers then snuck into Karnaa's encampment, killed some prison guards and rescued Bajastelle Renderan.

Immediately afterwards, in *NYR7-I01 The Karnaakh Strike Back*, Bajastelle called upon the heroes of Nyronnd to defend Tirian against the imminent backlash soon to be unleashed by The Karnaakh. Unfortunately, no teams of heroes strong enough to combat Karnaa and his lieutenants answered the call and thus Karnaa himself escaped. Luckily, Karnaa had enough time to gather his personal notes and trinkets collected from the meetings between Pazrael and Szeffrin. Karnaa literally holds the key to the abyssal gates.

Nearing the end of CY 597, all badlands areas except that near Bloodcrystal were reported to be shrinking in size and severity. Early in CY 598, the Bloodcrystal badlands area shows a fierce and sudden growth endangering the small town of Silverwat. This is where the adventure starts.

ADVENTURE SUMMARY

This adventure has different paths for different APL ranges (2-4, 6-10 and 12-16). Please note that Encounters 1 and 2 have low (L), middle (M) and high (H) versions for their appropriate APL ranges.

Introduction: Wild rumors spread across Nyronnd about the sudden devastation of Silverwat by the badlands. The PCs receive a summons by notable Nyronnd personalities:

- APL 2 – 4: Bajastelle Renderan.
- APL 6 – 10: Duke Younard.
- APL 12 – 16: King Lynwerd

Encounter 1L: Lady Bajastelle Renderan recruits the PCs to hunt down Karnaa – to succeed where no seasoned adventurers succeeded before.

Encounter 1M: Duke Younard recruits the PCs to find out what is causing the badlands to grow

towards Silverwat. He needs to know facts, not the widespread rumors reaching Mithat.

Encounter 1H: King Lynwerd recruits the PCs to enter Torremor quickly through the gate beneath Onyxgate. Alerted by the garrison at Bloodcrystal, through the Grey Seer, of the badlands transformation, Lynwerd and his advisors believe that the Bloodcrystal gate would be too heavily guarded on the other side.

Encounter 2L: The PCs escort Bajastelle on a hunt for Karnaa. Bajastelle has the PCs fight Karnaa's lieutenants while she fights Karnaa (off camera). Defeating Karnaa, Bajastelle and the PCs find Karnaa's notes and trinkets from his time with Pazrael and Szeffrin. They defeat monsters and find the critical information needed for Lynwerd to save Almor. The intent is that the low level tables, for once, are the initial heroes.

Encounter 2M: The PCs go to Silverwat and discover refugees fleeing the town. The town center is fine, but many farmlands have been destroyed as a miles wide greenish black mist rolls across the land towards Silverwat. The PCs investigate, fight living spells and return to Duke Younard. The intent is that the middle level tables "fail" their investigatory mission (although still get full xp/gp).

Encounter 2H: King Lynwerd needs the PCs to strike fast into Torremor to shutdown the Bloodcrystal gate from the other side. The PCs encounter demonic guards when they arrive with more reinforcements arriving without end. Each round the situation becomes more and more dire. Retreat should be obvious and strongly encouraged. The intent is that the high level tables "fail" the mission (although still get full xp/gp).

Encounter 3: King Lynwerd assembles all teams of adventures to Mithat. He introduces "Lady" Bajastelle Renderan, congratulates her and her "team" for finding the critical clues needed to rescue Almor. Otto speaks and provides conclusions based on his prior research and the newly found clues. Lynwerd directs each team to choose 3 locations in Almor to find one of the uncompleted gate sites to help attune Karnaa's Key.

Encounter 4: The PCs pick 3 locations and investigate. They have a chance to revisit NPCs from many previous Nyronnd scenarios and get an update on the towns' progress since its particular

problems of years gone by. The third location just happens to be the one where the PCs learn of a cave entrance.

Encounter 5: Investigating the cave, the PCs fight corrupted animals that have claimed the abandoned abyssal gate site as their home.

Encounter 6: All teams report back to Mithat with their results. Only the active team (the PCs playing at this table), found a partial gate site. Lynwerd, Otto, the Grey Seer and Duke Younard devise a plan. Each team receives a copy of Karnaa's Key; one team (the active table) holds the real one. All teams are to assault Torremor to provide distractions for the real team to retrieve *The Heart of Almor*.

Encounter 7: The Bloodcrystal gate is unsealed by Otto allowing all teams to rush in to strike Torremor in force. The demons, not knowing which key is real, are forced to split up chasing each team. The real team finds a tortured soul who, once released, gives the PCs directions and his gratitude.

Encounter 8: The real team reaches *The Heart of Almor*, fight its guardians, and retrieve the relic.

Encounter 9: Sensing the eminent closure of the gate, the PCs rush back through the gate and thus into Almor.

Conclusion: If the real team retrieves *The Heart of Almor*, the gates are forever closed. Once in the hands of Lynwerd, the badlands start to noticeably recede at an amazing pace – Almor is saved. If the real team doesn't succeed, Pazrael gains permanent control of the gates.

PREPARATION FOR PLAY

Have the players check for the following and note their effects or consequences.

- *NYR7-M01 The Chains That Bind Us*. If the PCs earned **Honored Citizen of Tirian** or **Bajastelle Renderan's Boon** they get free standard upkeep in this adventure.
- *NYR7-I01 The Karnaakh Strike Back*. If the PCs earned **Hero of Tirian** they get free standard upkeep in this adventure.
- PCs belonging to military meta-orgs playing in either the middle or high tiers

lose their commissions if they refuse their mission.

INTRODUCTION

The adventure starts without the PCs having met each other yet. Each PC begins in the town of Mithat; determine a reasonable explanation for why they may be there. Each tier has its own introduction.

LOW (APL 2 – 4)

The PCs won't know this, but this path occurs a few weeks before the beginning of the middle or high tiers. This is to account for travel time to Tirian and synchronize events as they unfold. Read or paraphrase the following:

The day started as any other day in the bustling city of Mithat. Seagulls glide overhead as they search for fish near the docks, merchants move their carts into position as a new day of profit awaits, and young children play games of chase in the city streets.

One of those children isn't playing however; he is scanning the crowds for faces until he sees yours. The messenger boy approaches you. "I'm glad I finally found you! Here, this is for you."

Give each player either Player Handout #1A or #1B as appropriate. The former is for PCs with no history with Bajastelle Renderan. The latter is for PCs who played in *NYR7-M01 The Chains That Bind Us* or *NYR7-I01 The Karnaakh Strike Back*. If PCs refuse the note or refuse to travel to Tirian, their adventure ends here.

The PCs meet each other as they leave Mithat out of the Almor gate, allow for character introductions then proceed to encounter 1L.

If the PCs wish to learn about Bajastelle Renderan before leaving Mithat, use the following:

Gather Information:

- **DC 10:** "Bajastelle Renderan. Ain't she that town leader from way over the other side of Almor?"
- **DC 14:** "Bajastelle Renderan. I heard that name recently. Oh yeah, she came to Mithat a few weeks ago to meet with the Duke I heard."
- **DC 18:** "Yeah, I've heard of her. I heard she spent years as the captive of some orc leader and was rescued by adventurers last year. She's a celebrity

now amongst the Almorians and is the de facto ruler of the town of Tirian.”

Knowledge (local—NMR):

- **DC 10:** Bajastelle Renderan is the current leader of the town of Tirian in southern Almor.
- **DC 15:** She spent 13 years as the prisoner of a cruel orc leader until she was rescued by adventurers last year.
- **DC 19:** The town of Tirian kept her captivity a secret as a bargain with the orcs to safeguard her life in exchange for continued tributes of produce and other supplies.

MIDDLE (APL 6 – 10)

The day started as any other day in the bustling city of Mithat. Seagulls glide overhead as they search for fish near the docks, merchants move their carts into position as a new day of profit awaits, and young children play games of chase in the city streets.

As Pelor’s blessing reaches its zenith, thoughts of finding lunch are interrupted as the tenor of casual conversation around town changes for the worse. Like a sudden wave crashing upon rocky shores, rumors spread through the streets about a catastrophic devastation of Silverwat. Some say Sassy, the green dragon of the Gamboge, must have travelled far south to vent her acidic vengeance. Others claim to have heard of a treacherous mist rolling over farmlands corrupting crops and livestock alike. Word of flying beasts, burrowing creatures, invading orc hordes, rapid disease, and worse compliment the wildly varying stories.

Amongst the growing confusion, one thing is perfectly clear – the common folk of Mithat are worried.

At this point, the PCs can notice other adventurers in the crowd. Allow for character introductions. Shortly after introductions are done, read or paraphrase the following:

After introducing yourselves to other nearby adventurers, a hurried messenger reaches you. “You are a group of adventurers correct? Please come quickly! Duke Younard asked me to run towards the markets to recruit the first group of adventures I could find. It’s dreadfully important – please come now!” With a tentative turn, he starts to head northwards out

of the Market Square in the direction of the Duke’s mansion. Do you follow?

If the PCs refuse to take the obvious hook, their adventure ends here. Assuming they following, proceed to encounter 1M.

HIGH (APL 12 – 16)

The DM may need to adjust this intro based on the PCs present at the table. The intent is to summon the PCs as quickly as possible. The assumption is that at least one of the PCs has met with the Grey Seer or Ghiselinn. If this is the case, a PC receives a *sending* requesting their immediate presence in Rel Mord for an audience with the King. If this happens to be a table of out-of-region PCs who have never met any notable Nyrond personalities, simply have a messenger deliver a similar request. Alternatively, if the players wouldn’t blink at a *sending* from an unfamiliar source, play out the regular introduction. Read or paraphrase the following:

The day started as any other day in the bustling city of Mithat. Seagulls glide overhead as they search for fish near the docks, merchants move their carts into position as a new day of profit awaits, and young children play games of chase in the city streets.

At this point, allow for character introductions. Once complete, choose an appropriate PC to receive a *sending* from the Grey Seer or Ghiselinn as appropriate and then read or paraphrase the following:

As you evaluate those around you, a voice echoes in your head.

Inform the PC that he/she has just received a *sending* (see *Player’s Handbook* page 275 for details). The message was as follows:

Hero (or Friend) of Nyrond. King Lynwerd requires your immediate presence in Rel Mord. Spare neither expense nor delay. Come prepared for a dangerous mission. Bring friends.

The recipient of this message knows it originated from the Grey Seer or Ghiselinn as appropriate. Any PC who does not wish to act on the *sending* is done with this adventure.

Facilitate the PCs getting to Rel Mord as quickly as possible. If the party isn’t able to

teleport on their own, they are able to buy a scroll of teleport, or hire mages to teleport the party (and mounts, animals, etc.) to Rel Mord for them. Do whatever seems reasonable; the crown reimburses associated travel costs when they arrive.

Proceed to the proper Encounter 1H.

ENCOUNTER 1L: LADY RENDERAN'S MISSIVE

Since her rescue by heroes in *NYR7-M01 The Chains That Bind Us* and subsequent offensive against the Karnaakh in *NYR7-I01 The Karnaakh Strike Back*, Bajastelle Renderan has become a symbol of perseverance and strength for southern Almor. Because of her growing fame and of Tirian's growing commercial importance of trade with Adri/Innsa, "Lady" Bajastelle Renderan has recently been granted her title and the lands around Tirian by King Lynwerd. Bajastelle accepted the responsibility from the crown with one provision. Before she lays full claim to her title, she wishes to be able to hunt down Karnaah who escaped during *NYR7-I01 The Karnaakh Strike Back*. Bajastelle is confident that she can handle Karnaah in a fight, but is seeking help to deal with his henchmen during the battle.

This encounter happens before Silverwat becomes endangered. Read or paraphrase the following:

Weeks have passed as you have travelled southeastwards towards Tirian passing by Blazebane, Millennium and the farmlands of Almor. Leaving the winds of Relmor Bay behind, you turn eastward along the trade roads marking your final approach towards Tirian.

As you pass by farmsteads and approach the town, you see new signs of prosperity. A defensive wall fully 10 feet tall now surrounds the once sleepy town center. Newly built and freshly painted structures bring new goods and services to the growing population of the town. More than a few signs hang from storefronts boasting the names of celebrated Heroes of Tirian – a testimony to the investments being made by many in fueling southern Almor's economic comeback.

If the PCs insist on mingling through town, consult encounter 4J for details. For now, it is assumed that the PCs report in for duty and depart town quickly – as is Bajastelle's desire. The PCs have

an opportunity to revisit Tirian later if they so choose.

Locating Bajastelle is easy enough as directions are eagerly given by the contented townsfolk. You are directed to a tent on the site of a construction project near the town's center. Upon entering the tent, Bajastelle greets you warmly. "Ah! Thank you for answering my call. You'll have to excuse the mess here; I've been told by the Duke that I should have a manor house built as a symbol for the people. I don't care much for symbols per se, but there is a certain logic to it all. I know you've had a long ride so before we get going, I'm sure you have some questions."

Below are questions and answers to drive conversation with the PCs. They don't need to ask a question precisely to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don't ask the relevant question.

***Q: What is the mission?**

A: The short answer – to hunt Karnaah to end the threat he poses to the area once and for all.

I mean no insult when I say this, but during the counterattack we launched against the Karnaakh (in *NYR7-I01 The Karnaakh Strike Back*), no teams of adventurers were brave enough to combat Karnaah. I see now that the responsibility should rightly fall on my shoulders. I consider it my own private atonement to defeat him in single combat. What I need you to do is keep the fight fair. Karnaah is by nature a coward and will undoubtedly have minions by his side. I need you to handle whatever other foes surround him while I challenge Karnaah directly.

Q: Who is Karnaah?

A: Karnaah is the brutal orc leader who kept me imprisoned for thirteen years while blackmailing Tirian. He escaped our wrath last year, but Mayaheine willing, he won't escape this time!

***Q: Why does the Duke care about a manor house?**

A: King Lynwerd has granted me a title and land ownership of Tirian. I am to become "Lady Bajastelle Renderan of Tirian." The Duke believes, and probably rightly so, that foreign trading partners will pay that title more respect if Tirian boasts a manor house instead of housing its leadership at the local Inn. However, that leads to our mission. I asked the King to delay my

appointment until I resolve the issue with Karnaa. I fear that once I don the title of Lady of these lands that I'll be too busy to go after Karnaa directly.

***Q: Where do you think we'll find Karnaa?**

A: I've sought answers to just that very question. Shortly after our raid on the Karnaakh encampment last year, I hired a local tracker named Joren Erinith to see what he could find. He followed a set of tracks heading southwards towards Tomkin. The King's diviners confirmed that Karnaa is hiding out in caves north of Tomkin. We just need to find which one.

Q: How much are we getting paid?

A: I'll pay each of you (25 x APL) gold - half now, half upon completion. Do we have a deal?

***Q: When do we leave?**

A: They'll build this manor whether I'm watching it or not. I'd prefer to leave right now. Are you all ready?

Q: Why did you choose us?

A: I seek Mayaheine's wisdom in all that I do. Sometimes I perceive her meaning well, sometimes I miss the mark. I'm hopeful that I have judged well in choosing you.

Once the PCs have exhausted their questions, Bajastelle is ready to embark immediately. Proceed to encounter 2L.

Treasure:

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp

ENCOUNTER 1M: DUKE YOUNARD'S MISSIVE

Duke Younard has just recently begun to hear the same rumors as the PCs but has also received a runner from Silverwat. He knows some of what is happening in Silverwat, but doesn't know why. Needing an urgent answer, he decides to hire the first team of adventures his aide can find to rush off towards Silverwat to find some answers.

You are escorted through the manicured gardens of Duke Younard's estate and into the foyer of the main building. House servants attempt to tend to your every need but are brushed aside by Younard's aide. Apparently

this is not the time for ceremony or social grace.

No sooner are you seated in Duke Younard's library when the Duke himself arrives with a rider still covered in road dirt caked solid with sweat. Younard looks at you appraisingly then says to the rider, "Gunder, tell them what you told me."

Trying to compose himself, Gunder explains between shakes and sobs: "It was awful! At first we heard noises from the fields and beyond, but it was still dark. As the sun rose we saw it. Grey-green mist as wide as the eye could see, miles wide, was surging towards our town. Oh – Silverwat, I meant to say that right off. I'm Gunder Tengerion from Silverwat. I left my wife and daughter in town with Trond Highstaff, the priest of Pholtus, and rode here as fast as the old mare could take me. Anyway, from inside the mist we could see flashes of light, and hear screams of tormented and dying livestock. Much of our farmlands to the east are decimated. The townsfolk are talking about abandoning the town and heading westwards to safety. Something has to be done! Can you help?"

Duke Younard stands then turns to face you with concern obvious on his face. "I ask you for the sake of Silverwat and for Almor herself; please go to the farmlands east of Silverwat and find out why this is happening! Do you accept?"

Below are questions and answers to drive conversation with the PCs. They don't need to ask a question precisely to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don't ask the relevant question.

***Q: So what precisely do you want us to do?**

A: I need to know WHY this is happening and what it is. Check out the farmlands east of Silverwat and then come back quickly. Don't worry about the town itself; Gunder is filling me in on what's happening there. Don't linger for too long in the farmlands though as I'll be calling in more help based upon your results. Just go there, see if you can find an obvious cause and get back here quickly.

Q: How much are we getting paid?

A: I'd hope you'd have the safety of innocents more forefront in your mind... mercenary! Rest assured you'll get paid for your efforts.

ENCOUNTER 1H: KING LYNWERD'S MISSIVE

Q: Do you think Sassy could be behind this?

A: I really doubt it. Sassy hunts too far to the north and besides, I don't see how Sassy could create such a large body of mist.

Q: What kinds of dangers can we expect there?

A: I'm not sure – the townsfolk didn't stick around long enough to find out. However, five years ago there were some fiends and undead nearby, but they were destroyed by adventurers. Last year, some of those Jackal lovers were holed up in Silverwat, but they too were brought to justice.

***Q: Do you have any idea what that mist was?**

A: From its description, I can only guess that perhaps a new badlands area is forming, but that is really odd. Otto has them under control as far as I know.

Q: What is a "badlands area"?

A: The badlands are areas in Almor most likely left over as a result of massive magical battles between demons. They are destructive, but have never done anything like this before.

Q: Who is Otto?

A: You don't know who Otto is? He's a very famous mage and a member of the Circle of Eight! He's been helping King Lynwerd with the badlands mystery ever since his home in Chathold was destroyed many years ago.

***Q: Can we borrow some horses to get there quicker?**

A: Of course – we'll have horses saddled ready for your departure. Silverwat is roughly 110 miles from our gates so with our horses, you should arrive there in roughly 3 days. We expect you back here in 7 or less. Yes – even with magical communication, we still want you back here in 7 days.

Q: When should we leave?

A: Why are you still talking? Every word you speak wastes precious time.

Treasure:

APL 6: Coin: 150 gp

APL 8: Coin: 200 gp

APL 10: Coin: 250 gp

Proceed to encounter 2M.

To keep track of the security of Onyxgate and Bloodcrystal, the Grey Seer contacts both outposts each day via a *sending* spell. That way, he'll know within 24 hours if control of the gates has been compromised or if the troops have encountered other dangers. A few short hours ago, the Grey Seer lost contact with Bloodcrystal; Grendel McNerfik failed to answer the Grey Seer's *sending* and further attempts with *scrying* the area around Grendel failed. He then cast *commune* and with those answers formulated a plan with King Lynwerd.

Your team is swiftly escorted into the Royal Palace, past rows of guards, retainers, minor nobles, and others anxiously waiting for their turn to speak with the King. Without apologies, you are whisked to the front of the line and admitted into the King's antechamber.

Stooping heavily upon a wooden staff for support is a human wearing long robes and sporting a long grey beard; he appears to be in his 80s. "I know it was I that summoned you here, yet one can never be too careful with the life of one's King. Before we go to see him, I first need to ensure that none of you radiate as evil and to swear to me that you afford him no ill will. If you have items with an evil taint, I'd ask to know why and for you to leave them here while we speak with the King. Will you submit to the casting of probing and detection oriented spells? If not, I'll gladly reimburse you for your travel expenses and part ways here and now."

The Grey Seer has previously cast *foresight* on himself and King Lynwerd and preempts any harmful actions against himself or Lynwerd by teleporting both out of the PCs presence to a safe location. Hopefully this should never come to pass. If it does, the offending PC(s) is(are) arrested and hung for treason.

Assuming the PCs agree, the Grey Seer has a trusted paladin of Heironeous *detect evil* on the PCs before entry to King Lynwerd's council chamber. He also casts *probe thoughts* (SpC) on each PC and stays linked just long enough to ensure that no one intends harm to the King. These measures are only meant to provide a sense of realism with respect to meeting the King. Don't overplay it, however if someone shows intent to get away with something, improvise. Anti-

magic fields and high Sense Motive NPCs, etc. can be used to bypass *mind blank* or other magical means of non-detection if necessary.

After passing the examinations of the Grey Seer and others, you are ushered into King Lynwerd's council chambers.

Standing from the chair at the head of the council table, King Lynwerd speaks with the plain words and calm demeanor of a seasoned leader. "I authorized my Archmage to call you forth to do a service for the crown and for the peoples of Nyrond. We have lost contact with our garrison stationed at the Bloodcrystal fortress in Almor and have reason to believe that the Bloodcrystal badlands recently started growing out of control. Whatever is going on here has thwarted the wards put in place by the renowned mage Otto and threatens the lands of Almor and beyond. I need you to strike and to strike quickly before things get even more out of hand. Do I have your attention yet?"

Pause for the PCs to answer. Please note that King Lynwerd does not haggle for fees, nor does he ever ask if the PCs accept the mission. He assumes that the adventurers of Nyrond are patriotic and that any visitors to Nyrond summoned have the good sense to do what is right. Hagglng is beneath him. Read or paraphrase the following:

Lynwerd continues, "Before I answer questions, my Archmage will fill you in on the history of Bloodcrystal, Onyxgate, and what has happened over the past few hours. If you have questions after that, we'll do our best to answer them then whisk you all off to Onyxgate for duty."

Give Player Handout #2, which contains a brief history lesson from the Grey Seer, to the players. When the players are done reading the handout, read or paraphrase the following:

The Grey Seer continues, "As an accomplished diviner, I have consulted with the Uncaring to learn more of the situation. Given his answers, the King and I have decided upon a course of action. This is where you are needed."

Give Player Handout #3, which contains the answers to the Grey Seer's casting of *commune*,

to the players. Any answers beyond those already answered in this *commune* are not available to the PCs through their own divination attempts as a side-effect of the abyssal relic's influence.

King Lynwerd once again speaks, "I know that was a lot to digest, but time is of the essence. What questions do you have?"

Below are questions and answers to drive conversation with the PCs. They don't need to ask a question precisely to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don't ask the relevant question.

*** Q: What precisely do you want us to do?**

A: I still control the gate beneath Onyxgate and we know it's still reachable. Reaching the Bloodcrystal gate is questionable. You are to pass through the Onyxgate into Torremor and once there find out what is causing the disturbance with the Bloodcrystal gate. They should exit within a few miles of each other. I need to know what is happening in Torremor to affect Almor. If you can't find out quickly, report back for further assignment.

Q: How much are we being paid?

A: If a simple mercenary is all you are, then a simple mercenary's fee is what you shall receive. (Any PC who asked this question forgoes receiving **King Lynwerd's Favor** on their AR.)

***Q: When should we leave?**

A: You will be teleported straight to the gate site after our chat is over. We'll begin mustering the legions to aide Duke Younard with relief efforts in Almor after you've left.

Q: What kind of dangers might we face there?

A: I can't say for sure, but it would be surprising if you didn't run into demons. Probably flying demons.

Q: How long do we have?

A: Report back as quickly as possible. If this path is a dead end, I want to know that quickly.

Treasure:

APL 12: Coin: 300 gp

APL 14: Coin: 350 gp

APL 16: Coin: 400 gp

Proceed to Encounter 2H.

ENCOUNTER 2L: FINDING KARNAA'S SECRETS

The PCs escort Bajastelle on her mission of finding Karnaa and eventually find his cave. After defeating their foes, Bajastelle and the PCs find odd notes and trinkets among Karnaa's personal belongings. On the way back to Tirian, Bajastelle stops the march as she receives a *sending* from Duke Younard's court wizard. Needing to make haste, Bajastelle diverts to a druid's grove south of Tirian for quick transport to Mithat with the PCs in tow. If any PC has better than a +7 survival tracking skill, Bajastelle relies on that PC rather than hiring Joren. Read or paraphrase the following:

It has been almost a week since you've left southwards towards Tomkin and thanks to the efforts of Bajastelle's hired tracker, Joren, you know you're closing in on your prey. Shortly after lunch, the tracker returns with news of sighting Karnaa's campsite.

Bajastelle turns to you and says, "Remember – this is a matter of honor for me. Do not engage Karnaa! I must defeat him in single combat. I need you to handle his minions. When we get to the cave entrance, I'll rush in. You come in after me and protect my flank. If any of his minions are in my way, I'll run past and take their hits secure in the knowledge that you're right behind me to back me up. I WILL make it to Karnaa and give him a piece of Mayaheine inspired justice! Let's go!"

Refer to DM's map #2L for this combat.

Creatures:

APL 2 (EL 4)

Orc Enforcer: male orc warrior 1/fighter 2; hp 27; *Appendix 1*.

Orc Warrior (4): hp 5, 5, 5, 5; *Monster Manual 203*.

APL 4 (EL 6)

Ogre: hp 29; *Monster Manual 199*.

Orc Enforcer: Male orc fighter 2/barbarian 2; hp 41; *Appendix 1*.

Orc Warrior (4): hp 5, 5, 5, 5; *Monster Manual 203*.

Tactics: There is no surprise round and Bajastelle wins initiative. Prior to the combat, she activates her *winged boots* giving her a move speed of 40 feet. Her first round is to double move where

indicated on the map. Her ending location is meant to be more cinematic than strategic. The PCs see her as they enter the room and have their first round. Next round she enters Karnaa's room and has an "off camera" fight. The minions here assume Karnaa can handle a single opponent (Bajastelle) and thus engage the PCs.

Development: After the battle, Bajastelle and the PCs find *gauntlets of lighting*, a *brooch of shielding* (the latter APL4 only), Karnaa's notes, and his untuned abyssal gate key when searching Karnaa's belongings. Give Player Handout #4 to the players.

Once the group begins to head back to Tirian, read or paraphrase the following:

Over the next few days on your way back to Tirian, Bajastelle begins to share more details of her horrific treatment at the hands of Karnaa over her thirteen year imprisonment. Through these cathartic talks, she seems to finally be able to unburden herself and focus on the future as her conversations turn towards matters affecting Tirian – taxes, crop rotations, new construction, etc.

Shortly after getting back on the road after the midmorning meal of the third day, Bajastelle halts her horse and pauses as if listening to a far away voice and then utters a reply, "Understood. Karnaa is defeated. Had notes and trinket possibly related. Will arrive in Mithat quickly and may bring help."

Refocusing on her present surroundings and company, Bajastelle explains "I just received a sending from Duke Younard's court mage. Silverwat is threatened and the Duke is calling in all available help. Will you join me? I can get us to Mithat for a war council very quickly."

Allow the PCs to react. If they choose not to help, their adventure ends here with Bajastelle's thanks. Otherwise, read or paraphrase the following:

Thanking you for your patriotism, Bajastelle changes course and leads your party east towards the Harp River yet south of Tirian. By nightfall, you reach a verdant grove sheltered against a rocky overhang. Bajastelle calls out, "Drucilla, don't fret – it is Bajastelle paying you a visit in a time of need."

As you enter the center of the grove, a brown speckled owl changes shape into that of an attractive Flan-Oeridian woman. She raises

an eyebrow at Bajastelle and says, “In a time of need? Do tell!”

Depending on time available, feel free to roleplay the interaction between Bajastelle, Drucilla, and the PCs as Bajastelle explains their need. Drucilla complies with Bajastelle’s request to cast *transport via plants* to facilitate the party’s travel directly to Duke Younard’s gardens in Mithat.

Drucilla stands in front of a large oak tree and casts a spell. Soon you see an entry into the very tree itself open to her will. Drucilla explains, “I can’t bring all of you at once, I’ll be back shortly to get the rest.”

Stepping through the opening in the tree, your surroundings immediately change. You are no longer standing in Drucilla’s grove, but instead find yourselves in a very well manicured garden facing an elaborate manor house. Scores of soldiers and other adventurers are being escorted to seating laid out before a newly constructed stage at the head of the grounds.

Treasure:

APL 2: Loot: 92 gp; Magic: 83 gp – *lightning gauntlets* (83 gp)

APL 4: Loot: 98 gp; Magic: 208 gp – *brooch of shielding* (125 gp), *lightning gauntlets* (83 gp)

Detect Magic Results: *brooch of shielding* (faint abjuration), *lightning gauntlets* (faint evocation).

Proceed to Encounter 3.

ENCOUNTER 2M: INVESTIGATING SILVERWAT

This encounter may frustrate parties. They have been asked to find out why events are unfolding in/near Silverwat. They won’t find that answer quite yet. They’ll learn more about what is happening, but not why. The intent is that only the low tier finds anything of substantive value in their first combat encounter. The middle and high tiers meet with initial mission failure (yet receive full xp/gp from the combat).

The PCs travel eastward towards Silverwat. As they approach, they find some Silverwat refugees already camped on the western side of town. The rest of the townsfolk are still in the town’s center readying to leave. They have been too scared to venture into the mist to learn what has happened and thus know no more than the

PCs. If they want, the PCs can obviously go to the town center itself even though they’ve been advised not to. If they choose this route, consult encounter 4I for details. Avoid any references to the cave as that is intended for later in this adventure. The PCs can then venture to farmlands where they’ll eventually encounter living spells (created as a magical side-effect of the badlands). After poking around for clues, they don’t find any and return back to Mithat empty-handed.

The boxed text is written assuming the PCs traveled by horse or by foot. If the PCs possess other means of travel, improvise accordingly. Read or paraphrase the following:

After three days of hurried travel towards Silverwat, you begin to see a large dark haze in the distance. Each passing mile towards Silverwat serves to solidify the enormity of the situation as the haze occupies more and more of the horizon ahead. Shortly before sunset you spot five wagons and roughly two dozen people camped in the hills, perhaps thirty minutes shy of Silverwat’s town center.

Allow for the PCs to chat with these refugees from Silverwat. These are displaced farmers from farmlands east of Silverwat’s town center. Their lands were engulfed in the encroaching badland but they made it out safely. Their crops and livestock didn’t always fare as well. The most talkative farmer is named Elias McEnnaw.

Below are questions and answers to drive conversation with the PCs. They don’t need to ask a question precisely to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don’t ask the relevant question.

***Q: What happened to you to make you abandon your farms and homes?**

A: It all started about a week ago. At first, we heard the noises – them awful screams in the dark. Then at dawn, we seen it. That huge evil mist covering the horizon. It rolled up on our farms hungry for the crops. It would’ve eaten us all iffen we hadn’t fled. So, we packed up the valuables, grabbed the kids and came this-a-way.

Q: How long ago did this happen?

A: A week ago in the dark of night. It’s an omen of evil I say! Pholtus will see us through.

Q: Is anyone injured? Do you need help?

A: Nah – we’re sturdy folk with sense enough to git when the gittn’s good! There are some other farm

folk that we ain't seen yet. They might be needin' yer help more than we.

Q: Is the situation getting worse?

A: Aye it is. Fert Laston came here from the town a few hours ago letting us know it's not safe ta go back yet. It's still moving towards the town. That thing is a beast and its hungry I tell ya... hungry!

Q: Who is Fert Laston?

A: Fert is the young feller that normally watches the gate of Oldtown. He's been doing it fer years now. Even when they started building onto the town, good ol' reliable Fert kept the watch for Oldtown.

Q: Oldtown? Newtown? I thought Silverwat was just one simple town?

A: Well, it use ta be so. Back a few years after them adventurers figured out that the curse weren't no curse after all... after that, people started moving back to Silverwat and out into the farmlands and with more people meant more houses an' such. So, they built onto the town a bit, even put up some fence – not like the old town's big walls though.

***Q: Has the mist reached the town center yet?**

A: Yes!!! Well, not quite yet but it will and soon. It sure came at our farms quick enough, but then it slowed. I'd give 'er a week or two if it doesn't pick up the pace again.

Q: Where are the rest of the villagers?

A: They're holed up in the old town's walls hoping their runner made it to the Duke in time to send help. Are you it? Didn't he send any more than just you folks?

***Q: Do you know why this is happening?**

A: Hell if I know! We say our nightly prayers, Pholtus be praised, be nice to the neighbors and never try to cheat a deal. We're being punished, but I don't know why.

Once the PCs have exhausted conversation with the displaced farmers, they are free to approach Silverwat. If the PCs investigate further with those holed up in "old town," use encounter 4I for details.

The intent is that the PCs enter the mists east of town to investigate near the farmlands. When they do so, they encounter the living spells. When the PCs explore the farmlands east of town, read or paraphrase the following:

Roughly five miles east of Silverwat, you start to find the devastation left in the mist's wake. Fields of crops lay in ruin - twisted and darkened. What had been ripening melons now ooze grey and black puss upon the land. Still tied to its tack and harness, you find the mutilated corpse of a donkey. Its rear right leg suffers from huge festering blisters. The donkey appears to have dragged itself along the ground for the last twenty feet of its miserable existence as is evident by the turned earth and trail of bloodied clumps of hair, hoof, and teeth left behind.

You can make out the boundary of the mists a few hundred yards to the southeast.

At this point, PCs may wish to do Heal checks, Knowledge checks or even divinations to ascertain what is going on. Divinations about the why are blocked by the relic's influence.

Heal checks on the donkey:

- **DC 1:** The donkey is dead (no duh).
- **DC 10:** The donkey's wounds appear to be caused by bludgeoning and contact with acid.
- **DC 18:** The final cause of death was system shock as opposed to any single fatal injury.
- **DC 27:** The donkey's face seems twisted beyond what would be caused by extreme pain or acid damage. It seems as though it was in the early stages of some sort of physical transformation.

Knowledge (nature):

- **DC 10:** No naturally occurring phenomenon that you know of explains the presence of the mists.
- **DC 15:** Although unnatural, you do notice that the mists are the cause of some energy effects. Occasional flashes of lightning, pools of acid and more are present but you can't discern the cause.

Knowledge (arcana):

- **DC 10:** Although unnatural, you do notice that the mists are the cause of some energy effects. Occasional flashes of lightning, pools of acid, and more are present but you can't discern the cause.

While in the mists, there is a 25% chance of an environmental mishap per PC every 5 minutes. Combat begins 2 minutes after the first mishap

check. The mishaps below are minor and given the delay between mishap and combat, are not represented in the EL calculation of the combat.

Roll randomly from the table below per PC who suffers a mishap.

1. Spout of acid erupts beneath the PCs feet. 1d6 acid damage. Reflex DC 15 for half.
2. Sudden loss of breathable air. Air becomes breathable next round.
3. Poison gas nauseates PC for 1 minute. Fortitude save DC 15 negates.
4. Ground beneath feet gives way into a 10 foot deep sinkhole. DC 15 Reflex save to avoid 1d6 falling damage.
5. Ground beneath feet gives way like quicksand. DC 15 Reflex save to avoid being entangled. DC 15 Strength check to escape.
6. Heavy dead bird falls into PC's square. DC 15 Reflex save to avoid 1d6 bludgeoning damage.

Read or paraphrase the following:

Visibility in the mist is severely hampered yet the direction of a child's shrill scream of terror is unmistakable. Through the mist, you can make out the faint outline of a barn in the direction of her screams.

If the PCs approach, read or paraphrase the following:

The screams lead you to a battered looking barn; the once painted outer walls now stripped bare and scorched. Lying face down in a puddle of his own blood and vomit is a dead human male in overalls still clutching the haft of a mangled pitchfork. The screaming is coming from inside the barn.

Creatures: The living spells wandering the area have been created as a side effect of the new surging badlands area. They have no instructions nor are they under anyone's control. They simply seek to destroy and feed on any living creature they encounter. They fight to the death.

Refer to DM's Map #2M for this combat.

APL 6 (EL 8)

Wilting Smoke: hp 66; *Appendix 1.*

APL 8 (EL 10)

Wilting Icyhot: hp 85; *Appendix 1.*

APL 10 (EL 12)

Wilting Acidflame: hp 115; *Appendix 1.*

Development: Once the PCs defeat the living spell, they can coax the girl, Lithandra, out of her hiding spot. The dead man outside was her father; he fell trying to defend her and gave her enough time to seek shelter. The PCs can drop off the girl with the townsfolk on the way back to Mithat. Allow the PCs time to investigate further, but as nighttime approaches, remind them that they are due back in Mithat soon. There are no discernable clues for the PCs to find here (neither by divination nor mundane investigation).

The PCs should then return to Mithat to report their results to Duke Younard. Read or paraphrase the following:

The trip back to Mithat is uneventful. Passing through the Almor gate on the southwestern front of the city, you easily find your way back to Duke Younard's estate and are once again escorted into his library.

After a short wait, Duke Younard enters, "What did you find out? What is causing the badlands to grow?"

Allow the PCs to elaborate on what they found and have Duke Younard show concern over the combat and gratitude for the PCs quick actions. Afterwards, read or paraphrase the following:

It's a shame you couldn't learn precisely why this is happening, but your information may still prove valuable. King Lynwerd is arriving tonight with his closest advisors for private council. Please be present tomorrow morning at the rear gardens of my estate. Teams of adventures have been called and by His Royal Highness will brief all tomorrow. Until then, please – rent a room wherever you can find one in town and have them bill me directly. You've earned a heroes' rest and my thanks.

Proceed to encounter 3.

ENCOUNTER 2H: ASSAULT ON TORREMOR

The Grey Seer teleports the party to Onyxgate. If the party had mounts/etc. to transport, the Grey Seer enlists the aid of some of his assistants to teleport the rest. If the PCs wish to help with travel plans, they are free to do so. Once they arrive, the PCs are escorted beneath Onyxgate to the gate

itself. When they arrive in Torremor, they'll find the area heavily guarded.

The intent is to make it obvious that the Torremor side of this gate is a dead end. The PCs gain experience for the first wave, but not for successive waves of creatures. Feel free to escalate what types of demons arrive as reinforcements to help deliver the message to the PCs that retreat is their best option. King Lynwerd and the Grey Seer did both ask the PCs to report back quickly.

You arrive in front of a massive black tower of smooth stone roughly 600 yards from the edge of the woods. The ground here is heavily fissured with a fragmentary low-lying layer of brownish-yellow vapor drifting over the land. The tower itself is some 70 feet wide at the base and easily 200 feet tall crowned with battlements across its flat top.

The vapor is smelly but not toxic. It is seeping up from the acidic hot springs beneath Onyxgate, but serves no purpose during this scenario. Standing nearby is the commander of the division tasked with keeping an eye on Onyxgate and its surroundings.

Calling out to your group is a tall, middle-aged, pureblooded Oeridian male officer standing at attention. He addresses the Grey Seer, "We have prepared for your arrival sir! As instructed, we have watches posted every few hundred yards descending towards the gate."

Your grey haired companion waves to the officer, Verellen Farkek, in a friendly and informal fashion and speaks "You may relax my friend. I have brought along these adventurers who are to travel through the gate. I wish for you to have clerics standing at the ready near the gate to lend any necessary assistance upon their return. Be ever vigilant, something of great importance is transpiring and we must not be caught unaware."

Below are questions and answers to drive conversation with the PCs. If the PCs are ready to head straight to the gate, this can be skipped. They don't need to ask a question precisely to get the appropriate answer.

Q: Has there been anything strange happening here lately?

A: No, the only thing out of the ordinary is your arrival here.

Q: Have you heard from the post at Bloodcrystal?

A: We've sent riders but haven't heard back from them yet. I fear the worst yet hope for the best.

Q: Are there any dangers along the path to the gate?

A: On rare occasion, we find some lesser creatures down below. We don't know where they're coming from but my men have been able to handle the dangers with ease.

Q: What creatures have you seen below?

A: Nothing too troubling. We've seen ankhegs and xorns, and occasionally some duergar, but it's been clear for the last few weeks at least.

Q: How long have you been stationed here?

A: Our unit was positioned here within weeks of the King regaining his throne. We've been here ever since and in daily communication with the Grey Seer.

Q: How many men are in your garrison?

A: Two-dozen of the strong and faithful!

Q: How long does it take to reach the gate?

A: We'll have you to the gate in about 2 hours time. Your patron couldn't teleport you directly down below due to weird dimensional affects. I don't personally understand it all, but mages say that dimensional travel is somehow blocked.

Q: How capable are your clerics?

A: They can help with bumps, bruises, diseases and poison. Father Errikil can bring you back from the dead assuming you have the appropriate diamonds to donate to his spell.

Q: How do we activate the gate?

A: You don't have to. This gate is under Lynwerd's control and will be active when you arrive.

When the PCs are ready to descend, the Grey Seer departs back to Rel Mord to help coordinate efforts with the King. The two-hour descent to the gate is uneventful. Read or paraphrase the following:

Following your guides, you descend beneath Onyxgate. The smell of sulfur grows stronger as you squeeze through narrow tunnels and treacherous caverns. After a few hours you

arrive at your destination – the gate to Torremor.

The gate itself is the central focus on the back wall of a 50-foot diameter room with smooth alabaster and grey stone walls. Carved into the walls are scenes of winged demonic figures feasting upon snatched prey – usually depicted as humans but occasionally pointy-eared figures (elves) and shorter stout folk (dwarves) share the same gruesome fate.

The scenes become more vicious as you get closer to the gate itself. Demons fighting demons over scraps of human flesh form a 20-foot wide archway on the back wall surrounding swirling ripples of green and black energy. Seeping slowly from the edges of the portal is a foul smelling thin green mist, which settles into cracks in the floor.

All teleportation magic is blocked underneath Onyxgate with the exception of the gate itself. The abyssal relic keeps the gate functional. Otto has managed to slow the mist coming through the gate to barely a trickle, but was never able to close the gate completely.

The dual loss of his consort and control of this gate in *NYR5-108 For King and Country* angered Pazrael greatly. He therefore devised a solution with a dual purpose. Using the abyssal relic Rekerikizen (AKA “The Heart of Almor”), Pazrael constructed a chamber around the gate on Torremor. In addition to having no exits, it also blocks manifesting any form of dimensional travel while inside the chamber (similar to a *dimensional lock* spell which cannot be dispelled or neutralized). This has the affect of allowing dimensional travel into the chamber (summon spells or effects still work), but not out of the chamber. The corrupting link established between the gate and the relic keeps the gate functional however (allowing for travel to/from the prime material plane). His dual purpose is to prevent incursions into his realm beyond the chamber and to serve as a prison for demons that anger him. He is of course perfectly willing to send loyal demonic followers into the chamber as well if it suits him.

Once the PCs proceed through the gate, read or paraphrase the following:

Passing through the portal, you feel a wave of heat burning through you – the pain almost too much to bear. A sudden blast of wind blows blackened flakes of skin from your arms and face leaving muscle and sinew exposed. As you try to close your eyes from the pain, you

find that your lids crack and tear; the blood oozing down your face hissing as it evaporates into nothingness.

With a sudden jolt the pain fades and you are once again whole, standing in a large chamber with no discernable exits except for the return portal to Onyxgate at your backs. Faint green mist seeps from the floor and into the gate.

Nearby, you can see a pedestal, only a few dozen yards away, upon which rests a floating orb of stone. The orb rotates slowly, and you can make out the stylized image of an avian eye on its form.

The eye is the source of a *chained greater dispel magic* trap. As long as there is at least one living creature within 20 feet of the gate’s location (as outlined on the map), the trap goes off (until disarmed). The orb is located 100 feet away from the party.

All APLs:

Chained Greater Dispel Magic Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*chained greater dispel magic* (as a 9th level spell), 17th level wizard; targeted dispel on target nearest center of trigger area plus targeted dispel to each of up to seventeen secondary targets within 30 ft. of the primary target, +17 dispel check); Search DC 34; Disable Device DC 34.

After resolving the effects of the trap upon the PCs arrival, read or paraphrase the following:

Tossed around the room are the shredded and partially eaten remains of decomposing demons. Etched into the walls in both common and abyssal are the words: “THIS IS THE PRICE FOR DISPLEASEING THE LORD OF TORREMOR.”

Hearing shrieks coming from the gate itself, three creatures glare in your direction.

Roll Initiative!

The 3 creatures at different APLs are of different sizes. The #s on the map indicate their upper left square for initial placement. Note: The ELs shown below include the CR 10 trap above, as all of this is part of the same simultaneous encounter.

Note: At APL 14 and 16, the glabrezu is wearing magic items (*amulet of natural armor* +3, *boots of speed*, and *cloak of resistance* +2). Adjust its stats appropriately.

APL 12 (EL 14)

Bebilith (3): hp 150, 150, 150; *Monster Manual* 42.

APL 14 (EL 16)

Glabrezu: hp 174; *Monster Manual* 43.

Advanced Retriever (2): hp 185, 185; *Appendix 1*.

APL 16 (EL 18)

Glabrezu: hp 174; *Monster Manual* 43.

Marilith: hp 216; *Monster Manual* 44.

Advanced Retriever: hp 185; *Appendix 1*.

Treasure: At APL12, the bebilith has the *boots of speed* as loot stuck into a joint between two plates of his carapace, and easily seen by the PCs after combat. At APL 14-16, the treasure is the equipment of the glabrezu.

APL 12: Magic: 1000 gp – *boots of speed* (1000 gp)

APL 14: Magic: 2833 gp – *amulet of natural armor* +3 (1500 gp), *boots of speed* (1000 gp), *cloak of resistance* +2 (333 gp)

APL 16: Magic: 2833 gp – *amulet of natural armor* +3 (1500 gp), *boots of speed* (1000 gp), *cloak of resistance* +2 (333 gp)

Detect Magic Results: *amulet of natural armor* +3 (faint transmutation), *boots of speed* (moderation transmutation), *cloak of resistance* +2 (faint abjuration)

Development: The high tier has quite literally run into a dead end. After allowing them to loot, feel free to have Pazrael deposit more APL appropriate demons in here if the party doesn't easily take the hint to go back to the prime material plane. If you aren't constrained for time, this could allow for high-level tables to sharpen their battle skills while earning no additional gold or experience.

Once the PCs go back to Onyxgate, read or paraphrase the following:

Passing through the portal to Onyxgate is a much less turbulent affair than your prior passage. For a brief moment, a sense of joyous rapture tickled at your senses only to be quelled by a minor sense of dread. Arriving in a 50-foot diameter room decorated with demonic carvings, your visions returns from a monotone green tinted view to normal. You find yourselves back underneath Onyxgate.

Verellen Farkek inquires, “How did it go? I expected you to be gone longer!”

Allow the PCs to relate their observations if they wish. Verellen Farkek guides the PCs back to the surface and contacts the Grey Seer unless the PCs wish to handle their own method of contact. However appropriate, convey to the PCs that the Grey Seer wishes them to meet for a war council in Mithat at Duke Younard's estate one week from now.

Proceed to Encounter 3.

ENCOUNTER 3: BACKDOOR TO TORREMOR

This is the encounter of “too much boxed text.” Given the split nature of the start of this scenario, this encounter serves to bring all tiers into a unified mission. Therefore, some sharing of information gleaned by each tier is necessary.

Once all tiers have completed their first mission, they'll all be gathered at Duke Younard's estate in Mithat for a war council with Nyrond's most senior strategists. Until this point, some of the tiers believed they were on their own solo mission. This encounter is where the “interactive” nature of this scenario becomes more obvious. Since this scenario is run “one table at a time,” the other teams of adventurers are fictitious.

Read or paraphrase the following:

The normal quiet of Duke Younard's gardens is replaced by the low hum of numerous muted conversations and harried arrangements being made by the Duke's staff. Rows of chairs and benches are being placed before a raised stage upon which can be seen a rare assemblage of nobility. King Lynwerd is having whispered conversations with Duke Younard while three elderly men wearing robes are conferring in front of a large map of Almor propped up on the right side of the stage. Leaders of military units are starting to take their seats on the left side of the stage as they finish conversations with a woman wearing a holy symbol of Mayaheine.

If the PCs wish to identify the people on stage, use the following as a guide.

Knowledge (local—Core)

- DC 18: One of the mages is Otto – member of the Circle of Eight.

Knowledge (local—NMR) or Knowledge (nobility and royalty)

- DC 13: The woman wearing the holy symbol of Mayaheine is Bajastelle Renderan; de-facto ruler of the town Tirian in southern Almor.
- DC 15: One of the three mages is Ghiselinn, archmage to former King Archibald. Ghiselinn has long since retired from service; his presence here is quite unexpected.
- DC 18: Another of the three mages is presumably the Grey Seer, archmage to King Lynwerd. The Grey Seer is an accomplished diviner and is responsible for various organizations responsible for information gathering within Nyronnd.

Roughly a dozen teams of adventurers are present in the gardens and are nearing the ends of their beverages.

Duke Younard steps away from the King and addresses the crowd. "Adventurers, patriots, and heroes of Nyronnd - please sit and pay apt attention as you are addressed by your KING!"

King Lynwerd walks to the center of the stage, pauses in silent contemplation and then addresses the crowd.

"The capacity for people to forget is amazing. Most times our inability to remember is annoying ('where did I put the key to that chest?'), humorous ('how did I leave home today with only one sock on?'), or downright dangerous ('but dear, our anniversary isn't until next month, right?').

Occasionally some limited amnesia is good. One might find coins, which had fallen under a seat cushion or find a scenic route home when taking a wrong turn on the road.

There is one event however which people will never forget. That is when heroes band together to fight evil no matter what the cost. People will remember the names of those heroes and of their goodly deeds until the end of days.

Today marks the start of one of those events. Together we must unite our efforts to end Pazrael's threat upon Almor once and for all. For far too many years has his influence been allowed to taint our lands.

Thanks to the efforts of our newly bestowed noblewoman of Tirian, LADY Bajastelle Renderan, and her hired band of heroes, we now finally have the key to put an

end to the badlands problem and sever Pazrael's ties to Almor permanently.

Being distributed amongst you is a copy of a note found by Lady Renderan when she recently vanquished her foe of so many years – Karnaa. He had been instrumental in Duke Szeffrin's forces during the Greyhawk Wars and helped in Pazrael's planning of abyssal gate construction under the lands of Almor.

I see some blank looks from some of you. I'll have my archmage present a brief history lesson while Karnaa's note is being passed around."

Hand Player Handouts #2 and #4 to the players. Handout #2 is redundant for the high tier. Handout #4 is redundant for the low tier. When the players are done reading the handouts, read or paraphrase the following:

King Lynwerd continues:

"To bring you all up-to-date, this is what has transpired in the last few weeks as confirmed by some of you and by our trio of arcane experts on this stage: Otto – renowned mage and member of the Circle of Eight. The Grey Seer – my trusted and most capable archmage. Ghiselinn – my father's archmage and loyal friend who has come out of retirement to lend his advise.

While Lady Renderan and crew were off hunting Karnaa, the Bloodcrystal badlands surged out of control. The garrison posted at Bloodcrystal has been largely decimated yet a few survived. I sent some of the most powerful heroes of our realm to penetrate Torremor through Onyxgate, but Pazrael blocked that option with a devious trap. Meanwhile, the growth of the badlands encroaches upon Silverwat. The farmlands west of town are lost. The town itself is holding steady, but if we don't act soon and decisively, we'll lose that as well. Duke Younard sent some of you to investigate, who in turn discovered that the badlands are spawning creatures wrought of spell energy.

I've ordered the third legion to assist with evacuations, rescue efforts, and to bolster the ranks of the Bloodcrystal garrison.

What I need you to do is seek out other potential gate sites as detailed in Karnaa's notes. If you find one, report back to Mithat at once. It is our collective belief that Karnaa's trinkets are gate keys. Before they can affect the Bloodcrystal gate, they need to be attuned

to an inert abyssal gate. We don't know how yet, but we have reason to believe you'll figure it out.

Each team should take one of the trinkets and choose three of the towns mentioned. Talk to the townsfolk if you think it will help. If you find a gate site, attune your key and return back to Mithat at once.

Good luck!

The PCs may ask questions, but frankly everything has already been laid out in the boxed text above with the exception of the *commune* results from the Grey Seer. Feel free to improvise. The Grey Seer is more than willing to share those results with tables that have not already had that opportunity. Note however that to date, no one knows about the abyssal relic.

Proceed to encounter 4.

ENCOUNTER 4: SAYING GOODBYE TO OLD FRIENDS

Each team has been asked to visit 3 sites in search of a subterranean gate site. The sub-encounters below detail the role-play potential from each possible site in Almor.

Please note, the breadth and depth shown here is not the author's attempt to write a really long adventure. As this is the last adventure to take place in Almor for the Living Greyhawk campaign, this adventure also serves to showcase the progress that has been made in Almor by the crown of Nyrond. Supplied in this encounter are *some* talking points for NPCs, if you are familiar with the scenarios contributing towards a particular location's history, feel free to improvise.

Each of the towns visited offers some familiar NPCs from scenarios of Nyrond's past. In general, the PCs learn how things have progressed since those scenarios, see how much better off the citizenry is since the turbulent times of the Greyhawk Wars and more germane to this adventure, find a cave near whichever town they visit third. Yes – the cave is conveniently found near the third town visited. At that point, proceed to encounter 5.

Choose a suitable NPC from the third town visited to relay the information about the cave. Insert this Q&A as appropriate for that third town.

***Q: We're looking for a dangerous site – most likely a cave nearby. Do you know of one?**

A: Not that I know of. Most of the caves or even hidden alcoves have been the source of play for

kids for years and years. Of course we tell them to avoid those areas. Actually, wait – there was one about 5 miles outside of town but we keep away from that one. No people have ever been hurt or gone missing or anything devious like that, but our dogs always bark like crazy when we go near. Maybe that's what you're looking for? Good luck.

The following locations and NPCs are available for role-play interactions. There is nothing substantive to the investigation of this adventure here. It merely serves to drive home the notion of progress in Almor and an update of NPCs since prior scenarios. NPCs are generally listed in order of relative importance to their prior scenarios. Gauge how much time to spend in each of the three locations visited accordingly.

4A: ALDANAD

Scenarios that referenced Aldanad:

- *NYR7-M02 The Sign of the Jackal*

Read or paraphrase the following:

The town of Aldanad is nothing more than an outlaying of mismatched one-story buildings. Pedestrians are sparse and line the only apparent main street in sporadic fashion. Perpendicular to the main street is a series of non-maintained trails leading to farmhouses.

There were no named NPCs from Aldanad other than the Jackal agents who were killed or captured by adventurers. Once the PCs look for people to speak with, they find a simple farming couple named Ferik and Jorelia Kerintid (invented for this scenario).

The following NPCs are available for roleplay interactions within Aldanad:

Ferik Kerintid. Middle aged Flan-Baklunish mix human male. He has lived in Aldanad since birth. During the Greyhawk Wars, he and his wife fled north towards Kurast's Keep for safety.

- We don't often get many visitors here in Aldanad. From time to time people move in or out of town, but by and large, we stay out of the eye of the outside world and we're fine with that!
- The Greyhawk Wars did spoil some of that. Some of the fields had to be re-sown after those orcs were beat back by Nyrond's legions but we've been holding steady pretty much ever since.

- There was a ruckus here last year over at the red painted farmhouse. Some of you adventurers came by and killed some strangers who were using that house. I'm not sure what that was all about, and I don't really care. Keeping my nose out of people's business keeps my head attached and I like it that way!
- Did King Lynwerd send you folks just to see us? Tell him we appreciate it when you see him next ok? That's F-E-R-I-K in case he asks. I don't know him or anything, but we've been safer as part of Nyrond than we were under the Prelacy of Almor before him.

Jorelia Kerintid. Elderly Flan human female. She is older than her husband by two decades and settled in Aldanad prior to the Greyhawk Wars.

- My husband has lived in this town his whole life but I was born in Womtham. I once fancied myself to be an adventurer, but quickly learned it wasn't the way for me. That's how I got this limp ya know – a troll bashed me good, and I ran and didn't look back.
- On my brief journeys, I came upon this town and fell in love with Ferik. It's a simple life and we've done just fine. We did of course have to seek refuge during the Greyhawk Wars, but when we were able to come back, our house hadn't even been touched. Go figure.
- I know you think there is more to my story, but really – there isn't.

4B: APPOLLED

Scenarios that referenced Appolled:

- NYR3-M01 Road to Appolled
- NYR4-M01 Fate of Appolled
- NYR7-01 Faith and Conviction

Read or paraphrase the following:

As you approach the newly rebuilt Castle Appolled, it is hard to believe that this was once the site of complete destruction. Situated atop a plateau overlooking the Harp River, this newly rebuilt fortress teems with activity. Empty supply wagons can be seen leaving the grounds, legionnaires are practicing maneuvers in formation, and construction crews seem to be nearing the end of their work on the structure's final watchtower.

The gate, flanked by a pair of guards standing at attention, currently stands open to allow the supply wagons to exit.

Castle Appolled was utterly destroyed during the Greyhawk Wars and was only very recently rebuilt. King Lynwerd appointed Verik Shreckend (son of a renowned hero slain during the Greyhawk Wars) as Lord of Appolled and gifted to him funds to begin rebuilding efforts. Since that edict 4 years ago, Verik has embraced the virtues of Pelor becoming a paladin in his service. He has also, by the young age of 22, become a surprisingly effective and respected military leader of the two-dozen legionnaires under his command.

The following NPCs are available for roleplay interactions within Castle Appolled:

Guardsman Thomas Gerren: Thomas is the senior guard at the gate; he asks questions of the PCs before allowing them entry into the grounds.

- What is your name and purpose?
- I must insist that you leave your weapons with us before seeing the commander. I do have standing orders of course to inspect any papers you may have allowing you to carry them through.
- And yes, yes, yes, they will be returned to you unharmed. You have my word on that!

Lord Verik of Appolled: Recently celebrated his 22nd birthday, Verik Shreckend is a no-nonsense and respected leader of the Appolled Garrison. He reveres his dead father's memory, but has a pragmatic forward-looking view of his duties.

- I spent most of my life ignorant of the deeds of my great father Shreckend, war hero of Almor. I didn't know it, but he relocated me to Rel Mord and had my memories magically suppressed for my own safety. Unfortunately, he died towards the end of the Greyhawk Wars. Four years ago, the Sun Father saw fit to return to me the memories of my earthly father and his deeds. It was surely a turning point in my life and I have adventurers such as you to thank for convincing me to embark upon the road I now follow.
- With the love and wisdom of the Shining One guiding my hand, we have largely restored the glory of this fortress' former days. With our vantage point over the Harp River, we have ample time to react to any threat upon our lands.

- Stonemason Foll should be done with the final tower in just a few short months. We did fall behind schedule, as you can easily imagine, due to the troubled times of Lynwerd's dark brother, cursed be his name. However, now that peace is upon us we have been able to refocus our efforts, and the end is now in sight.
- Our supply lines are consistent, the men are well trained and motivated and our position over the Harp River is highly strategic. If you report back to the King or his advisors, let them know that we're ready for whatever is thrown at us!

Corporal Stender Relliesh: Long term friend of Verik and second in command. While out of sight of his men, he is very social and responsive. In front of his men, he is curt and to the point – very disciplined.

- I've been with Verik from the start of our military service. He and I were garrisoned at Millennium before he regained his memories and joined the ranks of nobility. Even after that, he has kept a level head on his shoulders.
- When we first came out here with his charter to rebuild the fortress, I thought we'd never be done with it. The only parts remaining of the castle were just some battered down perimeter walls. We salvaged the stone, but that was about it.
- We have repelled minor incursions of orcs, but nothing major has happened thankfully. Nothing my men haven't been able to handle. We're well supplied and even better trained.
- Last year we did battle against a score of orcs. They were poorly organized, leaderless, and ran when engaged. They must have wandered down from the Bone March I guess. The men did surprisingly well; the drills have really paid off. You should have seen them! Calvary runs, excellent swordplay, flanking maneuvers, glorious!

Kendel Foll, chief stonemason & architect: A Flan-Oeridian human with the personality of a gnome. He focuses solely on his constructions and boasts of the successes of his crew's efforts.

- It's all in the planning I tell you! All in the planning. You need to anticipate the types of incursions you're building against and plan for that. From the wreckage, I can

say with certainty that I know why their walls didn't last as long as they should have.

- They built the foundation just fine but then they made the walls too tall. Without the proper foundation, taller just means weaker. Not only does it become easier to topple, but the foundation is also under undue stress. That just won't do!
- Lord Verik keeps me and my crew on pace, that's for sure. He's reasonable, usually at least, but he grows restless. I've had to educate him about the finer points of battlement construction, but he listens, which is more than I can say for some of my former employers.
- I think he's trying to impress someone, but heck – I don't care. The money is good, the food is passable, and his legionnaires help out when needed. What can I say? This has been a dream job for me. Just imagine, being able to build... from SCRATCH! Not having to worry about the mistakes made by prior architects. Not having to match this, or merge with that or demolish that. I'm sure going to miss this place when we're done.

4C: BLAZEBANE

Scenarios that referenced Blazebane:

- NYR3-M01 Road to Appolled
- NYR4-M01 Fate of Appolled
- NYR7-M01 The Chains That Bind Us

Read or paraphrase the following:

You find the day's travel along the coast road to Blazebane is quite pleasant. The cool breeze off Mithat Bay nicely offsets the clear warm day. When you finally reach Blazebane late in the day, it's easy to see how it withstood the siege by Szeffrin's forces.

The five stone towers and the castle's staunch walls look as though they could never be breached. As you get closer you can see the dry moat all around the castle some twenty-five feet deep. Some of you have probably heard how Ghiselinn set the moat afire killing over a thousand of Szeffrin's orcs and soldiers in an instant. Others might recall stories of how he stood on the tower that now stands just above you raining meteors down on their siege engines. It was a proud day for Nyron and the day that the Great Kingdom was turned back on their march toward Mithat.

Still an active post, you see guards walking upon the walls and squads doing drills in the inner courtyard. An honor duty attends to changing the two flags hanging from the flagpole, the topmost being that of Nyronnd hooked just inches above the smaller flag boasting the standard of Almor.

No Nyronnd scenario has ever named an NPC from Blazebane or even supplied a quote from a nameless NPC. Blazebane is included in this section not for revisiting past NPCs but rather to complete the list of notable sites. The Battle of Blazebane was central to the formation of Almor as we know it today; to avoid covering it would be suspect.

The following NPCs are available for roleplay interactions within Blazebane:

Captain Traker Beledon: Traker is honored to be in charge of this notable site, but yearns for some real action. He desires a field position.

- This was the site of GLORIOUS battle where we finally pushed back Szeffrin's forces. Many lives were lost on both sides, but we obviously prevailed. We have never and will never allow forces to reach Mithat!
- I wasn't stationed here back then; I was just assigned this post recently, but Sheril constantly reminds me of this place's importance. Like I didn't already know...
- What's it like roaming the wilderness? It must be thrilling with danger lurking behind every bush! Tell me about some of your more harrowing adventures.
- Things are running smoothly here as you might expect. So close to Mithat, we are a VITAL link in the chain to keeping Almor supplied. That's why the Duke keeps his most senior leaders close by. *wink*

Priestess Sheril Orfendofer: Sheril is a 5th level cleric of Heironeous assigned to the Blazebane garrison. In addition to guiding the troops, she also considers herself a bit of a historian. For historical references of Blazebane, consult *Ivld the Undying* or *NYR7-M01 The Chains That Bind Us* or this scenario's background.

- The Blazebane garrison is THE hotbed for senior officer grooming. What better place than here to learn of valor? Of bravery? And of service to the crown?!
- Even though they pretend that they merely indulge my talkative ways, I can tell that

these legionnaires appreciate the significance of being posted here. It's quite an honor to serve in the site that saw Szeffrin's last offensive.

- I don't get much chance to practice my healing arts here although I do get to join the others in fishing out in Mithat Bay.
- Did you know that during the wars, Szeffrin's forces used to float corpses into the bay when they controlled Millennium and hoped to infest Mithat with disease? How dreadful!

Honor Guard Felkirk McGree: Felkirk is the most recent addition to the Blazebane garrison and is the youngest to ever man this station since the Greyhawk Wars. Rumors abound that he used "family connections" to get this duty.

- You know that Blazebane being so close to Mithat is no mistake right? It is only right that the premiere training bed for Nyronnd's finest officers be so close to civilization!
- I don't know why, but Captain Beledon gives me more than my fair share of guard duty. I think he's jealous! It's not MY fault that he doesn't have anything else to fall back on after he leaves military service.
- After weeks of keeping guard for the Jackalthorp, I still haven't seen any sign of it. Most of the others have seen it. If I spot it, I get to lead a hunt for it once I rouse the men!

***NOTE: The Jackalthorp is not a real creature. The other legionnaires made it up to trick Felkirk into looking stupid. Felkirk firmly believes he'll find it someday. They described it as a cross between a Jackal and a wild boar.

- I may be the youngest to be stationed here in years, but that doesn't mean I'm stupid! I see the looks that the others give when I approach. It's like I'm always catching them talking about something. They must not like the Captain much!

***NOTE: Felkirk obviously failed his Sense Motive. They don't like Felkirk.

4D: GREYHILLS

Scenarios that referenced Greyhills:

- *NYR3-S02 Several Shades of Grey*

Read or paraphrase the following:

The trip to the town of Greyhills has brought you to the western border of Nyronnd along the Harp River. A cool breeze from the north, perhaps from nearby Castle Flessern, greets you as you crest a small rise in the road affording you with your first view of the town.

Before you lies the bustling town of Greyhills, its wooden palisade surrounded by many dozens of acres of prosperous farmland. Fields of mature corn stalks line the river, alternating with squash and winter wheat. Scents of rich soil and livestock exist almost in contrast with the thriving town center before you.

Thin trails of smoke waft up into the sky, and you can see men and oxen entering and leaving the town through an open gate. Most appear to be farmers heading out to tend their fields although you do see pairs of legionnaires moving about with purpose.

Greyhills was one of the first towns of Almor to begin to prosper after the Greyhawk Wars. Word of their growing wealth, although exaggerated, brought to Greyhills the attention of 2 local lords (Baron von Flessern and Sir Ash). With the help of adventurers, the town decided to ally more closely with Flessern. Since that time, the crown has placed a new garrison to help safeguard the town and its farmlands. The supporters of Ash still have some misgivings, but can't complain about the prosperity they've seen in the 5 years since that decision.

The following NPCs are available for roleplay interactions within Greyhills:

Mayor Duncan Sanger: (Human, male) Duncan is a retired Almorian soldier who feels more at home planning strategy and defense, but has grown adept at mid-sized town politics.

- I can't understand why these farmers and business leaders still want me to be the mayor, but it seems like I'm stuck with the job. Maybe I was cursed back in the wars! (chuckles)
- You know, I have adventures like yourselves to thank actually! About 5 years ago, they helped our fledgling town see the wisdom in allying with Baron von Flessern. That relationship has been a real boon to our town.
- After the times of trouble with the pretender to the throne, Duke Younard decided to fortify our town with a garrison

of three-dozen men. The Iron Fisters didn't think that was necessary, but it seems to be working out well. They're just put out because it takes away their work. I convinced them that it gives them opportunity to branch out.

- It's been hard keeping a balance between maintaining simple farm life and supporting the growth of other businesses. I can't selectively tax businesses for new roads and if I tax the farmers too much, it will jeopardize prices for our products. Ugg – it goes so much deeper than that, but I'm sure you don't want me to bore you with the details.

Jan Keefer: (Halfling, female) Jan was the leader of the pro-Ash faction and is a cleric of Ehlonna.

- I still think Sir Ash would've been a better choice 5 years ago, but things have worked out pretty well after all.
- My fears that they'd bolster our town with a garrison were well founded obviously. Luckily, the legionnaires do their best to fit in.
- Our town has grown to 200 people since then, including the three-dozen men of the garrison.
- My biggest regret is that Pelen Milara, our previous weapon master decided to leave town and join in with Sir Ash. We were very good friends.

Wade Farrier: (Human, male) Wade was the leader of the pro-Flessern faction and is a cleric of Heironeous.

- Those adventurers from 5 years prior were surely sent by Heironeous himself! They shone a light on the truth of glory and honor to the only logical conclusion. When choosing between an active forward-looking ally and a passive hide-and-hope ally, who would you choose? HAH! I thought so!
- Fortune is with us! We have gained a strong fighting force to bravely face whatever assails our town! I've heard of strange happens under Castle Flessern in recent years so we must remain ever vigilant.
- Word of our good deeds and worthiness has spread amongst all of Nyronnd! Greyhills swells with the righteous.

Galen: (Human, male) Galen is a young garrison officer, now 20, who was a pro-Flessern Iron Fist trainee. During the civil war, he went to fight for King Lynwerd and was severely injured in a savage fight with a demon while saving the life of his commanding officer. In recognition of his bravery, he was promoted and assigned to the newly formed Greyhills Garrison.

- I proudly serve as an officer of the Greyhills Garrison. We don't see much action here, but we're ready and confident to face any foe.
- Have you met Jeni yet? She's my sweetheart. After I came back from the campaign to retake Rel Mord, Jeni and I became an item. She is almost as beautiful as her singing voice! And that's saying something! If you're thirsty, go to the Fighting Mouse Tavern and tell her I sent you.

Jeni Ithildae: (Half-elf, female) Jeni is the town's bard ("The Green Bard") and owner of The Fighting Mouse Tavern. Jeni was pro-Flessern.

- When the PCs find her in "The Fighting Mouse Tavern," she is singing her favorite song: "Love of Autumn's Light." A ballad about a love that developed between an elf maiden and an injured human ranger.
- Oh my song? It reminds me of my parents and more lately of Galen. He's such a brave man to be able to carry on as he does. He doesn't show it, but his war injury is more severe than it looks. The clerics healed him as best they could, but his leg is going to ache until the end of his days.
- Baron von Flessern was definitely the right choice for Greyhills. He personally healed some of the children's more serious ailments when he has visited. And our ties to the crown are stronger than ever. In fact, they even stationed an entire garrison here to keep us safe!

4E: HASKERN

Scenarios that referenced Harskern:

- *NYR2-08 A Long Road Back*
- *NYR6-101 Gears of Commerce*

Read or paraphrase the following:

The trip to the town of Harskern has been mostly uneventful. The sun has long since set and the darkness seems to have brought with

it a stillness that keeps you on edge. The baying of wolves and whispers of the night birds keep your heads turning as you venture onwards.

As you approach the town, the number of farms decreases and more houses line the road itself. After a mile or so, the road transitions from dirt to cobblestones. Lanterns on poles light the street, now wide enough for two wagons abreast. You have reached the town square and park, around which are several businesses. A sign on the front of an Inn on the northern side of the square reads "Fharlanghn's Rest."

As you enter the tavern, you catch the end of a toast given reverently, "Dear Basina, you will be missed!"

Harskern has seen its share of corruption over the years. Six years prior, a group of luz followers posed as clergy of Pholtus using trickery and guile to exact revenge on some of the citizenry. While disguised, they would apprehend people and affect them with *blindness* and *feeblemind* while naming the effect after Pholtus' light. Two years prior, Harskern was a focal point for pirate activity in the wake of the chaos caused by Sewarndt's reign.

The following NPCs are available for roleplay interactions within Harskern's Fharlanghn's Rest tavern:

Videric, Commander of the Watch: Human male, enjoying a late night meal at the tavern. He has recently been promoted to the rank of Commander upon the retirement of his superior.

- How are things going? Mostly quiet lately. We have been a bit busy cleaning up the last of those who preyed on people's misfortune's following the Dark Prince's dreadful reign.
- At least this batch of scum isn't as cruel as Marcoul and his band of the Wicked's followers were back in 592! Those boys were twisted, but most of them twisted under the end of a rope for their deeds.
- I'm not saying this just because of my recent promotion, or the drink, but Duke Younard has been the leader that Almor needs. When piracy raised its ugly head, he supported us vigorously. For a time, you couldn't swing a dead cat around here without hitting one of you adventurers!
- One thing has remained the same over the years though; you can always count

on Burchard and his wife to serve the best meals and ale in Harskern!

- Basina? Oh she was one of our oldest residents – a wise-woman most would call her. She passed away yesterday, peacefully in her home. And no, there was no foul play; I know how you adventuring types think.

Burchard, owner of Fharlanghn's Rest and town council member: Human male, husband to Genofeva. Burchard was one of the victims of the luz cult in CY 592, but was healed once the head Pelorite cleric returned home to Harskern.

- If you like the food, thank Genofeva when she comes back out. I handle the books and such; she handles the real work.
- I'd likely be lying dead in a ditch if it weren't for her. (spits) The Old One's cultists be damned!
- Business has been good for us lately. More travelers wandering the roads in these times of relative peace is a blessing I tell you. It's no surprise that they'd want to stop in and rest here at Fharlanghn's!
- Ya know, being on the council ain't all its cracked up to be. People are always mad at you, or acting like they ain't and wantin' to be your friend. Oh well, what can ya do...

Genofeva, wife of Burchard: Human female. Always busy, making sure the waitresses and cook and staying on top of things. Efficient, likable, and demands perfection.

- Do you like the stew? The vegetables come from the local farms and the herbs are grown out back in my own garden.
- Do any of you want to stay on and serve drinks? Perhaps earn some coin singing? This is a pretty big town and the help always seems to move on to bigger and better things. It's hard to find good help!
- I seriously thought I was going to lose Burchard a few years ago. Gee – I guess that's been six years already. That damned Marcoul and his flunkies ensorcelled my poor Burchard. Until that was fixed, I was sure he was going to die. And to think they posed as clerics of Pholtus while doing it! I'm glad Marcoul dangled at the end of a rope. (spits)

4F: MIDDAY

Scenarios that referenced Midday:

- *NYR1-05 Answering the Call*

Read or paraphrase the following:

You've decided to travel to Midday, one of the most remote locations in southern Almor, merely half a day's travel from Chathold in Ahlissa. The country along the road is gentle rolling plain and the miles pass by quickly. By mid morning, you crest a rise in the road and see the small thorp bathed in the morning sun and partially obscured by a gentle fog rolling in from the Harp River.

The center of town consists of seven buildings, roughly half of which appear to be of new construction. Overlooking it all to the southeast on an up-thrust of rock lies Castle Tor. Its drawbridge is open and appears wide enough for horses to pass each other. A garrison flag showing the colors of Nyrond flies from the side of the keep.

Back in CY 591, adventures joined a trio of Pholtan priests to restore Midday's fallen church. When they arrived, they found the town struggling with an undead problem controlled by a conniving extortionist named Scanlon. Scanlon had secured a position of authority in the new lord's ranks and controlled the town through fear. Once the adventurers exposed his treachery, Midday has been free to flourish ever since.

The following NPCs are available for roleplay interactions within Midday:

Sir Arley, Lord of Midday: Even after 7 years of uninterrupted prosperity, Sir Arley is still relatively out of touch with the citizens of Midday. He was "gifted" this thorp after the Greyhawk years and has never taken a liking to his new surroundings.

- One of these days, I'm going to have to "gift" this thorp to a friend. The townies are a nice bunch of people but there is nothing to do out here!
- Lynwerd must be doing something right, we've been this close to Ahlissa for almost 10 years now and haven't had even so much as a skirmish with them yet.
- I think the garrison here is getting fat and lazy personally.
- You should probably talk to Hekil; I have him handle the more mundane aspects of life. I simply don't have the time to be bothered with the trivial!

Hekil, Sir Arley's Seneschal: Human male in his late forties. The de-facto ruler of Midday, taking over where Sir Arley's apathy allows. Good-natured and pragmatic, Hekil has helped the town grow slightly over the previous 7 years. He has a tight friendship with the local magistrate (not featured here).

- Out here on the borderlands, we really don't see many visitors from Nyronde proper. Why are you here?
- Well, tell Duke Younard that we are still doing well here. No famine, no war, mild progress and taxes flow on schedule.
- If you need healing, you might want to see Father Deems. He's likely in his church or over at the Inn.

Father Deems, Pholtan cleric (4th level): Human male, 31 years old. Came to Midday to help rebuild the church, Father Deems now presides over the spiritual well being of the town. He shares a passion for food with Lynsey, comparing styles often.

- I can't complain really, the church was rebuilt, and when Father Culbert moved on, I became the Sheppard of my local flock of faithful here in Midday.
- We don't often get visitors here this far south. Have you tried Lynsey's fare at the Inn? You really should. It's worth the trip from Mithat or at least that's what my superiors have told me.
- If you'll excuse me, I need to go visit with Vel. His old scars from the Greyhawk Wars are bothering him again. It's nothing I can't handle really – I think he just likes my weekly visits. Or maybe it's the muffins I bring with me. I'm not too shabby in the kitchen either!

Lynsey, owner of the Inn of the Wandering Harp: Aging human male. Lynsey was the Seneschal of the former lord of Midday and now runs the Inn. In his pseudo-retirement, Lynsey focuses on cooking wonderfully exotic meals for his guests.

- If you want to stay, I have some spare rooms here. The beds are ok, but people usually stay more for the meal than for the comfort.
- We haven't had any real excitement here since those adventurers exposed Scanlon 7 years ago, and I personally like it that way! It gives me time to cook. And to rest. I'm too old to go gallivanting across the realms like you folk do.

- Don't you ever want to just put up your sword and call it quits? Buy a nice farmland somewhere and take up a hobby?

4G: MILLENNIUM

Scenarios that referenced Millennium:

- *NYR3-M01 Road to Appolled*
- *NYR4-M01 Fate of Appolled*
- *NYR4-I09 Raiders of the Lost Temples*
- *NYR7-M01 The Chains That Bind Us*

Read or paraphrase the following:

Travel along the trade road to Millennium has been swift and pleasant. Cool breezes coming from Relmor Bay greet you as you pass by fertile farmlands laid out with near-perfect symmetry. Roadside houses become more common as you near your destination.

The great expanse of Relmor Bay serves as a scenic backdrop as you catch your first glimpse of the black stone castle seated atop Seawolf Point. Signs of rebuilding are evident in the small city surrounding the castle. Merchant wagons fill the occasional gap between loads of produce being brought into the city and the castle beyond.

In years past, the catacombs beneath Castle Millennium had been infested with countless undead. Adventurers helped to discover that a Cult of Kyuss was responsible for replenishing the never-ending stream of undead for their own twisted purposes. Since spoiling the cultist's plans, Millennium has been able to focus more on growth than on internal safety.

Verik, the son of a legendary Nyronde war hero with powerful enemies, had been stationed in Millennium although he and those around him were ignorant of his parentage. Adventurers were sent by the church of Pelor to notify Verik of the truth of his past. After helping with rescue efforts, and with help from NPCs, adventurers convinced Verik to carry on in his father's footsteps.

The following NPCs are available for roleplay interactions within Millennium:

Captain Quell Carjad: Human male late 40s. Commanding officer of the forces stationed at Millennium (1st legion). While a good man (worships Heironeous), he does not brook bad behavior of any sort. He will not hesitate throwing PCs in the brig if he finds them insulting.

- Once we discovered and crushed the cult of Kyuss, we were able to finally clear out all of the undead beneath the castle. No longer do we need to fear that which dwells below.
- What most people seem to forget is that the hard part of commanding a stationed garrison is acting as an interface to the local population. I find that those who haven't served in the military have grossly undisciplined minds.
- Do you want to join the ranks? I hear some adventurers spend some of their time in more direct service to the crown. (Treat this as recruitment into meta-orgs if you have players who are interested).
- You all are adventurers I can see. Do you have word of how Verik fares? It's been a few years since I released him from his duties here to seek out his true path.

Father Cabot Steen: Human male late 20s. Cleric 6 of Pelor. He has a softer touch than Quell Carjad and is very approachable – especially to discuss theology with fellow followers of Pelor.

- Quell is usually too busy with the day-to-day to notice the year-to-year changes we see.
- The common folk are flocking back to Millennium. Can you blame them? The undead problem is gone, the farmlands are protected and productive, and the views of Relmor Bay just can't be beat!
- Quell is a very thorough commander though. Even though we haven't seen any sign of the living dead beneath the castle for years, he still asks that I send priests on patrols "just in case." Four years and counting – I think we're probably safe.
- The men here are in good spirits now that we're enjoying a period of peace. The undead are gone, supplies are plentiful, and the locals appreciate us.

4H: NEWTOWN

Scenarios that referenced Newtown:

- *NYR1-04 Cattle Call*
- *NYR5-08 A Town Under Siege*

Read or paraphrase the following:

Turning from the Mithat / Kurast's Keep road, you travel a few miles along a trade road until your destination is in sight. The town appears to comprise about half-a-dozen houses

scattered about with three larger buildings in the center – a City Hall, a General Store, and the White Sheep Inn.

As you enter town, it strikes you as odd that you see no-one walking about. However, you do hear muted conversations coming from the Inn.

Two scenarios took place in Newtown. In the first, the adventures thwarted local bandits and helped to negotiate a truce with a local tribe of centaurs. The second scenario started with the murder of Newton's mayor, Bortran, by bandits taking advantage of the lawlessness left in Sewardt's wake. Adventurers saw past the forged royal writ presented by the bandit gang's leader, Ciramon and restored order to the town.

When the PCs reach town, all citizens are in the Inn meeting with "Standing Oak," the centaur leader. His visits are very infrequent so this event draws a crowd.

The following NPCs are available for roleplay interactions within Newtown:

Cleven, new mayor: Human male early 30s. Cleven is the former assistant to the slain mayor Bortran. Once the bandit problem was resolved, Cleven assumed the role of mayor.

- You've come to town at a fortunate time! I've lived in Newtown since the founding of the town about 10 years ago and I can tell you, things are normally pretty sedate around here.
- Well, not always sedate. We did have some bandits try to steal our cattle. And then our mayor was murdered and bandits tried to steal everything in sight. But besides that – very little happens here.
- Today, Standing Oak has decided to pay us a visit! Standing Oak is the leader of a local tribe of centaurs. Many years ago, adventurers helped broker a deal between us to live in peace with each other.

Standing Oak, leader of nearby centaurs: Male centaur. A large palomino with a tanned human torso, Standing Oak's gray streaked hair is the only sign of his age.

- Many years ago, humans fought humans and spoiled centaur lands. We now help each other and use the lands wisely.
- I have not met this King they speak of, but it is of no consequence. These two-leggers have our help when they need it.

- It warms my heart to see Cleven honor the deal made by Bortran. When we received news of Bortran's murder, we were concerned that the villagers would embrace their destructive nature by cutting down trees and spreading their cattle too far, eating too much grass.
- The reason I came here today is to share the news – I have a new son! I have decided to honor the memory of a great and wise man and to honor our two people's friendship. My new son's name is Bortran Oakentree.

4I: SILVERWAT

Scenarios that referenced Silverwat:

- *NYR3-01 Curse of Almor*
- *NYR4-05 Onyxgate*
- *NYR7-M02 The Sign of the Jackal*

Read or paraphrase the following:

As you emerge from the tree line south of Silverwat, you see that the town is still safe. The mists are still a good distance to the east. The town itself is composed of two primary sections. The western part of the town is enclosed by tall palisade walls complete with a reinforced wooden gate, which currently stands wide open. The eastern part of town has some crossed beam fencing surrounding most of it but has no gates.

Any PC who played in *NYR3-01 Curse of Almor*, or succeeds on a DC 10 Knowledge (architecture and engineering) skill check or a DC 17 Knowledge (local—NMR) skill check knows the following:

What strikes you as odd is that even though the eastern section of town was built more recently, it is of far worse construction. Knotted wood, rusty hinges, and cracked windows imply that the newer section of town was built from recycled debris from previously destroyed structures.

Silverwat has seen its share of troubles over the years. In CY 593, the residents of Silverwat believed that their town had a curse. Women of the town were being impregnated with demon seed and were thusly punished for consorting with demons. It was believed at the time, that the women were willing participants and thus worthy of punishment. Adventurers discovered that an

incubus had charmed the women into sleeping with him against their will.

In later years, Silverwat was the site of a secret den of Jackal cultists. Adventurers discovered the den and killed or arrested those involved.

The following NPCs are available for roleplay interactions within Silverwat:

Trond Highstaff: Priest of Pholtus and magistrate of Silverwat. Trond recently celebrated his 50th birthday.

- I'm of course very concerned about my flock. Hopefully Duke Younard can stop the mists from destroying Silverwat. Either way, I'm preparing the faithful to abandon our fair town just in case. I'd hate for that to happen, life in Silverwat has gotten a lot better over the last few years. We don't want to have to start over.
- Silverwat has had its share of problems. Five years ago some blasted incubus impregnated some of the town's women after charming them. I still mourn my actions of punishing those women for consorting with demons. That was bad, but luckily once those adventurers dispatched the demon, people started coming back to Silverwat.
- Afterwards Eckar brought extra settlers back here to Silverwat. Too many, I tell you; they were desperate. They scavenged for lumber and parts from buildings destroyed in the wars. I knew it was a mistake to be so short sighted. Those buildings are newer than "old town" but you'd never know it by looking at them. They built the eastern section of town from scraps! Have you seen it? It's disgusting! It was no surprise to me that an unhealthy element was attracted here! Pholtus saw to our deliverance though. Last year those Jackal cultists were brought to the light of justice and I ordered that filth pot Sentiis Tavern closed down! I never trusted Heth, he never looked right.

Urayna Gondorn: Former priestess of Pholtus who converted to the worship of Merikka. She runs the town's general store.

- I converted from Pholtus to Merikka when I found myself in the position of standing up for the women impregnated by that awful demon 5 years ago. I haven't regretted that decision since.

- Merikka has been with us, loving us since the adventurers cured our town of mutual distrust by killing that incubus demon. Since those turbulent times, she has blessed our crops. We can feed our families and even help other towns of Almor in need.
- Nyronnd has been a good home to Silverwat since the Greyhawk Wars. I thank Merikka every day for her kind leadership.

Fristill Thornflower. Half-elven woman and Innkeeper of the Silverwat Inn.

- I swear I can never catch a break. First it was the Greyhawk Wars and I had to abandon my Inn. Then we came back and “the curse” caused visitors to stay away, and turned my Inn into a mere hostel. I had wall-to-wall farmers in here as we holed up against unknown fears from outside our town’s walls.
- Then years later that Sentiis Tavern opened up and drained away some of my customers. Thankfully, Trond shut that rat hole down last year. Heth got his just rewards. He died at the hands of adventurers and Silverwat is better for it!
- Now that everything is back to normal, here I find myself readying to abandon my Inn again. Nyronnd has done well by Almor, I sure hope the Duke can solve this and solve it quickly!

Eckar Rindis: Abandoned Silverwat 5 years earlier but migrated back once “The Curse of Almor” was solved.

- I was convinced back then that to stay in Silverwat meant certain doom. It seemed as though a curse was upon the land causing pregnancies to spoil in the wombs of gentle women so we left.
- When we heard that the curse was lifted, we returned and brought more of the faithful (Pholtans) with us.
- Trond wasn’t happy with us building so many houses so quickly, but he’s the jealous type. We may have cut a few corners here and there, but the roofs don’t leak and people are happy.

Jilla Tengrion: Twenty-three-year-old wife of Gunder Tengrion (the rider who brought news to Mithat).

- Did you meet my brave husband Gunder? He rode to Mithat to warn Duke Younard about that mist destroying our farms.

Fert Laston. Town guardsmen. Typically stands guard at the front gate of the town but with the current situation, people are more concerned with packing then keeping a gate shut and guarded.

- Did you help out the refugees on your way here? The mist has overrun most of the farmlands to the east. That’s why we’re all packing here – just in case we need to leave town quickly. I hope those farmers will be OK out there.

4J: TIRIAN

Scenarios that referenced Tirian:

- NYR7-M01 *The Chains That Bind Us*
- NYR7-I01 *The Karnaakh Strike Back*

Read or paraphrase the following:

The journey into southeast Almor is always a treat. The countryside is returning to its former glory as you see more new growth trees and fewer burned out farmsteads as in years past. The farmlands surrounding Tirian appear well kept as your band receives friendly waves and well-wishes along your path. Tirian itself also seems to have gained from recent growth although in the form of newly constructed homes and businesses.

Several new buildings boast the names of their patrons - heroes from last year’s battle to save Tirian from the devastating hands of The Karnaakh, a humanoid and fiendish force virtually destroyed by the efforts of those led by the town’s leader Bajastelle Renderan.

Alas, Tirian is not without its warts. As happens with all growing towns, many of the new businesses cater to the more base urges of man. Although a minority, some of the new enterprises in town include a fortuneteller, a thriving brothel, and several taverns.

Tirian used to be a town hiding a terrible secret, in order to safeguard their captured leader, Bajastelle Renderan. Last year, adventurers discovered the town’s secret and managed to free Bajastelle from captivity. In the follow-on interactive, the adventurers succeeded in neutralizing the threat of reprisal and gave Tirian the fresh start it sorely needed. Being located so near Adri/Innsa, Tirian is well positioned to become a major trading hub for Nyronnd with her

southeastern neighbors. To promote an infusion of funding into Tirian's future, adventurers were invited to purchase property.

The following NPCs are available for roleplay interactions within Tirian:

Dellen Erelius, priest of Pelor: Human male, late 40s. Dellen was the de-facto mayor of Tirian during Bajastelle's lengthy captivity.

- Bajastelle is away in Mithat currently or so we've been told. She sent word that she's involved in a matter of great importance. May Pelor guide her back to us safely! Do you know what's going on? Please tell me!
- Ever since adventurers like you helped drive off the Karnaakh, living in Tirian is like a breath of fresh air. Although it shames us all that we lived in secret safety while poor Bajastelle was Karnaa's prisoner, we never truly realized how much we suffered as well.
- Bajastelle's wisdom never ceases to amaze me. After 13 years of torture and captivity, she had the presence of mind to know how to cure Tirian's ails immediately upon securing our safety. She encouraged heroes of the land to invest in our town and many have done just that. This influx of activity and attention is just what our townsfolk needed to put the past behind them.

Baro Thum, owner of the General Store: Human male, early 30s. Baro is probably the most obsessive-compulsive storeowner in Nyron. Now that the cloud of secrecy has been lifted from Tirian, Baro has been free to expand his store and more importantly to him, the vast array of options of goods.

- Can I interest you in a traveling cloak? Nice and warm for those long nights on the road wouldn't ya say? I have them in the traditional brown, red, green, off-white, and yellow. I also have them in blue, and purple. I've ordered but not yet received 5 shades of each color to complement any traveler's outfit! All you need to do is put a down payment and I'll keep it for you until you return. If you come with me, I'll show you where I keep the lay-away merchandise. They are all clearly labeled and annotated in my books so if I ever pass on, my customers can be assured that their merchandise is still available for pick up (he continues on and on and on).

- I'm thinking of starting a weapons business don't ya know. I'm in negotiations to secure a contract to ensure smooth delivery of the finest blades this side of the Harp River. I'll have 4, 6, and 8-inch long blades with medium length handles. A clear focus of the stocking efforts will be on quality of course (he continues on and on and on).
- (Feel free to invent more obsessive compulsive stocking conversations)

Horace Fenalen, owner of the Tirian Inn: Human male early 50s. Horace prides himself on delivering a quality product with flair.

- You know, this last year has been great! Business has never been better. With more people passing through town to and from Jennenden, I've had to expand capacity.
- We even seem to have gotten the attentions of the Zilchans. Last month Fumire Devonshank came through town to discuss establishing a branch office here.
- You may have noticed, but I had the old Inn repainted. As Tirian grows, I want to make sure I'm the number one Inn in town. What better Inn to visit than "THE TIRIAN INN?" Would you prefer to go to some "Drunken Buffoon Inn?" I don't think so. I'm keeping my place respectable even if brothels do pop up in town.

Drik McGriggor, town drunk: Human male, late 50s. As usual, Drik is found at the inn drinking.

- Hey everyone! Next round is on the 'venturers here! Burrppp..
- HORACE!!! YOU'RE MY BESSS FRIENN!
- Ain't nuffin goin' on nowadays. Cept more people to buy Drik drinks. Get it!? Drik drinks?!!! HA HA HA!!
- Are you Tindul the party bringer? My coin ain't good enough at his place. I promised to keep my drink in me if ya know what I mean but NOOOO! They kicked me out. (cries)

4K: TOMKIN

Scenarios that referenced Tomkin:

- *NYR2-07 The Outpost*

Read or paraphrase the following:

You've decided to travel to Tomkin, one of the most remote locations in southern Almor, along the border of Ahlissa. After a time, it's almost easy to forget about the danger facing Silverwat, as the countryside you pass by is scenic and serene. Peasants greet you with smiles and warm wishes as you continue southwards towards your destination.

After days of travel, you emerge from a tree line to see the town of Tomkin ahead. The center of town consists of a dozen small buildings, three larger buildings and a manor house.

Tomkin is an old small town that likes to stay that way. During the scenario listed above, Company Four took temporary possession of the Valmont Estate, which had defaulted to the crown. They used the estate as a base from which to build a border outpost on a nearby hilltop. During that construction, they unintentionally opened a long buried tomb and called in adventurers to clear the site. The adventurers dealt with the traps and undead, leaving the town once again at peace.

Harold Wolton, owner of Harold's Bakery & Inn: Human male. After the Greyhawk Wars, Harold hired a baker, Acelyn, and settled in Tomkin opened a common store. Over the years, Harold and Acelyn grew fonder of each other. Eventually, they married and expanded "Harold's Common Store" into a full-fledged Inn.

- Can I interest you in rooms for the night? We don't often get adventurers here, but are happy when we do.
- Would one of you happen to be a bard? If you would play for my guests, I'll let your entire party stay and eat for free!
- One of the last times adventurers came through here was to help the army with a problem at the Outpost site. Something about the living dead and an old crypt. Spooky stuff you adventurers get into...
- You really should try my wife's cakes. Acelyn is too humble to brag, but they really are fit for a king.

Father Aros, priest of Pholtus: Human male. Aros was an acolyte who inherited warden-ship of the town's chapel after his mentor passed away in CY 590. He is a historian (ancient Suloise) by hobby, but primarily watches over the townsfolk and cures what ails them.

- Did you know that before the fall of the Suel Empire, some of them ruled here?

They ravaged the area for slaves and concubines.

- Even though they ruled the area with an iron fist, they somehow mysteriously disappeared after a short period of time. All we have left of them are some ancient Suloise relics and texts.
- (he goes on and on about various aspects of local history)

Karus Mortgard: Human male. Former Captain of "Company Four," previously stationed at Tomkin to build outposts along the Ahlissan border. Karus retired, settled in Tomkin, and married Rima – widow of Orn (killed during *NYR2-07 The Outpost*).

- After Company Four finished building outposts along the Ahlissan border, I retired here in Tomkin last year. Ever since our company moved out of Tomkin, I couldn't shake the memories of poor widowed Rima raising kids on her own.
- I spent my mustering out benefits buying the old Valmont Estate now called The Mortgard Estate. Rima now lives with me in comfort and I know we're going to grow old and happy together.
- I'm sure there is more to it than just the outposts built along the border, but Lynwerd has done a masterful job of keeping the peace with our Ahlissan neighbors. Trust but verify.

ENCOUNTER 5: ABANDONED GATE SITE

The PCs finally find a clue about where to find the abandoned gate site – in a cave roughly five miles outside of the third town visited.

Before Pazrael's fiends were forced back to the abyss, they had begun work on a third gate site. As instructed, they entered a cave and started excavation works as well as conducting humanoid sacrifices to supply the blood needed for the profane magical rituals used. The abyssal corruption infused into the walls still exists today. All preparatory work had been completed – the site was merely waiting for its final transformation via the abyssal relic Rekerikizen.

Shortly after its abandonment, the gate site became the adopted home of animal predators drawn by the scent of dried blood and rotting carcasses. Prolonged exposure to the abyssal corruption infused into the worked walls of the site mutated the animals causing aberrant offspring in

the following spring. Those offspring grew quickly, fed on their parents and have used the cave as a home ever since. Dependent on the corruption of the cave, they choose to not wander far when hunting for prey (hence why the town hasn't been attacked). This also leaves them desperate and hungry.

When the PCs approach the cave, read or paraphrase the following:

After a few hours of searching, you locate a large cave opening into a cliff side. Scattered about the area are bone fragments with obvious chew marks. Not a scrap of meat hangs from the bones and even the marrow appears to have been sucked out of the haphazardly discarded remains.

This is a combat encounter. The aberrant animals have no formal tactics other than killing intruders for food. Each APL has 2 creatures, twin brother and sister, who defend each other with their lives. Refer to DM's Map 5 for initial placement. Note: as drawn, the second creature should not have an initial charge lane. This is intentional to mitigate difficult especially at higher APLs.

Once the PCs get in sight of the worked stone walls, read or paraphrase the following:

Turning the corner, you see a curious sight. Most of the cavern's walls are of rough stone; however the western chamber has been worked smooth. Carvings on the side walls depict hordes of demons flying over a mixed assembly of humans, elves, and cattle, all rushing about in apparent terror.

Embedded in the rear wall, and rising 6 inches beyond the wall's flat surface, are interlocking stones with engraved feathers. Where both sides of the archway meet the stone floor, you see narrow cut channels forming a rough semi-circle in front of the wall. Resting at the apex of the archway is a stone basin with an open spout aiming into the feathery design cut into the stone archway.

Tossed about the cavern, however are dozens of animal carcasses in various states of decay. Gnawing on one of those carcasses is a twisted and hideous beast. Visible beneath torn and mottled fur is grey-blue skin mixed with the normal tan hide you'd expect. Its misshapen eyes narrow and focus on you. From the other chamber, more bone gnashing can be heard.

(APL12+ only)

Also glaring at you are the other two heads spouting from the creature's torso. One head is of a goat, while the other is of a black-scaled dragon. Rising behind all three heads is a wingspan sturdy enough to carry this hideous beast.

Note: The vile damage inflicted can only be healed within an area of a *consecrate* or *hallow* spell. Since *hallow* takes 24 hours to cast, it isn't a reasonable option for an immediate need. *Consecrate* is a 2nd level cleric spell that can be cast as a standard action. If the PCs don't have any way (spell prepared, *limited wish*, the "right scroll for the job" campaign rewards card, etc.) of casting *consecrate*, they will eventually be able to visit a temple in Mithat which is consecrated.

APL 2 (EL 4)

Corrupted Wolf (2): hp 20, 20; *Appendix 1.*

APL 4 (EL 5)

Corrupted Black Bear (2): hp 30, 30; *Appendix 1.*

APL 6 (EL 7)

Corrupted Dire Wolf (2): hp 66, 66; *Appendix 1.*

APL 8 (EL 9)

Advanced Corrupted Dire Wolf (2): hp 110, 110; *Appendix 1.*

APL 10 (EL 11)

Advanced Corrupted Dire Lion (2): hp 132, 132; *Appendix 1.*

APL 12 (EL 13)

Advanced Corrupted Dire Bear (2): hp 192, 192; *Appendix 1.*

APL 14 (EL 15)

Advanced Corrupted Chimeric Dire Tiger (2): hp 260, 260; *Appendix 1.*

APL 16 (EL 17)

Advanced Corrupted Chimeric Dire Tiger (2): hp 364, 364; *Appendix 1.*

Treasure: Some of the corrupted creatures' victims were in possession of various coins or valuable items that can be salvaged from amidst the debris.

APL 2: Coin: 150 gp

APL 4: Coin: 150 gp

APL 6: Coin: 200 gp; Magic: 138 gp – necklace of fireballs type I (138 gp)

APL 8: Magic: 138 gp – necklace of fireballs type I (138 gp)

APL 10: Magic: 555 gp – ioun stone dusty rose (417 gp), necklace of fireballs type I (138 gp)

APL 12: Magic: 555 gp – ioun stone dusty rose (417 gp), necklace of fireballs type I (138 gp)

APL 14: Magic: 555 gp – ioun stone dusty rose (417 gp), necklace of fireballs type I (138 gp)

APL 16: Magic: 555 gp – ioun stone dusty rose (417 gp), necklace of fireballs type I (138 gp)

Detect Magic Results: ioun stone dusty rose (moderate divination), necklace of fireballs type I (moderate evocation)

Development: After the PCs defeat the creatures, they need to attune their gate key. The intended method is to place the gate key in the stone basin and then pour blood (the slain aberration's blood works, or PC donated blood – total of 10 hit points of damage) over top of it. The blood will trickle through the feathered cuts in the stone and form a circle in the channels cut into the floor. Once the circle is complete, the feathers on the top of the key will open.

Depending on the ages of players at your table, feel free to modify the ritual in a way that seems appropriate. Allow for experimentation, Knowledge checks or Intelligence and/or Wisdom checks to discern how to perform the ritual. The PCs are supposed to get this right, so don't withhold success. Improvise, have fun with it.

Performing a search of the cavern reveals the following:

- The stone basin at the top of the archway has an empty slot roughly 6 inches long.
- The feathered cuts in the archway stone form an intricately connected weave of channels.
- The archway connects to narrow channels cut into the stone floor forming a semi-circle in front of the inert gate.
- The channels in the archway and in the floor are stained a dull reddish brown color. Heal check DC 15 reveals that the stain came from blood.

Karnaa's trinket fits perfectly into a slot in the stone basin. Pouring blood on top of the trinket appears to have no immediate visible effect. However, as the basin fills and covers the trinket, blood pours through the spout and

into the top keystone of the carved archway. Far more blood pours from the basin than was added to it, continuing unabated.

As the red liquid seeps through the intricately carved feathered cuts of the archway, the stone begins to glow with a faint reddish hue.

Short moments later, the blood flows reach the floor on both sides of the archway and begin to wind their way through the narrow channels cut into the floor. Every foot the blood travels brings with it an ever-increasing resonating hum, followed by crackles and whispered voices, which remain just beyond your ability to interpret. The coppery scent of the offered life-blood fills the room as the reddish hue grows brighter and brighter.

At last, the two streams connect forming a circle of crimson about the room, inset into the floor. As the crescendo of sound and light grows threatening to overwhelm your senses, they both disappear in a fraction of a second.

Silence...

A few short seconds later, you hear a "POP" from inside the basin.

Assuming the PCs retrieve the trinket, it has now changed appearance slightly. Read or paraphrase the following:

The single feather that had been carved in the top of the trinket has now become a multi-feathered wingspan of silvery wings with crimson tips.

Proceed to encounter 6.

ENCOUNTER 6: LYNWERD'S DESPERATE PLAN

At this point, all teams report back to Mithat. Only one team found an abandoned gate site and thus only one gate key is available. Lynwerd is worried that the Onyxgate incursion earlier (high level tier) has alerted Pazrael so he takes council with his advisors and develops a plan. Read or paraphrase the following:

Days pass by after your much-celebrated return to Mithat. The personal thanks of the King go a long way towards keeping your tankard filled as the other adventuring teams return to town. Word has spread that the Duke has sent for Mithat's finest craftsmen for

reasons untold. Whatever the King's advisors are discussing is certain to be unusual.

If any of the PCs express a desire to help out with the crafting efforts, allow them to do so. A scribe will take note of the PC's talents and call for him later that day.

At last the call has come. Errand boys rush about the gardens gathering all to meet once again at the recently erected stage behind the manor house.

After all have been seated, King Lynwerd once again takes center stage and addresses the crowd:

"First, I'd like to once again take the opportunity to thank the team that found the abandoned gate site and delivered to us a fully attuned gate key!

(The crowd applauds.)

I know you all are probably anxious to get under way. So are we. I want to be clear about this; our first goal in planning was to ensure the success of the mission. Our second goal is to prevent the loss of your lives.

We believe that the plan we devised has the greatest chance for success and preservation of life.

What do we have going AGAINST us? Easy, Pazrael probably knows that we're coming against him. Surprise is not on our side. He has found a way to overcome even great Otto's wards and knows that we must respond. He also knows that we struck through the Onyxgate. However, the manner in which we respond WILL surprise him. He has surely set tremendously powerful guards beyond the Bloodcrystal gate who will be waiting for you.

What do we have going FOR us? Our trio of mages believe, and Heironeous pray that they are right, that the key is not only attuned to the gate, but also to that which fuels the badlands scourge!

Our plan is to send all of you in one massive wave through the Bloodcrystal gate. Each team, armed with a fake copy of the abyssal gate key, will pick a random direction to flee at full speed drawing any demonic forces away from the gate. In the confusion, we will then send in the last remaining team to locate the source of the badlands scourge and defeat it. The decoy teams will be given single-use gems to return them here thus leaving the real strike team on Torremor undetected.

Honor demands that the real strike team will be the team which attuned the real gate key."

King Lynwerd points to your group and awaits your reply.

If for some reason the PCs decline, their adventure ends here. Otherwise, all teams are transported to Bloodcrystal (horse, teleport, etc. – the mode doesn't matter).

Proceed to encounter 7.

ENCOUNTER 7: STRIKE FORCE ON TORREMOR

This encounter has a few purposes. Get the team to Torremor, encounter a poor tortured soul and if sympathetic learn more information, and then proceed to the abyssal relic.

Read or paraphrase the following:

All teams of adventurers now stand before Bloodcrystal – a four-towered castle of great size with red crystalline fragmented cupolas atop each tower. Otto just finished explaining that the recent badlands surge ebbs and flows allowing for unhindered access to the castle's basement if timed right. Crowded around you are dozens of adventurers clad in near priceless armor, rare weapons, countless baubles, and more, all ready to descend beneath Bloodcrystal.

If the PCs ask, Otto informs them that the trip to the gate should take just a few minutes. If they wish to buff now they may, or they can buff when they reach the gate. The trip may seem spooky given the place's history, but nothing happens to the PCs until they reach Torremor. When ready, read or paraphrase the following:

Otto addresses the crowd, "All team members are being given a potion granting the gift of flight. It doesn't last long. I strongly suggest you wait until see your foe to drink it! Furthermore, the plane you are going to behaves differently than our own."

Hand Player Handout #5 to the players. It discusses various planar traits of Torremor. After they finish reading the handout, read or paraphrase the following:

After waiting for Otto to signal that the way is clear, all teams enter Bloodcrystal and make

their way to the basement. A few minutes later and all the teams are crowding in front of the gate. This gate is of similar construction to that which you previously found in the corrupted animal cave.

To activate the gate, the PCs need to place their gate key into the stone basin at the top of the 20-foot arch (a ladder is easily provided). If no PCs catch on to this, allow for Intelligence checks to jog their memories. The PC at the table with the highest check remembers that the ritual in the cave required having the gate key in the stone basin. Once opened, the key can be removed. The gate remains open until the gate key is re-inserted into the stone basin or some other event closes the gate.

Read or paraphrase the following:

After you place your gate key into the stone basin, swirling ripples of green and black energy fill the 20 foot archway. The gateway to Torremor is open. The other teams look to you for your signal to start buffing and to run through.

The PCs can put up buffs then signal to everyone to engage. Their mission briefing stated that they would be arriving last and should be unmolested. Putting up rounds/level buffs might not be a great idea for the party given that information. Once the PCs give the signal and complete their buffs (if any), read or paraphrase the following:

Passing through the portal, you feel a wave of heat burning through you – the pain almost too much to bear. A sudden blast of wind blows blackened flakes of skin from your arms and face leaving muscle and sinew exposed. As you try to close your eyes from the pain, you find that your lids crack and tear; the blood oozing down your face hissing as it evaporates into nothingness.

With a sudden jolt the pain fades and you are once again whole, standing on a platform with the Bloodcrystal gate to your back. All around you is a confusing mass of beams, ropes, chains, arches, and cloudy vistas. In all directions, you see groups of demons in hot pursuit of their prey, some on foot, some airborne.

(Name of PC carrying the key) feels the gate key pulling in the direction of a 10-foot wide metallic beam heading downwards.

The PCs can either retreat back through the portal to Bloodcrystal or take the obvious route down.

After a few minutes of travel without pursuit, you come to an intersection. The key is pulling to the north. To the west you hear the nearby moans of what sounds to be a human voice.

If the PCs choose to ignore the tormented voice, proceed to encounter 8.

Around a nearby corner to the west is a middle-aged man strapped to a post, showing signs of repeated torture. He was a captain in the Nyrond legions during the Greyhawk Wars that was captured and brought back to Torremor for punishment. Two rings were put on his fingers to keep him fed and healed. His fingers were then broken and fused to prevent him from shaking off the rings as a method of suicide. Read or paraphrase the following:

Following the sound of the pitiful voice, you turn a corner to discover a gruesome sight. Strapped to a post is an aged man wearing the tattered and bloodied rags of a decades old Nyrond military uniform. His broken and swollen hands are manacled; his waist and legs are secured to the post with razor wire. His left eye hangs loose out of its socket and bobs with the rhythm of the man's cries. Recent wounds are visible on his exposed stomach and thighs as if demonic vermin or perhaps vultures recently feasted him upon. His good eye focuses on you from behind his long and unkempt matted gray hair.

"Who are you? Have you come to save me? It's been so long..."

Below are questions and answers to drive conversation with the PCs. They don't need to ask a question precisely to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don't ask the relevant question.

Q: Who are you?

A: I am, or was at least, Captain Nerim Fellender of the 1st legion of Nyrond.

Q: What are you doing here?

A: I was captured and brought here many years ago. Small demon vultures feed on me just to hear me scream.

Q: How long have you been here?

A: I'm sorry if I can't say exactly how long; it's hard to remember the good times.

Q: Why are they torturing you?

A: I led a bloody raid against a group of demons. All my men were killed, and I was captured and brought back here to suffer. Heal me!

***Q: What do you know about the badlands scourge?**

A: I've overheard them talking of the badlands and repeatedly mentioning "The Heart of Almor." That is what you are looking for.

***Q: What is the "Heart of Almor"?**

A: It's a relic Pazrael uses to corrupt Almor. He keeps it guarded not far from here (same location as the key is guiding the party).

***Q: Do you want to be set free?**

A: I don't know. Should I? This is all I've known for such a long time. It's hard to think.

If the PCs decide to heal and free Nerim, he will follow the PCs and stay out of harm's way during combat.

Proceed to encounter 8.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

The guardians of the abyssal relic Rekerikizen have been alerted to an invasion from the prime material plane. They are on high alert and hiding, hoping to gain surprise if someone enters this chamber. Refer to DM's Map #8 for this encounter. Pay close attention to the 3D nature of the combat as detailed on the map.

As the PCs approach, read or paraphrase the following:

Your trek through Torremor, guided by the gradually increasing pull from your gate key, has led you across massive beams, down stairways, and finally onto an expansive platform. Falling from what must be a waterfall so far above as to elude your sight, are great curtains of water vapor reflecting a full rainbow spectrum – paradoxical in beauty to the vile nature of this plane.

Not far ahead, you see a 10' hole in the platform, from which flows faint green mists illuminated by flashes of white and blue from below.

Assuming the PCs approach to peek down, read or paraphrase the following:

Peering down the shaft, you see that it continues for about 25 feet then opens into a larger space. Roughly 90 feet further down still, you catch a glimpse of a 10' x 10' platform upon which sits what appears to be an altar – the apparent source of the green mists.

The PCs should all have *potions of fly*, which were given to them by Otto. The creatures chosen for this encounter all fly. This should be an even playing field. Parlay is not an option; the demons have been placed here by Pazrael himself and fear retribution from Pazrael far more than anything the PCs can imagine, yet alone communicate here. The creatures all fight to the death with tactics appropriate to their Intelligence scores. If any of them choose to summon other demons to help, they will place non-fliers on platforms where appropriate (rather than letting them fall for no good purpose).

APL 2 (EL 4)

Advanced Gadacro: hp 48; *Appendix 1.*

APL 4 (EL 7)

Advanced Gadacro (3): hp 48, 48, 48; *Appendix 1.*

APL 6 (EL 9)

Advanced Gadacro (3): hp 100, 100, 100; *Appendix 1.*

APL 8 (EL 11)

Zovvut (2): hp 80, 80; *Appendix 1.*

APL 10 (EL 13)

Advanced Vrock (3): hp 156, 156, 156; *Appendix 1.*

APL 12 (EL 15)

Advanced Vrock (3): hp 225, 225, 225; *Appendix 1.*

APL 14 (EL 17)

Mature Nabassu (2): hp 225, 225; *Appendix 1.*

APL 16 (EL 19)

Advanced Mature Nabassu (3): hp 255, 255, 255; *Appendix 1.*

Once the PCs get in sight of the altar, read or paraphrase the following:

Occupying the center of the 10' x 10' platform near the bottom of the room is an altar depicting the form of Pazrael himself. The statue is of a tall well-proportioned man with obvious demonic features. Its powerful birdlike talons cling to the platform and four feathered wings growing from its back are partially obscured by black smoke. Its head combines the features of a handsome man and a feral hawk; its cruel looking beak filled with a myriad of needle sharp teeth.

Cupped in its hands lies a 9-inch metallic cube etched with feathered designs. Emitting from the cube are flashes of bright white and blue. With each flash, more green mist pulses from its top-most surface rising upwards out of this room.

Treasure: There is some treasure piled haphazardly on a shelf under the altar. At APL2, the coins have been cast in the likeness of Sewarndt; while distasteful, they can be melted down.

APL 2: Coin: 100 gp; Magic: 104 gp – *goggles of minute seeing* (104 gp)

APL 4: Magic: 287 gp – *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 6: Magic: 704 gp – *bracers of aerial combat* (417 gp), *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 8: Magic: 1287 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 10: Magic: 1954 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp)

APL 12: Magic: 2704 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp)

APL 14: Magic: 3704 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp), *winged vest* (1000 gp)

APL 16: Magic: 7704 gp – *bracers of aerial combat* (417 gp), *cloak of displacement minor* (2)

(2000 gp each), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp), *winged vest* (1000 gp)

Detect Magic Results: *bracers of aerial combat* (faint evocation), *cloak of displacement minor* (faint illusion), *gloves of endless javelins* (faint evocation), *goggles of minute seeing* (faint divination), *helm of the hunter* (faint divination), *medallion of aerial defense* (faint abjuration), *ring of feather falling* (faint transmutation), *winged vest* (faint transmutation)

Development: Once the combat concludes, the PCs are free to deal with the abyssal relic Rekerikizen (AKA "The Heart of Almor"). The relic resists ALL magical influence and cannot be swept into an extra-dimensional space. Eventually someone is going to have to pick up the relic and carry it back to Bloodcrystal. The first PC who touches the relic gains the AR effect **Changed By Rekerikizen**, which has good and bad effects.

Proceed to encounter 9.

ENCOUNTER 9: GETTING BACK TO ALMOR

As soon as a PC touches the abyssal relic Rekerikizen, its link to the Bloodcrystal gate weakens, causing a gradual collapse of the way back to Bloodcrystal. The PCs could choose to use their gems to get back to safety, but they don't have an extra for their new friend, Nerim Fellender. Nerim absolutely refuses to use a gem, if offered, to return instead of a PC (or familiar or animal companion). He knows better than anyone the hefty price of that sacrifice and no amount of diplomacy will change his mind. That means the PCs have 3 options:

- Use the gems thus leaving Nerim behind (and lose his favor).
- Rush back to the gate and potential danger in hopes of making it before it closes.
- Use their own spells/resources (*plane shift*) to bring them all back to the prime material plane.

Read or paraphrase the following:

With the touch of your hands, the abyssal relic, Rekerikizen, comes free from its base. Something deep inside of you seems to shift leaving an uncomfortable feeling in the pit of

your stomach. Letting go of the relic doesn't make that feeling go away. Something fundamental has changed.

(Pause for dramatic effect.)

At the same moment, however, the gate key, which had been pulling you closer to Rekerikizen, begins to glow bright orange.

(Name of PC carrying the key) feels the key tugging back towards the Bloodcrystal gate, although the pull is growing ever weaker. The orange glow grows dimmer making you wonder about your way back home.

If the PCs choose to rush for the gate, they make it with scant seconds to spare. Read or paraphrase the following:

You work your way back towards the Bloodcrystal gate arrival platform. Small demonic vultures spot you as you are halfway back and screech in alarm. From far off in the distance, you hear the great bellows of horns and begin to see huge winged demons flying towards your destination with incredible speed. As you get within 20 feet of the gate, you see the swirling green and black energy start to flicker and fade. As the last of you pass through the gate, it closes – hopefully forever.

Proceed to the conclusion.

CONCLUSION

If the PCs quit or died during the adventure, they receive the Failure conclusion. Otherwise, they receive the Success conclusion.

FAILURE

Read or paraphrase the following:

Weeks later while drowning your sorrows in a frothy mug of ale, you hear news that Silverwat is utterly destroyed. With the knowledge of what you could have prevented, you know better than to dismiss it as rumor. With Silverwat destroyed, you know the badlands will only continue to grow over time. King Lynwerd's desperate plan failed.

SUCCESS

Read or paraphrase the following:

You are welcomed back as heroes and invited to Rel Mord for a special dinner in your honor. Seated to Lynwerd's side is Queen Xenia

dressed in a long flowing rich purple dress trimmed tastefully with gold. Seated across from you are Duke Younard and Lady Renderan enjoying a specially prepared Almorian salad with truffles and walnuts.

Queen Xenia taps her spoon against her glass to get the room's attention. "Lynwerd dear, I heard about your pretty speech in Mithat. Guess what – today IS our anniversary!"

With a sheepish grin, Xenia plants a kiss on Lynwerd's blushing cheek.

The PCs earn a fee for helping the crown, even though this wasn't discussed in advance.

Treasure:

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp

APL 6: Coin: 150 gp

APL 8: Coin: 200 gp

APL 10: Coin: 250 gp

APL 12: Coin: 300 gp

APL 14: Coin: 350 gp

APL 16: Coin: 400 gp

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 2

Experience objective: Defeated encounter

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 5

Experience objective: Defeated encounter

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter 8

Experience objective: Defeated encounter

APL 2	120 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
APL 16	570 XP

Story Award

Objective(s) met: Recovered Rekerikizen.

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 XP
APL 16	200 XP

Discretionary roleplaying award

APL 2	45 XP
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APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP
APL 16	205 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP
APL 16	2025 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.

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

Encounter 1: Introduction

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp

APL 6: Coin: 150 gp

APL 8: Coin: 200 gp

APL 10: Coin: 250 gp

APL 12: Coin: 300 gp

APL 14: Coin: 350 gp

APL 16: Coin: 400 gp

Encounter 2:

APL 2: Loot: 92 gp; Magic: 83 gp – *lightning gauntlets* (83 gp)

APL 4: Loot: 98 gp; Magic: 208 gp – *brooch of shielding* (125 gp), *lightning gauntlets* (83 gp)

APL 12: Magic: 1000 gp – *boots of speed* (1000 gp)

APL 14: Magic: 2833 gp – *amulet of natural armor +3* (1500 gp), *boots of speed* (1000 gp), *cloak of resistance +2* (333 gp)

APL 16: Magic: 2833 gp – *amulet of natural armor +3* (1500 gp), *boots of speed* (1000 gp), *cloak of resistance +2* (333 gp)

Encounter 5:

APL 2: Coin: 150 gp

APL 4: Coin: 150 gp

APL 6: Coin: 200 gp; Magic: 138 gp – *necklace of fireballs type I* (138 gp)

APL 8: Magic: 138 gp – *necklace of fireballs type I* (138 gp)

APL 10: Magic: 555 gp – *ioun stone dusty rose* (417 gp), *necklace of fireballs type I* (138 gp)

APL 12: Magic: 555 gp – *ioun stone dusty rose* (417 gp), *necklace of fireballs type I* (138 gp)

APL 14: Magic: 555 gp – *ioun stone dusty rose* (417 gp), *necklace of fireballs type I* (138 gp)

APL 16: Magic: 555 gp – *ioun stone dusty rose* (417 gp), *necklace of fireballs type I* (138 gp)

Encounter 8:

APL 2: Coin: 100 gp; Magic: 104 gp – *goggles of minute seeing* (104 gp)

APL 4: Magic: 287 gp – *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 6: Magic: 704 gp – *bracers of aerial combat* (417 gp), *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 8: Magic: 1287 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *ring of feather falling* (183 gp)

APL 10: Magic: 1954 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp)

APL 12: Magic: 2704 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp)

APL 14: Magic: 3704 gp – *bracers of aerial combat* (417 gp), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp), *winged vest* (1000 gp)

APL 16: Magic: 7704 gp – *bracers of aerial combat* (417 gp), *cloak of displacement minor* (2) (2000 gp each), *gloves of endless javelins* (583 gp), *goggles of minute seeing* (104 gp), *helm of the hunter* (750), *medallion of aerial defense* (667 gp), *ring of feather falling* (183 gp), *winged vest* (1000 gp)

Conclusion

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp

APL 6: Coin: 150 gp

APL 8: Coin: 200 gp

APL 10: Coin: 250 gp

APL 12: Coin: 300 gp

APL 14: Coin: 350 gp

APL 16: Coin: 400 gp

Total Possible Treasure

APL 2: Loot: 92 gp; Coin: 350 gp; Magic: 187 gp; Total: 629 gp

APL 4: Loot: 98 gp; Coin: 350 gp; Magic: 495 gp; Total: 943 gp

APL 6: Loot: 0 gp; Coin: 500 gp; Magic: 842 gp; Total: 1342 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 1425 gp; Total: 1825 gp

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 2509 gp; Total: 3009 gp

APL 12: Loot: 0 gp; Coin: 600 gp; Magic: 4259 gp; Total: 4859 gp

APL 14: Loot: 0 gp; Coin: 700 gp; Magic: 7092 gp; Total: 7792 gp

APL 16: Loot: 0 gp; Coin: 800 gp; Magic: 11092 gp; Total: 11892 gp

Special

Changed by Rekerikizen: Your contact with the relic Rekerikizen has changed you in the following ways:

- You radiate strong necromancy.
- You gain a -1 profane penalty to your Constitution score.
- Each natural 20 you roll has a 20% chance of becoming a natural 1 instead.
- You gain a +1 profane bonus to your Armor Class.
- You gain the following spell-like abilities, 1/day each (caster level 7): *fly*, *minor creation*, *obscure object*, *Tenser's floating disk*, *vampiric touch*.

Only one person at the table receives this favor. A *wish* or *miracle* spell (caster level 20) is required to remove these effects.

Favor of King Lynwerd: For ending Pazrael's threat over Almor, King Lynwerd has granted you one of the following two choices:

- Regional access to the following weapon enhancements: *holy*, *sacred*, *defending*.
- Regional access to any two of the following: *Pearl of Power* 1st – 5th (DMG) and *Memento Magica* 1st – 5th (MIC).

Favor of Captain Nerim Fellender: For rescuing Nerim, you have gained regional access to a *ring of sustenance* and a *ring of wound closure*. The latter is to be treated as a *periapt of wound closure* in all respects except for the slot worn.

Karnaa Hunter: In addition to adding another title to the list of accomplishments, APL 2 and 4 gain access to the items listed below with an *.

Planar Fork: You have recovered a planar fork tuned to Torremor, the 503rd level of the Abyss. (Adventure; PHB; 500 gp)

Savior of Almor: Word of your deeds travel throughout the whole of Nyrond. Beyond adding another title to the list of your accomplishments,

this favor grants a +2 circumstance bonus to Gather Information checks made within Nyrond.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- **Lightning gauntlets* (Adventure; MIC)
- *Goggles of minute seeing* (Adventure; DMG)

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

- **Brooch of shielding* (Adventure; DMG)
- *Ring of feather falling* (Adventure; DMG)

APL 6 (All of APLs 2-4 plus the following):

- *Necklace of fireballs type I* (Adventure; DMG)
- *Bracers of aerial combat* (Adventure; MIC)

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

- *Gloves of endless javelins* (Adventure; MIC)

APL 10 (all of APLs 2-8 plus the following):

- *loun stone*, *dusty rose* (Adventure; DMG)
- *Medallion of aerial defense* (Adventure; MIC)

APL 12 (all of APLs 2-10 plus the following):

- *Boots of speed* (Adventure; DMG)
- *Helm of the hunter* (Adventure; MIC)

APL 14 (all of APLs 2-12 plus the following):

- *Winged vest* (Adventure; MIC)

APL 16 (all of APLs 2-14 plus the following):

- *Cloak of displacement*, *minor* (Adventure; DMG)

ENCOUNTER 2L: FINDING KARNAA'S SECRETS

ORC ENFORCER

CR 2

Male orc warrior 1/fighter 2

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)

hp 27 (3 HD)

Fort +7, **Ref** +1, **Will** +2

Weakness light sensitivity

Speed 20 ft. in masterwork banded mail (4 squares),
base movement 30 ft.

Melee masterwork battleaxe +9 (1d8+6/x3) or

Ranged javelin +4 (1d6+4)

Base Atk +3; **Grp** +7

Atk Options Power Attack

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ orc traits

Feats Improved Initiative, Iron Will, Power Attack,
Weapon Focus (battleaxe)

Skills Climb +2, Jump -4

Possessions masterwork battleaxe, javelin (5),
masterwork banded mail.

ENCOUNTER 5: ABANDONED GATE SITE

CORRUPTED WOLF

CR 2

NE Medium aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +2, Spot +2

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural)

hp 20 (2 HD); fast healing 1; **DR** 5/silver

Immune acid

Fort +7, **Ref** +4, **Will** +0

Speed 50 ft. (10 squares)

Melee bite +5 (1d8+4 plus 1 vile)

Base Atk +1; **Grp** +4

Atk Options trip

Abilities Str 17, Dex 13, Con 19, Int 2, Wis 10, Cha 4

Feats Track^B, Weapon Focus (bite)

Skills Hide +1, Listen +2, Move Silently +2, Spot +2,
Survival +0 (+4 when tracking by scent)

Disruptive Attack (Su): A corrupted wolf deals 1
additional point of vile damage when it touches
uncorrupted, living, corporeal nonoutsiders. Unlike
regular damage, vile damage can only be healed by
magic cast within the area of a *consecrate* or *hallow*
spell.

Fast Healing (Ex): Each round, a corrupted creature
heals damage equal to half its Hit Dice.

Trip (Ex): A wolf that hits with a bite attack can attempt
to trip the opponent (+3 check modifier) as a free

APPENDIX 1: APL 2

action without making a touch attack or provoking an
attack of opportunity. If the attempt fails, the
opponent cannot react to trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival
checks when tracking by scent.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED GADACRO

CR 4

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 120 ft., superior low-light
vision; Listen +9, Spot +13

Languages Abyssal, Celestial, Draconic; telepathy 100
ft.

AC 15, touch 15, flat-footed 11
(+1 size, +4 Dex)

hp 48 (6 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +7, **Ref** +9, **Will** +5

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +11 (1d8-2/18-20/x3)

Base Atk +6; **Grp** +0

Atk Options aligned strike (chaotic, evil), eyethief,
sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 6th):

1/day—*earthbind* (DC 13; see below), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12**SA**
aligned strike

Feats Flyby Attack, Improved Natural Attack, Weapon
Finesse

Skills Balance +13, Escape Artist +17, Hide +17, Listen
+9, Move Silently +13, Search +8, Spot +13

Superior Low-Light Vision (Ex) A gadacro sees four
times as well as a human does in shadowy
illumination.

Sudden Escape (Ex) If a gadacro takes damage from a
melee attack, it can, as an immediate action,
disappear in a puff of smoke and brimstone and
reappear in a square up to 20 feet away to which it
has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack
damage or extra damage on a confirmed critical hit to
instead blind its opponent for 5 rounds. A creature
that has been blinded in this way cannot be affected
again until it has recovered from the current effect.
Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1
advanced gadacro; 1/day; caster level 6th. This ability
is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape
Artist and Spot checks.

ENCOUNTER 2L: FINDING KARNAA'S SECRETS

ORC ENFORCER CR 4

Male orc fighter 2/barbarian 2

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Orc

AC 17, touch 11, flat-footed 17; uncanny dodge
(+1 Dex, +6 armor)

hp 41 (4 HD)

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

Weakness light sensitivity

Speed 30 ft. in masterwork banded mail (6 squares),
base movement 40 ft.

Melee masterwork battleaxe +11 (1d8+7/x3) or

Ranged javelin +5 (1d6+5)

Base Atk +4; **Grp** +9

Atk Options Power Attack

Special Actions rage 1/day

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ orc traits

Feats Improved Initiative, Iron Will, Power Attack,
Weapon Focus (battleaxe)

Skills Climb +4, Jump +7

Possessions masterwork battleaxe, javelin (5),
masterwork banded mail.

Rage (Ex): A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.

ORC ENFORCER RAGING CHANGES CR -

AC 15, touch 9, flat-footed 15; uncanny dodge
(+1 Dex, +6 armor, -2 rage)

hp 49 (4 HD)

Fort +10, **Ref** +1, **Will** +4

Melee masterwork battleaxe +13 (1d8+10/x3) or

Ranged javelin +5 (1d6+7)

Base Atk +4; **Grp** +11

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

APPENDIX 1: APL 4

ENCOUNTER 5: ABANDONED GATE SITE

CORRUPTED BLACK BEAR CR 3

NE Medium aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +3, Spot +3

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

hp 30 (3 HD); fast healing 1; **DR** 5/silver

Immune acid

Fort +7, **Ref** +3, **Will** +1

Speed 40 ft. (8 squares)

Melee 2 claws +9 (1d6+6 plus 1 vile) and

Melee bite +6 (1d8+3 plus 1 vile)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 11, Con 19, Int 2, Wis 10, Cha 4

Feats Multiattack, Weapon Focus (claw)

Skills Listen +3, Spot +3, Swim +10

Disruptive Attack (Su): A corrupted black bear deals 1 additional point of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Skills: A black bear has a +4 racial bonus on Swim checks.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED GADACRO

CR 4

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 120 ft., superior low-light vision; Listen +9, Spot +13

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex)

hp 48 (6 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +7, **Ref** +9, **Will** +5

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +11 (1d8-2/18-20/x3)

Base Atk +6; **Grp** +0

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 6th):

1/day—*earthbind* (DC 13; see below), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12 **SA** aligned strike

Feats Flyby Attack, Improved Natural Attack, Weapon Finesse

Skills Balance +13, Escape Artist +17, Hide +17, Listen +9, Move Silently +13, Search +8, Spot +13

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1 advanced gadacro; 1/day; caster level 6th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

ENCOUNTER 2M: INVESTIGATING

SILVERWAT

WILTING SMOKE CR 8

N Large Ooze

Init +0; **Senses** blindsight 60 ft.

AC 13, touch 13, flat-footed 13

(-1 size, +4 deflection)

hp 66 (7 HD); **DR** 10/magic

Immune critical hits, flanking, mind affecting effects (charms, compulsions, phantasms, patterns, morale), poison, sight based affects (gaze, illusions, visual effects, etc.), sleep, paralysis, polymorph, stunning

SR 17

Fort +8, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares)

Melee slam +6 (1d6+3 plus *enervation* plus *fireburst* plus *ray of clumsiness*)

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

Base Atk +5; **Grp** +11

Special Actions engulf

Abilities Str 14, Dex 11, Con 14, Int -, Wis 11, Cha 14

SQ ooze traits

Enervation (Su): A creature hit by a wilting smoke's slam attack or engulfed by it gains 1d4 negative levels (as per the *enervation* spell).

Engulf (Ex): A wilting smoke can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The wilting smoke merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a wilting smoke, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are considered grappled and suffer the effects of Enervation, Fireburst and Ray of Clumsiness each round (including the first) while grappled.

Fireburst (Su): A creature hit by a wilting smoke's slam attack or engulfed by it is dealt 5d8 points of fire damage (Reflex DC 14 for half).

Ray of Clumsiness (Su): A creature hit by a wilting smoke's slam attack or engulfed by it takes a 1d6+3 penalty to Dexterity for 7 minutes. Multiple hits are not cumulative, and the subject's Dexterity score cannot drop below 1. This affect is delivered simultaneously with other affects. Do not apply any Dexterity penalty to a Reflex save until after resolving simultaneous affects.

APPENDIX 1: APL 6

ENCOUNTER 5: ABANDONED GATE

SITE

CORRUPTED DIRE WOLF

CR 5

NE Large aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +4

AC 17, touch 10, flat-footed 16

(-1 size, +1 Dex, +7 natural)

hp 66 (6 HD); fast healing 3; **DR** 5/magic

Immune acid

Fort +10, **Ref** +6, **Will** +7

Speed 50 ft. (10 squares)

Melee bite +13 (2d6+13 plus 3 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +17

Atk Options Power Attack, trip

Abilities Str 29, Dex 13, Con 21, Int 2, Wis 10, Cha 8

Feats Iron Will, Power Attack, Track^B, Weapon Focus (bite)

Skills Hide -1, Listen +4, Move Silently +3, Spot +4, Survival +1 (+5 when tracking by scent)

Disruptive Attack (Su): A corrupted dire wolf deals 3 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED GADACRO

CR 6

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 120 ft., superior low-light vision; Listen +13, Spot +17;

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 100 (10 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +11, **Ref** +10, **Will** +7

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +14 (2d6/18-20/x3)

Base Atk +10; **Grp** +10

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 10th):

1/day—*earthbind* (DC 13; see below), *mirror image*

Abilities Str 11, Dex 16, Con 18, Int 8, Wis 10, Cha 12

SA aligned strike

Feats Flyby Attack, Improved Natural Attack, Weapon Finesse, Weapon Focus (talon)

Skills Balance +16, Escape Artist +20, Hide +16, Listen +13, Move Silently +16, Search +12, Spot +17

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1 advanced gadacro; 1/day; caster level 10th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

ENCOUNTER 2M: INVESTIGATING

SILVERWAT

WILTING ICYHOT CR 10

N Large Ooze

Init +1; **Senses** blindsight 60 ft.

AC 15, touch 15, flat-footed 14

(-1 size, +1 Dex, +5 deflection)

hp 85 (9 HD); **DR** 10/magic

Immune critical hits, flanking, mind affecting effects (charms, compulsions, phantasms, patterns, morale), poison, sight based affects (gaze, illusions, visual effects, etc.), sleep, paralysis, polymorph, stunning

SR 19

Fort +10, **Ref** +9, **Will** +9

Speed 20 ft. (4 squares)

Melee slam +7 (1d6+3 plus *cone of cold* plus *fireburst* plus *ray of clumsiness*)

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

Base Atk +6; **Grp** +12

Special Actions engulf

Abilities Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15

SQ ooze traits

Cone of Cold (Su): A creature hit by a wilting icyhot's slam attack or engulfed by it is dealt 9d6 points of cold damage (Reflex DC 17 for half).

Engulf (Ex): A wilting icyhot can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The wilting icyhot merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a wilting icyhot, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are considered grappled and suffer the effects of Cone of Cold, Fireburst and Ray of Clumsiness each round (including the first) while grappled.

Fireburst (Su): A creature hit by a wilting icyhot's slam attack or engulfed by it is dealt 5d8 points of fire damage (Reflex DC 14 for half).

Ray of Clumsiness (Su): A creature hit by a wilting icyhot's slam attack or engulfed by it takes a 1d6+4 penalty to Dexterity for 9 minutes. Multiple hits are not cumulative, and the subject's Dexterity score cannot drop below 1. This affect is delivered simultaneously with other affects. Do not apply any Dexterity penalty to a Reflex save until after resolving simultaneous affects.

APPENDIX 1: APL 8

ENCOUNTER 5: ABANDONED GATE

SITE

ADVANCED CORRUPTED DIRE WOLF CR 7

NE Large aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

AC 17, touch 10, flat-footed 16

(-1 size, +1 Dex, +7 natural)

hp 110 (10 HD); fast healing 5; **DR** 5/magic and silver

Immune acid

Fort +12, **Ref** +8, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +17 (3d6+15 plus 5 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +21

Atk Options Power Attack, trip

Abilities Str 30, Dex 13, Con 21, Int 2, Wis 10, Cha 8

Feats Improved Natural Attack (bite), Iron Will, Power Attack, Track^B, Weapon Focus (bite)

Skills Hide -1, Listen +6, Move Silently +3, Spot +6, Survival +1 (+5 when tracking by scent)

Disruptive Attack (Su): An advanced corrupted dire wolf deals 5 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

Zovvut

CR 9

CE Medium outsider (chaotic, evil, extraplanar)

Init +1; **Senses** Listen +18, Spot +18

Languages telepathy 100 ft.

AC 20, touch 11, flat-footed 19; Dodge, Mobility (+1 Dex, +9 natural)

hp 80 (10 HD); **DR** 10/good

SR 20

Fort +9 **Ref** +8, **Will** +10

Speed 30 ft. (6 squares); fly 50 ft. (average); Spring Attack

Melee 2 claws +13 (1d12+3)

Base Atk +10; **Grp** +13

Special Actions draining gaze

Spell-Like Abilities (CL 12th):

At will—*clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts* (DC 14), *doom* (DC 13), *suggestion* (DC 15), *teleport without error* (self plus 50 pounds of objects only).

Abilities Str 17, Dex 13, Con 15, Int 14, Wis 16, Cha 14

SQ create spawn, outsider traits

Feats Alertness, Dodge, Mobility, Spring Attack

Skills Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18

Draining Gaze (Su) Any living creature within 30 feet of a zovvut that meets its glowing red eyes must succeed at a will saving throw (DC 17) or gain one negative level. For each negative level bestowed, the zovvut heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 17) to remove it. Failure means the opponent's level (or HD) is reduced by one.

Create Spawn (Su) Any humanoid slain by the zovvut's gaze attack (negative levels equal to current Hit Dice, or drained below 1st level) becomes a wight in 1d4 rounds. This creature is under the command of the zovvut that killed it, and it remains enslaved until either it or the zovvut dies. A spawn does not possess any of the abilities it had in life.

ENCOUNTER 2M: INVESTIGATING

SILVERWAT

WILTING ACIDFLAME CR 12

N Large Ooze

Init +1; **Senses** blindsight 60 ft.

AC 16, touch 16, flat-footed 15

(-1 size, +1 Dex, +6 deflection)

hp 115 (11 HD); **DR** 10/magic

Immune critical hits, flanking, mind affecting effects (charms, compulsions, phantasms, patterns, morale), poison, sight based affects (gaze, illusions, visual effects, etc.), sleep, paralysis, polymorph, stunning

SR 21

Fort +12, **Ref** +10, **Will** +10

Speed 20 ft. (4 squares)

Melee slam +10 (1d6+4 plus acid storm plus fireburst plus ray of clumsiness)

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

Base Atk +8; **Grp** +15

Special Actions engulf

Abilities Str 16, Dex 13, Con 16, Int -, Wis 13, Cha 16

SQ ooze traits

Acid Storm (Su): A creature hit by a wilting acidflame's slam attack or engulfed by it is dealt 11d6 points of acid damage (Reflex DC 19 for half).

Engulf (Ex): A wilting acidflame can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The wilting acidflame merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a wilting acidflame, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 19 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are considered grappled and suffer the effects of Acid Storm, Fireburst and Ray of Clumsiness each round (including the first) while grappled.

Fireburst (Su): A creature hit by a wilting acidflame's slam attack or engulfed by it is dealt 5d8 points of fire damage (Reflex DC 19 for half).

Ray of Clumsiness (Su): A creature hit by a wilting acidflame's slam attack or engulfed by it takes a 1d6+5 penalty to Dexterity for 11 minutes. Multiple hits are not cumulative, and the subject's Dexterity score cannot drop below 1. This affect is delivered simultaneously with other affects. Do not apply any Dexterity penalty to a Reflex save until after resolving simultaneous affects.

APPENDIX 1: APL 10

ENCOUNTER 5: ABANDONED GATE

SITE

ADVANCED CORRUPTED DIRE LION CR 9

NE Large aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

AC 18, touch 10, flat-footed 17

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

hp 132 (12 HD); fast healing 6; **DR** 10/magic and silver

Immune acid

Fort +13, **Ref** +9, **Will** +10

Speed 50 ft. (10 squares)

Melee 2 claws +19 (2d6+10 plus 6 vile) and

Melee bite +16 (3d6+5 plus 6 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +23

Atk Options improved grab, pounce, rake

Abilities Str 30, Dex 13, Con 21, Int 2, Wis 10, Cha 8

Feats Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack, Weapon Focus (bite)

Skills Hide +1 (+9 in areas of tall grass or heavy undergrowth), Listen +6, Move Silently +4, Spot +6

Disruptive Attack (Su): An advanced corrupted dire lion deals 6 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d6+5 plus 6 vile.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED VROCK

CR 10

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Languages telepathy 100 ft.

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 156 (12 HD); **DR** 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +15 **Ref** +10, **Will** +11

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee 2 claws +18 (3d6+7) and

Melee bite +16 (1d8+3) and

Melee 2 talons +16 (1d6+3)

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

Base Atk +12; **Grp** +23

Atk Options Cleave, Combat Reflexes, Power Attack

Special Actions dance of ruin, spores, stunning screech, *summon tanar'ri*

Spell-Like Abilities (CL 13th):

At will—*greater teleport* (self plus 50 pounds of objects only), *mirror image* †, *telekinesis* (DC 18)

1/day—*heroism*

† Already cast

Abilities Str 24, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Feats Cleave, Combat Reflexes, Improved Natural Attack (claw), Multiattack, Power Attack

Skills Concentration +22, Diplomacy +5, Hide +13, Intimidate +18, Knowledge (arcana) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +18, Spellcraft +19, Spot +26, Survival +3 (+5 following tracks)

Dance of Ruin (Su) To use this ability, a group of at least three vrock must join hands in a circle, dancing and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures, except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing or slaying one of the vrock stops the dance. The save DC is charisma based.

Spores (Ex) A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su) Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Tanar'ri (Sp) Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills Vrocks have a +8 racial bonus on Listen and Spot checks.

ENCOUNTER 5: ABANDONED GATE

SITE

ADVANCED CORRUPTED DIRE BEAR CR 11

NE Large aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9

AC 20, touch 9, flat-footed 20

(-1 size, +11 natural)

hp 192 (16 HD); fast healing 8, **DR** 10/magic and silver

Immune acid

Fort +16, **Ref** +10, **Will** +12

Speed 40 ft. (8 squares)

Melee 2 claws +25 (3d6+13 plus 8 vile) and

Melee bite +22 (4d8+6 plus 8 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +29

Atk Options improved grab, Power Attack

Abilities Str 36, Dex 11, Con 23, Int 2, Wis 10, Cha 8

Feats Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack, Power Attack, Weapon Focus (claw)

Skills Listen +9, Spot +9, Swim +11

Disruptive Attack (Su): An advanced corrupted dire bear deals 8 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED VROCK CR 12

CE Huge outsider (chaotic, evil, extraplanar, tanar'ri)

Init +1; **Senses** Listen +29, Spot +29; darkvision 60 ft.

Languages telepathy 100 ft.

AC 23, touch 9, flat-footed 22

(-2 size, +1 Dex, +14 natural)

hp 225 (15 HD); **DR** 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +18 **Ref** +10, **Will** +12

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee 2 claws +24 (4d6+11) and

Melee bite +22 (2d6+5) and

Melee 2 talons +22 (1d8+5)

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

Base Atk +15; **Grp** +34

Atk Options Cleave, Combat Reflexes, Power Attack

APPENDIX 1: APL 12

Special Actions dance of ruin, spores, stunning screech, *summon tanar'ri*

Combat Gear

Spell-Like Abilities (CL 15th):

At will—*greater teleport* (self plus 50 pounds of objects only), *mirror image* †, *telekinesis* (DC 18)

1/day—*heroism*

† Already cast

Abilities Str 32, Dex 13, Con 29, Int 14, Wis 16, Cha 16

Feats Cleave, Combat Reflexes, Improved Natural Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*mirror image*)

Skills Concentration +27, Diplomacy +5, Hide +11, Intimidate +21, Knowledge (arcana) +20, Listen +29, Move Silently +19, Search +20, Sense Motive +21, Spellcraft +22, Spot +29, Survival +3 (+5 following tracks)

Dance of Ruin (Su) To use this ability, a group of at least three vrock must join hands in a circle, dancing and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures, except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing or slaying one of the vrock stops the dance. The save DC is charisma based.

Spores (Ex) A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su) Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 26 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Tanar'ri (Sp) Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills Vrocks have a +8 racial bonus on Listen and Spot checks.

APPENDIX 1: APL 14

ENCOUNTER 2H: ASSAULT ON

TORREMOR

RETRIEVER, ADVANCED

CR 12

CE Huge construct (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 22, touch 12, flat-footed 18
(-2 size, +4 Dex, +10 natural)

hp 185 (14 HD); fast healing 5

Immune ability damage, ability drain, critical hits, energy drain, exhaustion, fatigue, fortitude save effects, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), non-lethal damage, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects

Fort +4, **Ref** +8, **Will** +4

Speed 50 ft. (10 squares)

Melee 4 claws +18 (2d6+10) and

Melee bite +13 (1d8+5) and

Ranged eye ray +12 touch (see below)

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

Base Atk +10; **Grp** +28

Atk Options improved grab

Special Actions *find target*

Abilities Str 31, Dex 18, Con -, Int -, Wis 11, Cha 1

SQ construct traits

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 21. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*. The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

ENCOUNTER 5: ABANDONED GATE

SITE

CORRUPTED

CHIMERIC DIRE TIGER

CR 13

CE Large aberration

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +7

AC 27, touch 11, flat-footed 25

(-1 size, +2 Dex, +16 natural)

hp 232 (16 HD); fast healing 8; **DR** 10/magic and silver

Immune acid

Fort +17, **Ref** +12, **Will** +12

Speed 40 ft. (8 squares), fly 50 ft. (poor)

Melee bite (tiger head) +24 (4d6+12 plus 8 vile) and

Melee 2 claws +22 (3d6+6 plus 8 vile) and

Melee bite (dragon head) +21 (3d6+6 plus 8 vile) and

Melee butt (goat head) +21 (2d6+6 plus 8 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +28

Atk Options improved grab, pounce, rake

Special Actions breath weapon

Abilities Str 35, Dex 14, Con 25, Int 4, Wis 10, Cha 8

SQ enhanced power

Feats Improved Natural Attack (tiger bite), Improved Natural Attack (claw), Iron Will, Multiattack^B, Stealthy, Weapon Focus (tiger bite), Weapon Focus (claw)

Skills Hide +7 (+15 in areas of tall grass or heavy undergrowth), Jump +18, Listen +6, Move Silently +11, Spot +7, Swim +14

Breath Weapon (Su): Every 1d4 rounds, a chimeric dire tiger's dragon head can emit a 40' line of acid that deals 3d8 points of acid damage (Reflex DC 29 half).

Disruptive Attack (Su): An advanced corrupted dire tiger deals 8 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks is increased by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Improved Grab (Ex): To use this ability, a dire tiger must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +21 melee, damage 3d6+6 plus 8 vile.

Skills (Ex): A chimeric creature's three heads give it a +2 racial bonus on Listen and Spot checks. Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

MATURE NABASSU

CR 15

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Languages Abyssal, Common; telepathy 100 ft.

AC 31, touch 15, flat-footed 26

(+5 Dex, +16 natural)

hp 225 (15 HD); regeneration 5; **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +20, **Ref** +14, **Will** +16

Speed 40 ft. (8 squares), fly 90 ft. (good)

Melee bite +24 (2d8+9/19-20) and

Melee 2 claws +19 (1d8+4)

Base Atk +15; **Grp** +24

Atk Options sneak attack +6d6

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Spell-Like Abilities (CL 15th):

At will—*darkness*, *enervation* (+20 ranged touch), *ethereal jaunt*, *greater dispel magic*, *greater teleport* (self plus 50 points of objects only), *hold monster* (DC 20), *obscuring mist*, *silence* (DC 18), *true seeing*, *unholy aura* (DC 24), *unholy blight* (DC 20) 3/day—*blasphemy* (DC 23), *energy drain* (+20 melee touch; DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environments), Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24

Camouflage (Ex) A nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a mature nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

As a standard action, a nabassu can actively use its gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect. The save DC for either

version of the gaze is Charisma-based and includes the +2 bonus from the nabassu's Ability Focus feat.

Feed (Su) A mature nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

A mature nabassu that devours a humanoid in this fashion gains the effects of a *death knell* spell (CL 20th).

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a mature nabassu.

Sneak Attack (Ex) A mature nabassu can make a sneak attack as a rogue, dealing an extra 6d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the mature nabassu is flanking.

Summon Tanar'ri (Sp) Once per day, a mature nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Vampiric Link (Su) As a standard action, a mature nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 23 Will save; otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature. A creature affected by a vampiric link finds that whenever he damages the nabassu, be it with spell or weapon, he takes the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the nabassu makes its saving throw. This is a necromancy effect. The save DC is Charisma-based.

ENCOUNTER 2H: ASSAULT ON

TORREMOR

RETRIEVER, ADVANCED

CR 12

CE Huge construct (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 22, touch 12, flat-footed 18

(-2 size, +4 Dex, +10 natural)

hp 185 (14 HD); fast healing 5

Immune ability damage, ability drain, critical hits, energy drain, exhaustion, fatigue, fortitude save effects, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), non-lethal damage, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects

Fort +4, **Ref** +8, **Will** +4

Speed 50 ft. (10 squares)

Melee 4 claws +18 (2d6+10) and

Melee bite +13 (1d8+5) and

Ranged eye ray +12 touch (see below)

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

Base Atk +10; **Grp** +28

Atk Options improved grab

Special Actions *find target*

Abilities Str 31, Dex 18, Con -, Int -, Wis 11, Cha 1

SQ construct traits

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 21. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*. The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

APPENDIX 1: APL 16

ENCOUNTER 5: ABANDONED GATE

SITE

ADVANCED CORRUPTED

CHIMERIC DIRE TIGER

CR 15

CE Large aberration

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +10

AC 27, touch 11, flat-footed 25; Dodge, Mobility

(-1 size, +2 Dex, +16 natural)

hp 319 (22 HD); fast healing 10; **DR** 10/magic and silver

Immune acid

Fort +20, **Ref** +15, **Will** +15

Speed 40 ft. (8 squares), fly 50 ft. (poor)

Melee bite (tiger head) +29 (4d6+13 plus 11 vile) and

Melee 2 claws +27 (3d6+6 plus 11 vile) and

Melee bite (dragon head) +26 (3d6+6 plus 11 vile) and

Melee butt (goat head) +26 (2d6+6 plus 11 vile)

Space 10 ft.; **Reach** 5 ft.

Base Atk +16; **Grp** +33

Atk Options improved grab, pounce, rake

Special Actions breath weapon

Abilities Str 36, Dex 14, Con 25, Int 4, Wis 10, Cha 8

SQ enhanced power

Feats Dodge, Improved Natural Attack (tiger bite), Improved Natural Attack (claw), Iron Will, Mobility, Multiattack^B, Stealthy, Weapon Focus (tiger bite), Weapon Focus (claw)

Skills Hide +7 (+15 in areas of tall grass or heavy undergrowth), Jump +19, Listen +9, Move Silently +11, Spot +10, Swim +15

Breath Weapon (Su): Every 1d4 rounds, a chimeric dire tiger's dragon head can emit a 40' line of acid that deals 3d8 points of acid damage (Reflex DC 32 half).

Disruptive Attack (Su): An advanced corrupted dire tiger deals 11 additional points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks is increased by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Improved Grab (Ex): To use this ability, a dire tiger must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +26 melee, damage 3d6+6 plus 11 vile.

Skills (Ex): A chimeric creature's three heads give it a +2 racial bonus on Listen and Spot checks. Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 8: THE BATTLE FOR THE HEART OF ALMOR

ADVANCED MATURE NABASSU CR 16

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft.; Listen +25, Spot +25

Languages Abyssal, Common; telepathy 100 ft.

AC 31, touch 15, flat-footed 26

(+5 Dex, +16 natural)

Miss Chance 20%

hp 255 (17 HD); regeneration 5; **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 27

Fort +21, **Ref** +15, **Will** +17

Speed 40 ft. (8 squares), fly 90 ft. (good)

Melee bite +26 (2d8+9/19-20) and

Melee 2 claws +21 (1d8+4)

Base Atk +17; **Grp** +26

Atk Options sneak attack +6d6

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Spell-Like Abilities (CL 17th):

At will—*darkness*, *enervation* (+22 ranged touch), *ethereal jaunt*, *greater dispel magic*, *greater teleport* (self plus 50 points of objects only), *hold monster* (DC 21), *obscuring mist*, *silence* (DC 19), *true seeing*, *unholy aura* (DC 25), *unholy blight* (DC 21)
3/day—*blasphemy* (DC 24), *energy drain* (+22 melee touch; DC 26)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 24

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +27, Concentration +29, Diplomacy +9, Gather Information +9, Hide +25 (+33 in underground or barren environments), Intimidate +29, Jump +15, Knowledge (arcana) +25, Knowledge (local) +25, Knowledge (religion) +25, Knowledge (the planes) +25, Listen +25, Move Silently +25, Spot +25, Tumble +27, Use Magic Device +27

Possessions *minor cloak of displacement*

Camouflage (Ex) A nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 27, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a mature nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

As a standard action, a nabassu can actively use its gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 27 Fortitude save against this killing gaze is immediately

slain. This is a death effect. The save DC for either version of the gaze is Charisma-based and includes the +2 bonus from the nabassu's Ability Focus feat.

Feed (Su) A mature nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

A mature nabassu that devours a humanoid in this fashion gains the effects of a *death knell* spell (CL 22nd).

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a mature nabassu.

Sneak Attack (Ex) A mature nabassu can make a sneak attack as a rogue, dealing an extra 6d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the mature nabassu is flanking.

Summon Tanar'ri (Sp) Once per day, a mature nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 7th-level spell (CL 17th).

Vampiric Link (Su) As a standard action, a mature nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 25 Will save; otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature. A creature affected by a vampiric link finds that whenever he damages the nabassu, be it with spell or weapon, he takes the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the nabassu makes its saving throw. This is a necromancy effect. The save DC is Charisma-based.

APPENDIX 2 – NEW RULES ITEMS

NEW FEATS

Chain Spell [metamagic]

(*Complete Arcane*, page 76)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect the primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half-damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th level wizard normally casts *cause fear* as a DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

NEW SPELLS

Acid Storm

(*Spell Compendium*, page 7)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Acid rain deals 1d6 points of acid damage per caster level (maximum 15d6) to each creature in the area.

Material Component: A flask of acid (10 gp).

Earthbind

(*Spell Compendium*, page 76)

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Fireburst

(*Spell Compendium*, page 93)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Ray of Clumsiness

(*Spell Compendium*, page 166)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None
Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

NEW TEMPLATES

CHIMERIC CREATURE

(*Monster Manual II*, page 206)

Chimeric creatures are hybrids that combine the traits of a monstrous goat and a chromatic dragon with those of a third creature, which must be an animal, beast, or vermin.

A chimeric creature has at least three heads. The goat head sits to the right of the other heads. It has glowing amber eyes and long ochre horns. The scaly dragon head sits to the left and has black eyes. The dragon scales of a chimeric creature may be black, blue, green, red, or white. The central head of a chimeric creature is the head of the third creature. The *Monster Manual* describes one chimeric creature, the chimera.

Chimeric creatures speak Draconic.

Creating a corrupted creature

"Chimeric" is a template that can be added to any Medium-size, Large, or Huge animal, beast, or vermin (referred to hereafter as the base creature). The creature's type changes to magical beast. It uses all the base creature's statistics and special abilities except as noted here. Adding the chimeric template to a lion results in a chimera as described in the *Monster Manual*. (That monster is considered to already have the chimeric template.)

Hit Dice: Increase to d10. Use the base creature's Hit Dice or 9 Hit Dice, whichever is higher.

Speed: Same as base creature, but chimeric creatures gain wings and can fly at a speed of 50 feet (poor).

AC: Base creature's natural armor bonus improves by +6.

Attacks and Damage: A chimeric creature retains all the attacks of the base creature and also gains a bite attack for 2d6 points of damage from its dragon head and a butt attack for 1d8 points of damage from its goat head.

Whichever natural weapon has the highest base damage becomes its primary attack. If two natural weapons have the same base damage,

the one that also delivers a special attack (such as poison) is primary. If a tie still exists, choose one of the tied attacks to be primary for that creature.

Special Attacks: A chimeric creature retains all the special attacks of the base creature and also gains a breath weapon based on its dragon variety.

Breath Weapon (Su): Every 1d4 rounds, a chimeric creature's dragon head can use a breath weapon that deals 3d8 points of damage. Anyone in the area can make a Reflex save for half (DC 10 + ½ chimeric creature's Hit Dice + chimeric creature's Constitution modifier).

Special Qualities: Same as base creature, plus scent.

Saves: Same base saves as base creature.

Abilities: Increased from the base creature as follows: Str +4, Dex +1, Con +4, Int +2, Wis +0, Cha +0.

Skills: A chimeric creature's three heads give it a +2 racial bonus on Listen and Spot checks.

Feats: A chimeric creature gains Multi-attack as a bonus feat.

Climate/Terrain: Any land or underground.

Organization: Same as base creature.

Challenge Rating: 9 or same as base creature + 1, whichever is higher.

Treasure: Standard.

Alignment: Always the same as dragon component.

Advancement: Same as base creature if it originally had 9 or more Hit Dice; otherwise 10-18 (same size category); 19-27 (one size category larger).

CORRUPTED CREATURE

(*Book of Vile Darkness*, page 186, updated for 3.5e)

Powerful evil, unchecked and rampant, can horribly alter any aspect of the physical world, and creatures are no exception. Twisted by malevolence, corrupted creatures take on a hideous appearance and gain evil powers and dire intent.

Corrupted creatures have unique countenances, each reacting to the source of malevolence in a different way. Most have twisted, misshapen (often asymmetrical) forms; mottled, discolored flesh; and reddish eyes. Although one might be tempted to confuse a corrupted creature with a fiendish or half-fiend creature, the corrupted creature usually has a more mutated and ungainly appearance.

Creating a corrupted creature

“Corrupted” is a template that can be added to any corporeal creature that is not an outsider (referred to hereafter as the base creature). Creatures that gain this template change their type to aberration. A corrupted creature uses all the base creature’s statistics and special abilities except as noted here.

AC: The flesh of corrupted creatures becomes tougher and more resilient. Add +4 to the natural armor bonus of the base creature if it is Large or smaller. If it is Huge or larger, add +8.

Damage: The corrupted creature’s claws lengthen, teeth multiply, and muscles harden. The damage die used when the creature deals damage with natural attacks increases by one die type, so that 1d6 becomes 1d8, 1d8 becomes 2d6, and so on, as if the creature were one size larger.

Special Attacks: A corrupted creature retains all the special attacks of the base creature.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and also gains darkvision with a range of 60 feet plus acid immunity. It also gains the special qualities described below.

Damage Reduction (Ex): Corrupted creatures game damage reduction according to their Hit Dice. If the base creature already has damage reduction, use the better value.

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

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half the creature’s Hit Dice (maximum 20 points of damage). For example, a 14-HD corrupted frost worm deals an additional 7 points of vile damage with its bite attack. Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. Vile damage represents such an evil violation to a character’s body or soul that only in a holy place can healing magic repair the damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature’s special attacks is increased by +4.

Fast Healing (Su): Each round, a corrupted creature heals damage equal to half its Hit Dice (maximum of 10 points healed). If the base

creature already has fast healing, use the better value.

Abilities: Modify the base creature as follows: Str +4, Dex -2, Con +4, Int +0, Wis -2, Cha -2.

Climate/Terrain: Any land and underground.

Challenge Rating: Up to 3 HD, same as base creature + 1. 4 HD to 7 HD, same as the base creature plus +2. 8+ HD, same as the base creature +3.

Alignment: Always evil.

LIVING SPELL

(*Monster Manual III*, page 91)

For reasons unknown, in the magical mayhem of the Last War spell effect occasionally took on sentience and refused to dissipate. These living spells still haunt places blasted by magic, apparently subsisting on ambient magical energy. They seem to kill only for pleasure, not out of any need to feed.

A living spell appears similar to a normal spell effect, except that – even in the case of an instantaneous spell, such as fireball – the magical energy lingers, writhing and moving with definite purpose.

Creating a Living Spell

“Living spell” is an unusual template, in that it is applied to an arcane or divine spell effect (or in some cases, a group of spell effects) and not a creature. The characteristics of a living spell are determined by the nature of the spell(s), including the caster level of the spell. The template can be applied to any spell that creates an area or affect (not targeted spells), but not a spell whose effect is already a creature (such as a *summon monster* spell).

A living spell composed of more than one spell uses the caster level of its highest level spell for all its spell effects.

Size and Type: A living spell’s size depends on its caster level. 1st-6th is Medium, 7th-12th is Large, 13th or higher is Huge. Its type is ooze.

Hit Dice: A living spell has Hit Dice equal to its caster level. Its Hit Dice are d10s.

Speed: A living spell’s speed depends on the spell’s range. A spell with a range of close has a speed of 20 feet, a spell with a range of medium has a speed of 40 feet, and a spell with a range of long has a speed of 60 feet. A spell with any other range has a speed of 20 feet. If two spells with different ranges combine to make a living spell, the living spell’s speed is base on the range of the slower of the two parent spells.

Armor Class: A living spell has a deflection bonus to its AC equal to its spell level.

Attack: A living spell gains a slam attack it can use once per round. The slam attack deals damage based on the living spell's size (see the table below), plus its Strength bonus * 1.5. A successful slam attack also affects the target as though it were within the spell effect or area (see Special Attacks below).

Living Spell Size	Slam Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A living spell has two special attacks.

Spell Effect (Su): A creature hit by a living spell's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area or effect of the spell itself. Saves apply as normal for the spell, the DC is 10 + spell level + Cha modifier.

Engulf (Su): A living spell can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affect as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 10 + spell level + Cha modifier) or be engulfed: on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell(s) each round on the living spell's turn, and are considered to be grappled.

Special Qualities: A living spell has ooze traits, damage reduction 10/magic, and spell resistance equal to 10 + its caster level.

Saves: A living spell has normal saves for a creature of the ooze type (no good saves). It gains a resistance bonus on all saves equal to the spell level of the highest-level spell upon which it is based.

Abilities: A living spell has Strength, Constitution, and Charisma scores equal to 10 + its spell level. Its Dexterity and Wisdom scores are

7 + its spell level. It is mindless, and has no Intelligence score.

Skills and Feats: Living spells, being mindless, have no skills or feats.

Environment: Any land. Living spells are found in the Mourlands and other areas blasted by magic.

Organization: Solitary

Challenge Rating: A living spell's Challenge Rating is equal to the spell level of the highest-level spell upon which it is based, plus one-half its caster level, rounded down (minimum CR 1). If the living spell is based on multiple spells, increase the CR by one-half the sum of the additional spell levels (minimum increase +1).

Treasure: None

Alignment: Always neutral. If the original spell had an alignment, the living spell adds that alignment to its neutral alignment. For example, an evil spell would spawn a neutral evil living spell, a chaotic spell a chaotic neutral living spell, and so forth.

Advancement: -

Level Adjustment: -

DM'S MAP 2L

This map is to be used for encounter 2L.

"B" is where Bajastelle starts with the PCs behind her (she leads). She goes at the top of initiative. Immediately prior to combat, she activates her winged boots giving her a movement rate of 40. Her first turn is to double move as showed by locations "b1" and "b2."

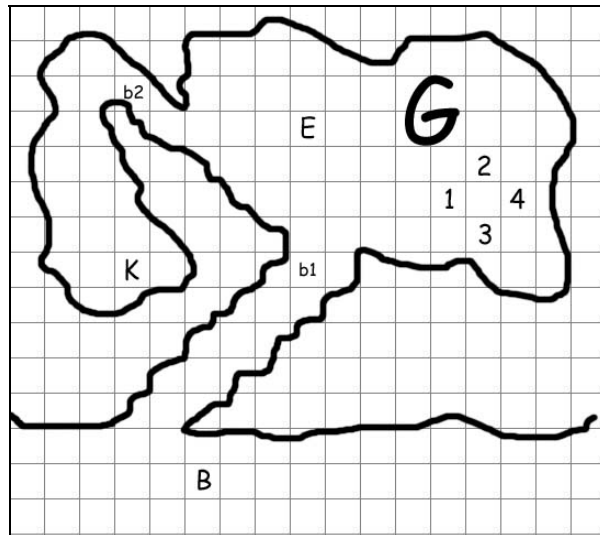
"K" is where Karnaa starts.

"E" is where the Orc Enforcer starts.

"1" – "4" are where the Orc Warriors start.

"G" is where the Ogre starts. Note: The Ogre is only present at APL4.

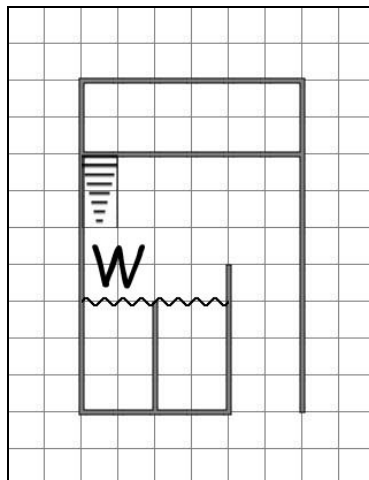
The minions assume Karnaa can handle 1 opponent and thus concentrate on the PCs as they enter (not Bajastelle). The Bajastelle + Karnaa fight is meant to be "off camera" away from the PCs. She wins.



DM'S MAP 2M

This map is to be used for encounter 2M.

The little girl crawled into a small crawlspace and is screaming for help. "W" is the location of the wilted living spell. She is temporarily safe yet scared. The horses in the 2 stalls have just succumbed to the ooze's attacks.

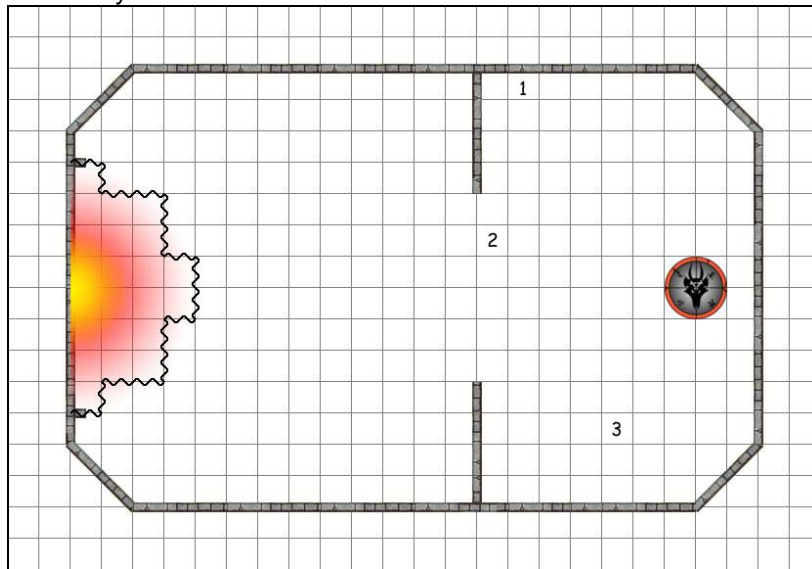


DM'S MAP 2H

This map is to be used for encounter 2H.

The entry portal is on the left side of the map. The 20' radius targeting area of the *chained greater dispel magic* trap is indicated by squiggly lines. Don't draw those on the battle mat. The 10' circular object on the right side of the map is the source of the trap.

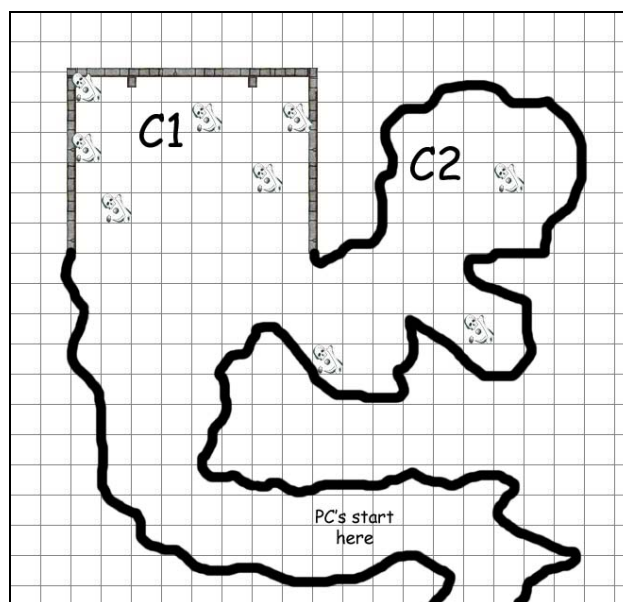
The #'s below indicate the upper left corner of creatures as the PCs appear. Each APL has 3 creatures, but sizes vary.



DM'S MAP 5

This map is to be used for encounter 5.

Some of the walls have been worked, but most are still raw cavern. C1 and C2 are the locations of the 2 corrupted creatures although sizes vary per APL.



DM'S MAP 8

This map is to be used for encounter 8.

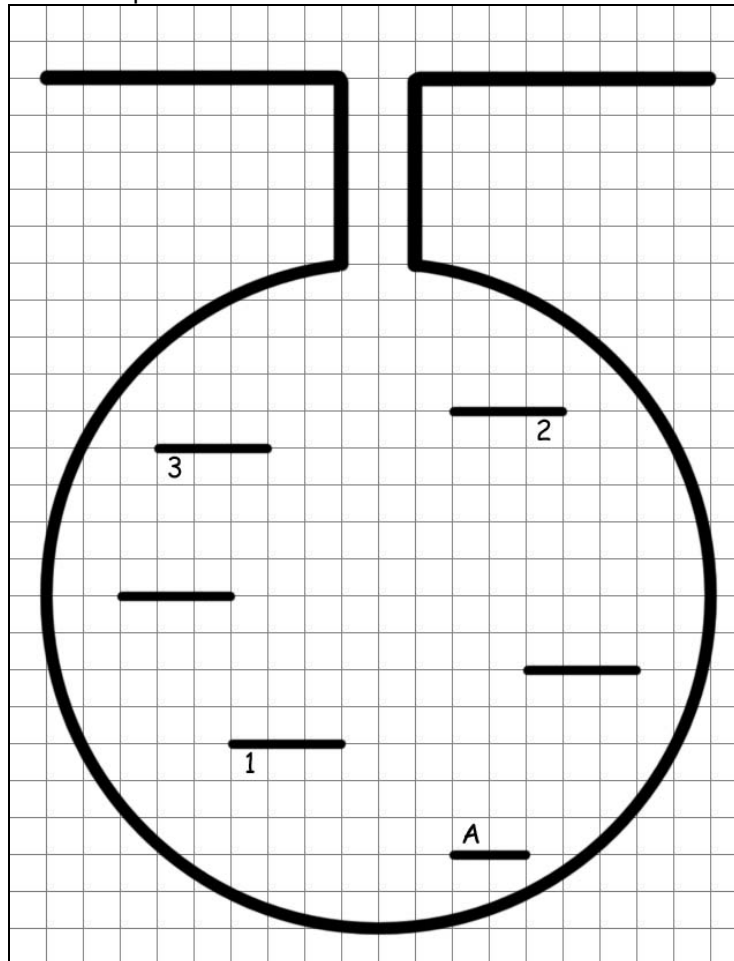
If done right, this fight can be memorable just because of the layout. The picture below is a cross-sectional view of room. The room is a 90' diameter sphere. There are a few perches floating in the room. The lines that are 3 squares long are 15'x15' perches. The line that is 2 squares long is a 10'x10' perch and holds the altar.

Torremor has central directional gravity. What that means for this fight is that people can stand on top of *OR* on the bottom of these perches even though the overall gravity still aims down. This applies to the inner walls of the sphere as well. The PCs start at the top.

Different APLs have 1, 2 or 3 creatures of varying size. The guards have been alerted to an incursion and are awaiting the PCs. They are currently hiding beneath the perches. If the PCs look down, they should be able to get a glimpse of the altar upon which rests the relic Rekerikizen.

The DM is free, based on comfort of running a 3D space, to alter how "deep" the perches are with regards to this cross-section. You may wish to draw the map as is, but inform people that notations typically made about "height" for flyers here really means "depth" and that their distance from the bottom of the sphere is their actual "height." Keep in mind that since this is a sphere, their "depth" can only be as great as their distance to the closest wall (left or right) with regards to this cross-section. Simplify as necessary to suit your 3D comfort level.

Most of the creatures begin with **total cover** from the PCs. The large and huge vrock in APL10-12 stand high enough that the platforms only provide **normal cover**. Note: in either case, this does not mean auto-surprise.



PLAYER HANDOUT #1A

My good adventurer,

It has come to my attention that you possess certain skills which may help in my journey ahead. I hereby formally request your presence and assistance on a mission sanctioned by the crown. Details will be available upon your arrival in Tirian.

May the blessings of Mayaheine protect you on your journey.

Yours truly,
Bajastelle Renderan of Tirian

PLAYER HANDOUT #1B

Dear Hero of Tirian,

I hope this note finds you well. Tirian thrives since your last visit; we owe you a continuing debt of gratitude. There is unfinished business, however, for which I request your valued assistance. Please make haste reaching Tirian. I will reimburse the cost of a rented horse to facilitate your speedy arrival. Further details will be available upon your arrival in Tirian.

May the blessings of Mayaheine protect you on your journey.

Yours truly,
Bajastelle Renderan of Tirian

PLAYER HANDOUT #2

The Grey Seer imparts the following information about Bloodcrystal, Onyxgate, and the Badlands:

Before Nyrond annexed parts of Almor north and west of the Harp River, a great battle was waged between the forces of Ivid, led by Duke Szeffrin, and the legions from Nyrond. Duke Szeffrin allied with the Abyssal Lord Pazrael to bolster his ranks with demons from the Abyss. For reasons unknown and through mysterious magics, Pazrael created the fortress known as Bloodcrystal in just a week's time.

Bloodcrystal is a four-towered castle of great size in Almor with red crystalline fragmented cupolas atop each tower. From this fortress, Szeffrin based his army of orcs, goblins, giants, undead and demons ranging from lesser tanar'ri to nabassu and worse. The fortress itself is known to radiate magic (abjuration, transmutation, conjuration/summoning and evocation) very strongly. It is also magically protected against assault by fire, lightning and even earthquakes. What is less known is that a gate exists beneath Bloodcrystal as well.

Onyxgate is a less imposing site from the surface, but has massive cavern complexes beneath it at least a mile deep. During the wars, a gate beneath Onyxgate was used to bring demonic forces from the Abyss.

Those two gates are believed to be the cause of the Almorian badlands. The badlands are huge areas in Almor of corruption, sometimes up to 100 square miles in size. The badlands have been appallingly dangerous and ghastly, plagued with diseased corpses, tormented undead and energy draining clouds of mist and corrosive acid.

After the wars were over and with the permission and blessing of King Lynwerd, the renowned mage Otto sealed those two gates reducing the badlands effect to a mere trickle. Otto's home in Chathold was destroyed by the badlands across the Harp River; this gave him a vested interest in solving that puzzle whenever he had time to spare.

In CY 595, the gate beneath Onyxgate was once again used to spread evil. The King's dark brother, cursed be his name, also made a pact with Pazrael, and with his help, refocused the gate to open in the heart of the Via Regus – the main road within Rel Mord. He used that gate to bring forces of fiends to invade Rel Mord itself. That obviously led to the dark times, which lasted for the better part of a year. At that time, we were able to retake the capital, ending the dark one's reign with Lynwerd's decisive final blow.

That gate has been in Lynwerd's direct control ever since. He refocused the gate back to the caverns beneath Onyxgate and posted a garrison to keep watch.

As a security measure I, the Grey Seer, have been in daily contact, via a *sending* spell, with the commanders of both the Bloodcrystal and Onyxgate garrisons.

The latest *sending* to the commander of the Bloodcrystal garrison, Grendel McNerfik, failed. Attempts to scry upon his person have also failed.

PLAYER HANDOUT #3

Results from the Grey Seer's commune spell:

- | | |
|---|---------|
| 1. Is Grendel McNerfik still alive? | No |
| 2. Did Grendel McNerfik die of natural causes? | No |
| 3. Did Grendel McNerfik fall in combat? | No |
| 4. Did others of the Bloodcrystal garrison perish? | Yes |
| 5. Did the entire Bloodcrystal garrison perish? | No |
| 6. Did the Bloodcrystal garrison battle against foes? | Unclear |
| 7. Did Otto's wards on the Bloodcrystal gate fail? | Unclear |
| 8. Did foes come through the Bloodcrystal gate? | No |
| 9. Is the Bloodcrystal badlands area still controlled? | No |
| 10. Does King Lynwerd's control of the Onyxgate gate still hold true? | Yes |
| 11. Is the Onyxgate badlands area still controlled? | Yes |
| 12. Was Grendel McNerfik's death related to the Bloodcrystal badlands? | Yes |
| 13. Will additional magical wards cast upon the Bloodcrystal gate regain control? | Unclear |
| 14. Will destroying the Bloodcrystal gate cure the badlands effect? | No |
| 15. Will the Bloodcrystal badlands left unchecked threaten other towns? | Yes |
| 16. Can badlands control be regained from the prime material side of the gate? | No |
| 17. Is the path to the Bloodcrystal gate still passable? | Unclear |
| 18. Is the path to the Onyxgate gate still passable? | Yes |

PLAYER HANDOUT #4

These notes were found among Karnaa's belongings when a team of adventurers helped Bajastelle Renderan defeat her long-term foe. The text refers to conversations with Duke Szeffrin, Abyssal Lord Pazrael, Karnaa, and demonic mages specializing in planar theory. Karnaa's role seemed to center around locating suitable subterranean gate sites near human settlements.

The following page is the last page of his notes:

Mage's planar alignment calculations complete.

503rd layer of Abyss.

96th prime.

Factors 3, 2, 2, 2, 2, 2.

6 gates needed for total control.

Onyxgate experiment complete. Planar tie strength = 2

Bloodcrystal construction complete. Planar tie strength = 3

Subterranean caverns sites located near:

Aldanad	Millennium
Appolled	Newtown
Blazebane	Silverwat
Greyhills	Tirian
Harskern	Tomkin
Midday	

Next gate to be built with planar tie strength = 2

Pazrael to select

Also found amongst Karnaa's belongings are two dozen strange 6 inch long metallic devices with a single stylized feather carved across their tops.

PLAYER HANDOUT #5

Excerpted and augmented from:

Planescape: Planes of Chaos – Book of Chaos and Fiendish Codex I: Hordes of the Abyss

TORREMOR

Character: Anything that can't support itself deserves to die. Snatch what's offered, hide and hoard wealth, and smash the rest. Strike for the eyes, the blind can't fly. Let enemies hate, so long as they fear. The young must fly or fall.

Power: Pazrael, the Abyssal lord who rules this layer, has no great hall or temple, and he spends most of his time pursuing power elsewhere. His attitude to his realm is best described as jealous neglect: He doesn't want to spend time here, but as soon as his proxies bring him even a hint that another Abyssal lord is moving against him he gathers his strength and lays plans to hold what he has.

Description: The 503rd plane of pillars, ramps, and connected beams and perches is the home of flocks of nabassu, vrock, chasme, and succubi as well as perytons, harpies, gargoyles, and varrangoin. Inhabited regions are often connected by staircases or ladders, constructed for visiting Abyssal lords and then abandoned. There seems to be no bottom to the plane: those who slip and fall simply continue falling until they strike a beam or platform. Offal and waterfalls continue falling indefinitely, eventually dissolving into dust or mist. Oddly enough, the plummeting water creates continuous rainbows along its length, a sight of beauty unrivaled anywhere else in the Abyss. Tanar'ri from other layers consider this a source of much amusement and ridicule.

Special Conditions: Objects in the plane all have central gravity: No matter what surface a creature lands on, gravity is toward the center of the object. However, the layer itself has a down direction which shifts abruptly from time to time due to Pazrael's desires; creatures must fly up and down, but they can land on top of or beneath any perch.

Abyssal Planar Traits

Although the infinite layers of the Abyss present endless combinations of natural and magical phenomena, the loose set of planar traits below represent the baseline from which Abyssal layers deviate. For more information on planar traits, consult pages 147-150 of the *Dungeon Master's Guide*.

- Objective Directional Gravity. Objects in the plane all have central gravity: No matter what surface a creature lands on, gravity is towards the center of the object. However, the layer itself has a down direction which shifts abruptly from time to time due to Pazrael's desires; creatures must fly up and down, but they can land on top of or beneath any perch.
- Normal time. Time flows at the same rate in Torremor as on the Prime Material plane.
- Divinely morphic. The demon prince in control of the plane, Pazrael can alter this layer of the Abyss. Less powerful creatures find Torremor indistinguishable from a normal Material Plane (the alterable morphic trait) in that the plane can be changed by spells and physical effort.
- Air-dominant.
- Mildly Chaos-Aligned and Mildly Evil-Aligned. Lawful-aligned characters and good-aligned characters take a -2 penalty on all Charisma-based checks. Lawful good characters take a -4 penalty on Charisma-based checks.
- Normal magic. However, Torremor as a layer of the Abyss is an Outer Plane. The Outer Planes are only coexistent with the Astral Plane. They are separate from the Ethereal Plane and the Plane of Shadow, so certain spells (*ethereal jaunt*, *blink* and *shadow walk* for example) that allow travel to these planes aren't available to a caster on the Outer Planes. All other spells and items work normally.