

KEO5-04

Burning Brightly

A One-Round D&D® LIVING GREYHAWK™

Keoland Regional Adventure

Version 1.2

by Charles Skidmore

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"The star that burns twice as bright burns half as long." Dorglast has always been a bastion of strength for the Darkwatch. Now, dread stories filter out of those dark hallways about a strange burning man that hunts the Knights of the Malagari. Amidst this confusion, a fallen man seeks to save the Knighthood, his Kingdom, and his soul. One burns within, one without, but only one will burn through the night. A Keoland regional adventure for PCs of APLs 6-12 and the conclusion to the *Crowning Glory* series (which included KEO1-07 *Deathmarch*, KEO2-02 *Downtrodden*, KEO3-04 *Of Witches and Warlocks* and KEO4-03 *Lasting Deeds*).

This adventure is considered **Reporting for Duty** for members of the Knights of the Malagari. PCs who have the **Disfavor** or **Wrath of House Neheli** or one of its members may not participate in this adventure.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at chrisinpm@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 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 adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Keoland has fallen under dark times. With the death of King Skotti at the hands of Holphin Neheli, the kingdom was thrown into turmoil. Holphin's escape (with assistance of the Silent Ones) has only served to add to the confusion of the remaining ruling body and the commoners alike. Throughout the entirety of Keoland, the situation becomes more unstable daily as the people look to their local lords to provide leadership. In some cases, people are using the instability to settle old scores. In this particular instance, settling an old score is exactly what caused Keoland so much trouble.

The final chapter of the *Crowning Glory* arc begins with an explanation of what has brought us to this point. Throughout the years, Holphin Neheli has become a name many Keoish people have come to associate with the best traits of nobility. In KEO1-07 *Death March*, Holphin was responsible for the organization of a group of adventurers who cured a deadly plague. In KEO2-02 *Downtrodden*, Holphin was once again instrumental in the hiring and testing of a group of adventurers that was responsible for the ending of a threat to the village of Darkwater. In KEO4-03 *Lasting Deeds*, Holphin's adventuring friends were responsible for the cleansing of an evil within the halls of Dorglast, stronghold of the Knights of the Malagari.

Throughout these affairs Holphin has remained one of the most charismatic and approachable members of Keoish nobility. He is never hesitant to promote himself and his good deeds, and the people of Keoland believe him to be a good and honest man. This all came to a sudden halt when Holphin Neheli killed King Skotti.

Charged with presenting the sword *Blackrazor* to the King, Holphin instead drew the blade and plunged it into the King's stomach. Kimbertos died and his soul was ripped into *Blackrazor*, rendering resurrection impossible. Holphin was magically spirited away.

The truth behind the murder of the King is a matter of little debate in Keoland. Holphin did it, many saw it, and that is that. In reality, Holphin is not guilty of the murder. As Holphin was preparing to bestow the sword to the King, a mage named Kelestan possessed his body with a *magic jar* spell and killed King Skotti. He then immediately released Holphin's soul and made his way from the chaos with no fanfare.

Kelestan is a man whose loyalty is determined by who can pay him the best. He has taken several jobs recently involving the royal house of Keoland and has executed those jobs to perfection. The job with Holphin was on the orders of a man who calls himself Mnenmnonthraxus, who has a personal axe to grind with

Holphin. (Kelestan had also been hired to assassinate the King of Keoland by the group of corrupted, devil-worshipping Keoish nobles known as the Iron Cabal; happily for the wizard, he was able to marry the evil needs of both groups and kill a number of birds with but a single stone.)

Mnenmnonthraxus is a man consumed by two thoughts: revenge and destruction. His desire for revenge comes from the days around the birth of his brother, a child named Holphin.

Holphin's father, Count Orloc, is a man of great magical might. But for all his magics, he was unable to find a reason why his wife could bear no children. For many years they tried to no avail and eventually Orloc had an affair with a woman of mixed ancestry who was a servant at his estates. Perhaps attracted by the elven blood he saw in traces within this woman, or perhaps because of his frustration with his wife, Orloc pursued and had a child by this woman. The child was a boy, healthy and strong, and Orloc treated him with love and respect. Though the boy could not be openly acknowledged as Orloc's son, he lived a life of privilege and began his tutoring in the magical arts by Orloc's hand.

Then, something changed. Orloc's wife conceived a child, a hope that was long dead in Orloc's chest. When a healthy boy was born, Orloc named him Holphin and was overjoyed. With the casual dismissal of a child whose favorite toy no longer pleases him, Orloc had his mistress and his son taken from his estate, and placed as farmers near the Axewood. The mistress was dead within a season, and the boy was raised as a farmer for the remainder of his childhood.

Seething at the death of his mother and loss of his father's love, the boy grew stunted and twisted inside. Eventually he met a man who saw the seed of evil within him, and told the boy that there was a way he could have his revenge on those who deserved it. Thus did the castaway boy cast aside his name and become a follower of Tharizdun, as well as a member of the Black Brotherhood (Suloise former members of the Scarlet Brotherhood who had been exiled for their worship of the Lord of Entropy).

Taking the name Mnenmnonthraxus (mem-non-THRAKS-us), he constructed a plan to first ruin his brother's name and then destroy him. Holphin would lose everything he had, and then he would die and fuel Mnenmnonthraxus' plans to stir Tharizdun's slumber. To this end, the wizard created a grand scheme to bring about his desires.

First, Mnenmnonthraxus focused his efforts on Duke Cedrian. Using careful manipulation, he subverted many of Cedrian's knights through the years, and then made sure that several dark tomes found their way to Cedrian. These tomes purported to study the realm of Limbo, but also served as a conduit to darker powers.

Already unstable mentally, these tomes were all Cedrian needed to fall on the slippery slope to insanity. Paranoid, Cedrian sent out his agents to capture his nephew Holphin and bring the man before him. Luckily, a band of adventurers prevented harm from coming to Holphin and took Cedrian captive, preventing any further harm (KEO4-03 *Lasting Deeds*).

In response to this setback, Mnenmnonthraxus decided to enlist more aid in his schemes. He subverted to Tharizdun worship a group known as the Fraternity of the Brazen Blade, absorbing them into the Black Brotherhood. This done, he set the group to looking into a secondary plan to rouse Tharizdun – one which almost succeeded (KEO5-03 *Twisted Chaos*).

In the meantime, Holphin has left the Lonely Tower of the Silent Ones and made his way back to Dorglast, where he hopes to find a way to clear his name. In his absence, he has found the schism between the Dorglast and Redlee Manor branches of the Neheli, and fears for the continued welfare of his House.

Mnenmnonthraxus has set up camp in an abandoned Githzerai monastery on the plane of Limbo, where the final part of his vengeful plan nears completion. He has trapped the souls of six Knights of the Malagari, and intends to use these souls to power a ritual that will cause the deaths of everyone in Dorglast after he traps the soul of Holphin. It is his hope that his gross act of chaos and evil, and the power of so many siphoned souls, will stir Tharizdun from his slumber.

Being a Neheli champion, Holphin has access to powerful and loyal friends. He has convinced them of his innocence, and they have put out feelers for those men and women who have been so helpful to the Kingdom and he in the past few years...

ADVENTURE SUMMARY

The adventure begins in the city of Niole Dra. Allow any PCs who know each other and are likely to travel together to be doing so already. PCs who are unknown to each other (such as travelers from other regions) are traveling separately and have been directed to one of the many inns in Niole Dra, such as the Broken Barrel or Fotheringham's Folly.

PCs will be approached by a squire wearing the livery of the Knights of the Malagari. He will give them a letter sealed with the seal of House Neheli and depart. If they follow up on the instructions in the missive, the PCs will meet with a pair of agents of Holphin Neheli, a priest of Saint Cuthbert named Artaxerxes and his brother Hadrian. They will ask the PCs for their assistance in a delicate manner, and offer payment commensurate with their abilities. The PCs travel to Dorglast where they meet with Holphin and learn of the strange burning man who has been haunting its halls.

Holphin tells the PCs that he believes he has discovered the source of his uncle's madness. Also, he has found that Duke Cedrian secretly had a portal constructed in the bowels of Dorglast. Holphin asks the PCs to investigate the portal and determine what lies on the other side.

That evening, the burning man attacks Holphin. Convinced that this turn of events has to do with Holphin's study of the portal, Artaxerxes offers to open the portal and, upon doing so and discovering the trapped souls of the fallen Malagari knights slain by the Burning Man, prevails on the PCs to enter and free them.

As Mnenmnonthraxus prepares his ritual, the PCs explore the abandoned monastery and do battle with some of the guardians Mnenmnonthraxus has put into place.

The PCs eventually win through to the edge of the monastery, where Mnenmnonthraxus is in the process of completing the ritual that will drain everyone in Dorglast of their life essence and funnel it to Tharizdun. The PCs confront Mnenmnonthraxus and his cabal of followers and their final struggle determines the fate of the souls within Dorglast.

In the Introduction, the PCs receive written requests for their meeting at a public fountain in Niole Dra.

In Encounter 1, the PCs meet with Artaxerxes in Niole Dra and accept his request to travel to Dorglast

In Encounter 2, the PCs arrive at Dorglast and meet with a surprise guest, Lord Holphin Neheli and the PCs and Artaxerxes have a chance to examine Holphin's notes and Cedrian's notes.

In Encounter 3, the PCs witness the evening attack of the Burning Man on Holphin Neheli. Holphin "dies" if the PCs are unable to save him.

In Encounters 4 & 5, the PCs use the planar gate to Limbo that the former Duke Cedrian had constructed, and receive an introduction to the laws of Limbo. The PCs explore the abandoned githzerai monastery in which Mnenmnonthraxus has taken up residence. The githzerai monastery is detailed in the text and with *DM Aid: Maps*. In these encounters, the PCs are slowly introduced to the intricacies of Mnenmnonthraxus' plan and its effects as he taunts them magically. They enter Mnenmnonthraxus' lair, and the final battle for the souls of Dorglast takes place. Should the PCs fail, their energies will be sent into the void in an attempt to wake the dread Tharizdun.

PREPARATION FOR PLAY

First and foremost, verify with each player that their PC does **not** possess any negative AR items dealing with House Neheli or any of its members. This includes, but is not limited to, items with titles such as **Disfavor**, **Enmity** or **Wrath**. If they do, that PC is disqualified

from playing this adventure, though the player may choose another qualified PC instead.

Verify whether the PCs have participated in any of the other adventures in the *Crowing Glory* story arc (which included KEO1-07 *Deathmarch*, KEO2-02 *Downtrodden*, KEO3-04 *Of Witches and Warlocks* and KEO4-03 *Lasting Deeds*).

Check to see whether or not any of the PCs are Knights of the Malagari.

Check to see if any PCs belong to the Shadowdark thieves' guild. Confirm their membership (they will be able to present you with an AR from a Keoland regional adventure) and then distribute to them *Player Handout #5*.

Lastly, check to see if any PCs possess the **Touched by Chaos** and/or **Enmity of the Black Brotherhood** AR items from KEO5-02 *Twisted Chaos*.

INTRODUCTION

For PCs that have played KEO1-07 *Deathmarch*, KEO2-02 *Downtrodden*, KEO3-04 *Of Witches and Warlocks* or KEO4-03 *Lasting Deeds*, present them with *Player Handout #1*. For any hero that has not played any of those adventures, present them with *Player Handout #2*.

For any player that has not played in the Keoland region previously, there are some things they should know about Keoland's recent history and regional flavor. This is common knowledge that even travelers will have heard, at least in the form of rumors.

- Keoland has recently undergone some political setbacks. The queen died in the hands of the King, as her soul was lost to dark magics. The King has recently been slain at the hands of Holphin Neheli, a well to do young noble who had ambitions of becoming King.
- The civil unrest just south of the Royal District of Niole Dra, Linth, is making things inconvenient for the surrounding regions. With the successful siege of the Fortress Goarada and the capture of the corrupted Knights of the Watch loyal to the Countess of Linth, many think that the now-defenseless ruler will be murdered by mob justice in short order.
- Snow has occurred the first time in many centuries in the City. The snow is extremely rare and very strange to see in Keoland.
- Keoland has always been a kingdom suspicious of dark magic, with a branch of Knighthood charged specifically with cleansing practitioners of such dark deeds from the countryside. For many years the Knights of the Malagari have labored to keep the populace of Keoland safe unaware of the many dark things that lurk just outside their village at night. Coupled with the aid of such groups as the Silent

Ones and the Dreadwalkers, they have been largely successful. The average Keolander has very little or no contact with things that go bump in the night. When they do encounter such menaces, they react in one of two ways - fear or hatred. Mob executions for such acts are not unheard of in even Keoland's most progressive locales.

- Unfortunately, the Knights of the Malagari have recently suffered through a schism and are in as much turmoil as the rest of the country. The two prominent branches of House Neheli – located in the Duchy of Dorlin and Redlee Manor, respectively – are struggling to seize control of their House in the power vacuum caused by the commitment of the mad Duke Cedrian to the asylum at Dilwyth.
- Keoland is insular, and boisterous and arrogant PCs will quickly find themselves ostracized and quite possibly draw the attention of the local constabulary. This is guaranteed if the PCs use any Forbidden spells or items of magic (see the Keoland Metaorganization Book for more details).

ENCOUNTER 1: SNOWFALL

A cold, still night rests over Niole Dra, the capital of Keoland. Silence lies like a blanket over the city and a heavy snow falls onto the walls that have never been besieged. Hardy guardsmen walk the walls in slow rhythm but they are the majority, as very few townsfolk have any reason to be out at this hour.

Snow. In Keoland. For many of the residents of the capital city, especially those having never left the Kingdom, this is the first time they have seen the stuff. It is certainly the first time anyone can remember seeing so much of it.

Approaching the fountain detailed in the missive you received, you see a pair of figures waiting in the swirling snow. As you get closer, you can see that they are mismatched in size, but not in features. One stands tall and proud, dressed in the vestments of a traveling priest, the other stands short and squat, and is dressed in the sort of clothes you would expect to see on a merchant in warmer climes. Behind them, tethered to the fountain, is a pair of odd pack animals, built like horses but with a pair of odd humps in the middle of their backs.

The fountain itself stands, ice-rimed and still. A statue of King Skotti stands within it. Designed to be imposing and regal, the statue somehow seems melancholy and detached. Your eyes are drawn down the statue. On the stomach of the statue, trailing down into the ice below is what appears to be a... bloodstain? No, it is only an ironic discoloration of the otherwise alabaster-white stone.

Looking over to you, the taller of the men greets you. "Hail, friends. I am pleased beyond words that

you decided to come. I am Artaxerxes, and this is my brother Hadrian."

Artaxerxes (Ar-tuh-ZERKS-zeez) and Hadrian (HAY-dree-an) are of pure Suel blood, but neither carries a haughty air, and they are open and friendly to anyone who has received their message and come here before them. Artaxerxes wears the holy symbol of St. Cuthbert around his neck, while Hadrian wears no symbols at all. The two bear a strong resemblance to each other in face, but not in the rest of their builds.

All APLs

☙ **Artaxerxes:** Male Suel Clr9 of St. Cuthbert.

☙ **Hadrian:** Male Suel Exp4.

Artaxerxes speaks to you in a voice that is slow and steady. "In the name of St. Cuthbert, I bless your safe arrival and hope you will hear my words. I am an agent of House Neheli, and I have come to request that you accompany my brother and I to Dorglast, in the Duchy of Dorlin, where someone of importance and who has the good of the Kingdom desires your help in a most urgent matter. I have been sworn to secrecy and will not betray an oath, so I can say little else about the matter at hand, but I am willing to entertain questions if you feel you must know more."

Some possible questions that the PCs might have, and suggested answers, are below. [Braces] denote which NPC is likely to respond to the question.

We really need more information on what's going on... [Artaxerxes] "The matter involves someone or something called "the Burning Man." It stalks the halls of Dorglast, and it has so far attacked and killed five Knights of the Malagari."

Knights of the Malagari, or Doomguards? [Artaxerxes] "I see you are aware of the situation that plagues House Neheli. The two groups cohabitate the castle in a shaky truce engineered between Count Orloc and Baron Jharmok as they work out their differences. Those slain have been Jharmok's men, not the Doomguard."

What the heck is that animal? [Hadrian, who pipes up cheerfully] "Something that the Baklunish call a *cah-mel*. A useful animal in dry climes and when water is scarce. My brother and I recently returned from a mercantile trip to the lands of Ket and Tusmit, and we procured these creatures there. We can provide you all with normal horses if you need them, but we don't have many of these. Hopefully, though, we will get a few from our sources. They will be all the rage, I tell you."

Do you know anything about what's causing the snow? [Hadrian] "It's a bad omen. No one can remember the last time it snowed, never mind this amount of it. I bet it has something to do with the supernatural madness plaguing the County to the south." (Note: Hadrian is referring to Linth, as the County abuts Niole Dra to the south.)

What about payment? [Artaxerxes produces a bag containing a hundred gold lions for each character present, and promises it upon arrival at Dorglast.]

Traveling to Dorlin

Artaxerxes and Hadrian would like to begin the journey immediately, even though it is nighttime and snowing. The trip to Dorglast will take several days, and the weather shows no sign of getting any better. At the very least, Artaxerxes will want the PCs to leave in the morning, but will rue the delay as “lives are at stake.”

The journey to Dorglast is a hundred miles along a well-paved road. This would normally be a two-day trip by horse, but the awful weather conditions promise to extend that journey at least twofold.

The PCs might have access to *teleport*. Note that the only Keoland adventure in which PCs have been to Dorglast is KEO4-03 *Lasting Deeds*. A teleporting PC that has not played that adventure must either scry ahead or chance an error as per the spell description. It is safe to assume that any PC members of the Knights of the Malagari, or any noble PCs belonging to House Neheli, have been to Dorglast and/or the Duchy of Dorlin at some point in their lives.

ENCOUNTER 2: REUNITED

This encounter occurs when the PCs arrive at Dorglast. If the PCs ride up, read the boxed text. If they arrive via magical means, then paraphrase as you see fit.

After several days of travel through a bitter Keoish winter, you and your charges take in the sight of your destination. Dorglast is composed of a sprawling complex of lesser towers, walls and building that perch on a hill overseeing the local terrain. The Citadel Gollunfane rises above the maze like a beacon.

As the focal point of the power of the Darkwatch, Dorglast should be a hive of activity even in the grip of winter. However, you see only a handful of sentries walking the walls, and no activity within the courtyard through the open gates.

Finally, as you approach within twenty feet of the gates, a voice rings out. “Halt and be seen! Who are you and what is your business here?”

Artaxerxes and Hadrian move their mounts forward and yell back a reply. Within a matter of seconds a pair of guards approaches your group from inside the walls. They wear heavy chain mail and carry pikes in wary hands. The standard on their tabards is a black sword on a red field. The older of the pair steps forward.

“Hail! It is good to see you return, and I see you have brought friends.”

Looking at you, the man continues, “I am Guard Captain Dersin. Please, come with me and warm yourself.”

At this point, the PCs are ushered inside. Hadrian and Artaxerxes will excuse themselves as they will go to report to Holphin. The PCs will find themselves with Captain Dersin as he leads them to the kitchens for a hot meal.

Quickly, Dersin leads you through the halls of Dorglast. The sound of his mail jingling echoes off the curving hallway walls. Smiling, Dersin opens a set of doors and leads you into a kitchen. Bidding you to sit at a nearby empty table, Dersin serves you himself by filling up several bowls with a stew that simmers over the fire.

“I’m sorry for the meager fare, but our cook left an hour ago. Please, enjoy this and warm yourself. I’ll go make sure your rooms are prepared and that Artaxerxes and Hadrian come here quickly. Is there anything else I can do for you before I take my leave?”

If the PCs would like to ask Dersin any questions, they may do so here.

Why does Dorglast seem so empty? “Many Knights are out on quests throughout the land, but the Castle is still well defended.”

What’s this about a “Burning Man?” [Dersin will blanch and whiten visibly before stammering that it is not his place to talk of such matters.]

Who’s in charge of this place? “You will speak with him shortly, I’m sure.”

A PC present may be member of the Knights of the Malagari. If this is the case, then they will be aware of how empty Gollunfane is. The halls are empty, the battlements unmanned, and many familiar faces they might expect to see are simply not around. The castle is running on a skeleton crew (no pun intended) and has apparently been that way for some time.

When Dersin leaves the kitchen, he will ask any PCs who are Knights or Knight-Commanders of the Malagari to speak with him in private. In the hallway, he will answer any questions they might have, although he will not tell them who is in charge of Dorglast because he is “Oath-sworn not to do so.”

Dersin will warn Darkwatch PCs about an evil that stalks the Knighthood, in the form of the Burning Man. He will describe it as “all fire and eyes” and will tell the PCs that it has struck a handful of times, each time killing its victim without leaving a mark upon him. He will also tell the PCs that all the Knights who were struck down were the most noble of the order, principally fighters, rangers, and clerics of gods of law and good (but no paladins).

Dersin is a good man, devoted to the Malagari, but he has recently seen his Knighthood turned upside down and inside out. He doesn't like the idea of involving outsiders into Knighthood business, but he has seen too many people die recently to argue against it. Dersin will eventually take his leave and the PCs will enjoy their meal in peace and quiet.

For several minutes you eat in silence. No cook disturbs you; no children come into the kitchen looking to filch a meal. Not even any of the vermin that forever seem to infest castles make their appearance. Dorglast is as quiet as an unfinished tomb. Perhaps that is what it has become.

If the PCs decide to wander around the castle, start the boxed text below immediately. Otherwise, give the players some time to debate the goings-on thus far in character. When they're done, proceed below:

Finally, the door you entered through opens, and in waddles Hadrian. Smiling expansively at you, he speaks.

"I'm dreadfully sorry to leave you alone down here for so long. Creepy, isn't it? Well, anyway, we're ready for you, so please come along."

He motions to the door with a pudgy, bejeweled hand.

Hadrian will promptly lead the PCs through Dorglast. They journey through Gollunfane is long and confusing. They follow Hadrian up and down various stairs, through doors and rooms and the occasional hallway. (Try and give the players the feel of going through a labyrinth.)

Finally, they will reach their destination and begin the long climb up Gollunfane's central stairway. Throughout the entire journey they will see perhaps a dozen people, all wearing Malagari livery.

Huffing and puffing, Hadrian will lead the PCs onto one of the top floors of Gollunfane into a richly decorated foyer. He will bustle ahead of them, obviously trying to appear helpful and useful as he opens a set of double doors to Gollunfane's reception hall/throne room.

As you enter this part of Gollunfane, you notice that the few people you saw in this great edifice have dwindled, and this section of the place seems totally deserted. Great oaken doors banded with iron swing open as Hadrian pushes upon them. The room beyond is large, perhaps a meeting hall of some sort, although much of it is shrouded in shadows. Several tables line the walls, piled high with papers and maps. A single runner of plush carpet runs from the doors to a half-step dais. On it sits a large wooden chair, and upon it a man in black robes, a hood pulled down over his eyes.

"Enter my friends, and thank you for coming. Keoland needs you once more."

When the PCs approach:

Moving closer, some details of the man on the chair become clear. Pale hands with finely manicured nails tightly grip the armrests. A parcel of pale, stringy blonde hair falls out under the hood. When you are within a few feet of the man on the chair, the hands release their grip on the arms of the chair and pull back the hood. Icy blue eyes peer into yours as you recognize the man in front of you.

He is Holphin Neheli... the Kingslayer.

He holds up his hands, in a gesture asking that he be allowed to speak.

At this point the PCs are ten feet away from Holphin, who is unarmed. Holphin will take no action to defend himself if a hero moves to attack him. Holphin does not radiate evil or present a threatening demeanor. The entire setup is a test to determine if the PCs can be trusted, combined with a bit of Holphin hating himself over what he's done and being willing to die.

All APLs

♣ Lord Holphin Neheli: Male Suel
Ari1/Ftr2/Rng5; hp 57; see Appendix 1.

If the PCs attack, Hadrian will scream for them to stop but will not interfere. If the PCs should kill Holphin or attempt to subdue him, the adventure ends with them being expelled from the castle. Later, Dorglast is the victim of a dark ritual (see the Conclusion: Killing the Kingslayer and Dorglast Consumed sections).

If the PCs pause, or wait for Holphin to speak, he will smile slightly and speak.

"My friends, I thank you for coming to me in my hour of need. I know what you must be thinking, what questions must be spinning through your heads. Please, give me but one minute to tell you what happened to me, and then I will answer your questions as best I can."

"That day...I found myself in front my liege, prepared to present him with the legendary sword Blackrazor. I remember marveling at how light it felt as I lifted it, and then I felt nothing. I blinked, and my entire field of vision had gone green. Everywhere I looked, I saw the facets of a crystal, or a gem. I could neither speak nor move. Then just as suddenly I blinked again, and stood over the form of my king, Blackrazor in my hand."

"Someone touched my shoulder, and I found myself elsewhere. Blackrazor was taken, and I was questioned. Some wanted to kill me, but I told them of what I experienced and under magical compulsion, I answered their questions. For those calling themselves the Silent Ones, they can be very persuasive interrogators."

"I was released and spirited here, to the site of my Uncle's power. I was directed to make no attempt to clear my name, and I have listened. I was brought in with absolute secrecy, and no one outside of those in this room and Captain Dersin are aware of my presence. I cannot be certain that I would not be slain by my own men."

"In the wake of my Uncle's madness and the clash between the Doomguard and those who have sworn fealty to Baron Jharmok, few Knights remain. Coupled with the needs of our now fractured Kingdom, the situation is perilous."

"I can see the questions in your eyes. Please, friends, ask."

This is the opportunity for the PCs to get their questions out and to gauge Holphin for themselves. He will answer simply and in a straightforward manner. PCs who have interacted with Holphin previously will notice that his hubris is gone, and that he acts and looks like a man haunted by what he has done.

Some potential questions and Holphin's answers are below.

Did you kill King Kimbertos? "Yes, I am guilty of the deed, I suppose, although the force that guided my hand was not mine. If I had been stronger, perhaps I could have resisted whatever foul magic overtook me."

What magic do you think affected you? "The Silent Ones believe that I was subject to a necromantic spell known as magic jar. I was seized and controlled just long enough for my proxy assassin to use me to slay the King, and then released."

Do they have any idea who possessed/used magic on you? "Not that they are sharing with me. I have been assured that they are using all means magical and mundane, but I have been kept in the dark."

Will you submit to magical questioning? "I submitted to the magical questions of the Silent Ones, and they were eventually convinced of the truth of the matter. Should you want to do the same, I will submit in the interest of gaining your trust."

Where is Count Orloc? "He is in Redlee Manor, attempting to negotiate his differences with Baron Jharmok. He is not aware of my return, and I hope to have resolved my issues here before he comes back."

When the PCs have had their fill of questioning Holphin, Artaxerxes will enter silently through another set of doors and Holphin will speak to the PCs about why they have been summoned.

Entering from another set of doors, Artaxerxes approaches Holphin's chair.

"Friends, now you see why I brought you here in silence. I apologize for the necessity of secrecy, but

until we have proof that we can show to the nobility of the land, Lord Holphin is a hunted man."

Nodding, Holphin Neheli leans forward on his chair and looks each of you in the eye.

"I seek your help here in Dorglast. Before his untimely illness, my Uncle Cedrian was a mage of great skill. He and my father, Count Orloc, worked together here for many years on various magical experiments. In their early research, they were particularly interested in travel to alternate planes, to better understand the residents thereof and to better defend against them. According to my father, the efforts were a dismal failure, and he left Cedrian to pursue the research alone."

"My father believed that Duke Cedrian eventually gave up his pursuits, but he was badly mistaken. Upon arriving here, I reviewed my uncle's collected writings and found that he attempted many experiments, and ultimately created a functioning planar portal. The cost to create the portal was apparently high, because after it was completed, Cedrian was left weakened, both physically...and mentally."

Holphin frowns. "My uncle was never the most stable of men, and reading through his journals and experiment notes, it's clear to see that creating the portal let...something into his head. When he finally teetered over the edge, the results were disastrous."

"Unfortunately, no one but my father was in a position to understand why my uncle did what he did, and my father never had the time to examine the notes. I've gathered the most interesting of them here; I'd like you to read through them for yourselves."

At this point Artaxerxes will produce a small pile of handwritten journal notes and experiment notes, giving them to the PCs. Please give them Player Handout #3.

After the PCs have finished digesting the material, Holphin will conclude:

"I think you can see the beginnings of what I need your help with. This 'Burning Man' that my uncle speaks of recently began stalking the halls of Dorglast. When I sent Artaxerxes to find you, it had claimed five Knights of the Malagari. While he was gone, it claimed a sixth. Their remains are all resting in state, and their bodies show no sign of decomposition. I believe that my uncle's deterioration and the attacks by the 'Burning Man' are tied to the portal."

"For the safety of the Knighthood and the Kingdom, this portal must be sealed. This is why I need your help."

At this, Artaxerxes clears his throat and speaks. "With the divine aid of Saint Cuthbert, I believe I can close it. Unfortunately, to do so requires the portal to be open and active. I have no knowledge of what lurks on the other side of the portal, although I believe that it is malevolent, considering the recent goings on in the castle."

"With the dawn I intend to call upon the power of Cuthbert and forever seal it. I need you to stand guard over me while the portal is open and protect me from what might come through."

The PCs are free to ask any more questions they might have. If any of the PCs offers to aid Artaxerxes with the ritual, he will gladly accept their aid, assuming that they have the ability to cast either divine or arcane spells. If they ask for specifics, Artaxerxes will tell the PCs that he intends to use abjuration magic to shield himself before attempting to destroy the portal using a rod of cancellation.

If the PCs decline to aid Holphin, he will ask them not to reveal his presence in the Castle and will thank them for their time. He understands that this is a tough sell and respects their decisions should they feel that they cannot trust him.

If the PCs agree, Artaxerxes will offer to show them to their rooms, a series of suites located near the rooms of Lord Neheli and the brothers.

If the PCs ask to see the bodies of the attacked Knights, they will be allowed to do so, although Artaxerxes and Holphin will warn them that it is a disturbing sight.

The bodies of the six Knights lay in state one level down from the throne room.

Entering this room, your breath immediately appears in puffs that hang in the air. Six bodies lay in a semicircle on small stone bier, frozen in death. Getting closer, you can see that all six of them have their eyes wide open, pupils dilated as if in shock. The fine hairs on their arms are all standing on end. Even though some of them have supposedly been dead for many days, they show no signs of decomposition.

The bodies of the Knights are stuck in between life and death. Being "slain" by the Burning Man has reduced them to this state. Their bodies survive while their souls are trapped on Limbo by Mnemnonthraxus.

The names of the Knights are on small pieces of parchment that rest on each bier. They are:

- Jellian Arroweye, Fighter of Saint Cuthbert
- Hatharin, Priest of Lydia
- Kreal mot Kren, Fighter of Saint Cuthbert
- Reginald, "The Wanderer", Fighter of Heironeous

- Biellina, Priestess of Kord
- Ansul the Mace, Priest of Saint Cuthbert

Jellian and Biellina are the only females, the rest are males. All of the Knights except Kreal mot Kren show a strong Suel heritage. Biellina appears to bear strong traits of the Snow Barbarians.

Mnemnonthraxus is collecting the souls of the pure within Dorglast to fuel his ritual. Holphin and Artaxerxes will be able to tell the PCs that all the Knights are renowned for their deeds against the evils of the realm; any PC members of the Knights of the Malagari will also know them.

The bodies still bear several magical items, but radiate no magic other than that. A casual check of the bodies shows that the cause of death left no marks on the bodies, but a DC 15 + APL Search or Heal check will reveal that each Knight has a pair of small burns along the lines of their collars. This fact has gone previously unnoticed as the burns appear to be very faint and old, but each corpse has them.

If asked, Artaxerxes and Holphin will have almost no information about the Burning Man that they feel is reliable. Hadrian will go quiet on the matter until later in the evening, when he has an opportunity to get at least one of the PCs alone.

Eventually the PCs will retire to the suites for the evening. These guest chambers are accessed via a single door in a central antechamber, and the door has been locked to prevent any of the servants or guards to accidentally discover the presence of Holphin in the castle.

The PCs are welcome to post guards at their doors. If they wish to post a guard for Artaxerxes or Holphin, they will not object.

Once they are all settled in, Hadrian will take the opportunity to find a PC and speak to him or her alone, to pass on his own personal experience with the Burning Man.

"I've got something to tell you, and it may save your life. I've seen this Burning Man with my own eyes, and he is a horrible sight to behold."

"You see, I was courting the priestess Biellina, and she and I were taking a walk upon the walls when she was attacked. Out of nowhere, this figure of fire in the shape of a man was upon us. It strode through me as I attempted to bar its path to her, seized her by the throat and lifter her into the air. Then it dropped her and turned away, disappearing before I could cry out."

Hadrian takes a deep breath and shudders.

"That's not the worst thing. The Burning Man...it was...Holphin."

After Hadrian has relayed what he has seen to the PCs, allow them whatever time they might need to discuss this amongst themselves. Hadrian will retire to his quarters as will Holphin. Artaxerxes will stay awake until just after midnight, leaving the PCs to do what they desire.

ENCOUNTER 3: LIKE A BURNING MAN

This encounter takes place at about 4 AM. Holphin will be visited in his room by the Burning Man. Any other heroes will be roused by the sound of Holphin's screams from his bedchamber.

The door to his bedchamber is not locked. Read the following to the first PC to get inside the room.

A rush of heat greets you; this room is engulfed in flame and light. The Burning Man stands in front of Holphin Neheli, and it is as though a mirror separates them. The creature that bears Holphin's face wears decorative plate mail, and utters a single word as its hands encircle Holphin's neck and hoist him from the ground.

"...Brother..."

The Burning Man is not an actual creature, but a creation of the magic of Mnemnonthraxus. It is a modified *phantasmal killer* spell, altered by the wild magics of Limbo. Mnemnonthraxus casts the *phantasmal killer* in Limbo, which then travels through the open planar portal. Warped by the magic of Limbo, it is visible to anyone who is near the attacker when the attack occurs.

The Burning Man appears to be Holphin Neheli, wreathed in flames and wearing a full suit of decorative plate mail. It is translucent, though the Burning Man radiates heat when it walks. The Burning Man always appears to be Holphin Neheli, no matter who sees it. This is by design by Mnemnonthraxus, since he wants to inspire fear in the surviving members of the knighthood before his final ritual and sow further doubt about Holphin. The Burning Man can be dispelled or counterspelled in the usual manner.

From the time the first PC enters the room, they will have two rounds to take actions against the Burning Man. There are a few ways to prevent the Burning Man from an attempt on Holphin's soul. Casting of a successful *dispel magic* on the Burning Man would work, as would rendering Holphin immune to fear (the *phantasmal killer* spell is a fear effect, which is why no paladins have been targets of the Burning Man).

It is difficult to discern that the Burning Man is just a spell. It takes a DC 35 Spellcraft check to determine that this is a variant, metamorphosed *phantasmal killer* spell.

If the PCs can't immediately prevent the spell from functioning, at the end of the second round (during which time Holphin will have managed only to get out of bed and seize his sword) you should make Holphin's Will and Fortitude saves (as per the *phantasmal killer* spell). Holphin's saving throws are Will +6 and Fort +9; the DC of the spell varies by APL (APL 6 – DC 20; APL 8 – DC 21; APL 10 – DC 21; APL 12 – DC 22).

Holphin Dies ("This is an ex-Neheli!")

If Holphin fails both saving throws, he is slain by the Burning Man. Read the following:

As Artaxerxes bursts in, Holphin's eyes widen in horror. The Neheli meets the gaze of the Burning Man. A small, stuttering scream tries to choke past Holphin's lips. A filmy white essence seems to flow from Holphin's mouth and eyes and into the Burning Man. The flow of essence quickly slows to a trickle and then stops, and the Burning Man releases Holphin, who clatters to the floor in a heap, obviously dead.

Screaming, Artaxerxes acts, though too late it is. Swinging a heavy mace, it passes right through the Burning Man, who turns to look at Artaxerxes. It points at him and speaks.

"If I had needed eight, you would have been next."

With that, the Burning Man vanishes.

Holphin is dead, and his soul has been stolen by Mnemnonthraxus. Attempts to raise Holphin (or any other victim of the Burning Man) will fail automatically, although the material components will not be wasted.

Holphin Survives

If the PCs manage to save Holphin, a fragment of his soul has still been claimed by his evil half-brother. Read the following:

With a rush of air, the Burning Man disappears, and Holphin falls to the floor, gasping for air. Quickly regaining his breath, he looks up at you and nods, unable to speak. Holphin no longer looks as he did, weakened and less hale.

Artaxerxes opens the door and rushes in, kneeling by Holphin and tending to him.

Artaxerxes will tend to any wounds that may have been inflicted by the Burning Man (if Holphin failed his Will save but made his Fortitude save, he took 3d6 points of damage). The PCs are welcome to assist. Holphin has a small but noticeable pair of scars on this throat where the Burning Man held him.

Holphin weakly shakes his head. "What a fool I've been," he hisses. "I had hoped that I could persuade all of you to enter the portal and... My notes, they will explain. He motions weakly to a

table upon which are scattered some vellum sheets. "I wanted to restore my uncle's sanity. But now I see that the travails of my house will not so easily be undone."

He staggers, and nearly falls before grabbing Artaxerxes' shoulder to keep himself upright. "Those notes may help you. Protect Artaxerxes while he closes the portal. And should you have any sympathy for House Neheli, pray for it now."

A broken man, he excuses himself to return to bed.

Holphin will head to his bedroom and will sleep (though not well).

Development: Regardless of whether Holphin lived or died, Artaxerxes will begin rifling through the papers on the tables in Holphin's room. They are Holphin's private notes, some of which have been kept private from even Artaxerxes. They have some minor discrepancies from the notes the PCs have previously read, and Artaxerxes will bring these to the attention of the PCs. Distribute Player Handout #4.

The handout denotes that Holphin knows something about the Githzerai monastery to which the portal links. Holphin believes that some creature lives in the monastery and that the creature has the ability to restore his uncle to sanity. He intended to find a way to capture the creature. This is false, but will alarm Artaxerxes.

ENCOUNTER 4: PUDDLE JUMPING

After reviewing Holphin's notes, Artaxerxes will come to the same conclusion that Holphin did - something lives on the other side of the Limbo portal. He will ask the PCs to guard him while he closes it. He must carry on after Holphin's death.

When the PCs are gathered, Artaxerxes will cast *bleed* (duration 13 min.), *heroes' feast* (duration 12 hrs.) and *magic circle against evil* (duration 130 min.) on the PCs. He will target any divine caster as the center for the *magic circle*. If none is in the party, he will target a fighter type. The presence of these spells on the PCs will be reflected in the EL of subsequent combats.

The PCs may pre-cast any spells they wish. When they are ready:

You stand in the dungeons of Dorglast. In a room that exists on no map, you stand before a portal no sane man has ever seen open. It sits on a black stone dais, and is shaped like a bloated egg. Carvings in the language of magic run along its surface.

Kneeling in the muck and water before the portal, Artaxerxes raises his hands skyward and begins a chant.

"My lord, Saint Anger, grant me your power this day! Help your loyal servant cleanse this place of the evil that has rooted here for too long!"

Artaxerxes begins several passes with his hands, and continues to beseech Saint Cuthbert for his aid. With a shocking blast of purple light, the portal snaps open, and you see the decrepit walls of an abandoned monastery on the other side.

As you were warned, creatures rapidly materialize at the other side of the portal and rush forward. Gripping your weapons, you are surprised when the creatures come to a halt at their side of the portal. Artaxerxes brandishes his rod of cancellation.

But you recognize at least one of the forms. A ghostly, incomplete version of Holphin Neheli stands on the other side of the portal. He is flanked by six ghostly people, all dressed in the ecclesiastical vestments.

Rising from his knees, Artaxerxes looks into the portal with a mixture of amazement and rage.

"By the Cudgel... friends, these are all those who have suffered under the Burning Man. Their souls linger on the plane of Limbo! Even Holphin's, it seems. If I destroy the portal now, they could be lost forever!"

He grips his fists. "We ask for so much, and yet must ask more. I can guard this portal and destroy it if the worst comes to the worst. Would you enter that place and rescue the souls of our worthy knights?"

The apparitions will stand on their side of the portal, and do not appear threatening. Even if Holphin survived his encounter with the Burning Man, enough of his soul has been siphoned off to power the ritual and he appears here.

From this point, the PCs are on a timer, whether they know it or not. Mnemnonthraxus has started his ritual, which will complete in forty minutes. If it does, everyone is Dorglast will have their soul ripped from their body and it will be funneled to Tharizdun in an attempt to awaken him.

If the PCs refuse to enter the monastery, Artaxerxes will frown and say nothing more. He drives the *rod of cancellation* into the portal, and it immediately becomes inert. Artaxerxes will thank the PCs for their efforts, but adds that he hopes whatever has been done to Holphin Neheli can be undone. Forty minutes later, the portal snaps open – even if its housing has been destroyed – and the souls of every occupant in Dorglast is sucked inside in a paroxysm of necromantic energy. This will include

the PCs, if they have not departed by then. Proceed to Conclusion: Dorglast Consumed.

If the PCs enter, proceed to Encounter 5.

ENCOUNTER 5: THE FLOATING MONASTERY

This series of encounter areas takes place on the Plane of Limbo, when the PCs walk through the portal. See DM Aid: Maps for a guide to the monastery's areas.

Planar Rules of Limbo

As a chaotic plane, Limbo has many distinct characteristics. It is far from the stable plane that is the Prime Material. Refer to pages 148-149 and 158-159 of the *Dungeon Master's Guide* for additional information on the Plane of Limbo. Limbo has the following qualities:

Subjective Directional Gravity

Anyone on Limbo can choose the direction of gravity's pull, but it affects only them and their gear. For unattended objects and non-sentient creatures, there is no gravity whatsoever. A DC 16 Wisdom check is required to change the direction of gravity as a free action that can be attempted once a round. Any character who fails this check gets a cumulative +6 bonus on subsequent checks.

Characters on this plane can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet each following round. Movement is straight line only. In order to stop, one has to slow one's movement by changing the designated "down" direction. Falling damage applies normally if a solid object interferes.

Highly Morphic

The features of Limbo change so rapidly that it is difficult to keep a particular area stable. The abandoned Githzerai monastery where this encounter takes place is considered "temporarily controlled", and as such is undergoing no changes. Outside, however, is a different story. Chunks of each of the four elements sweep by randomly, and an exposed hero may find themselves endangered by this.

Wild Magic

Spells and spell-like abilities function normally within permanently controlled areas of Limbo. Unfortunately, the Monastery is on the verge of being swept back into the chaos of Limbo and as such is only "temporarily controlled". Anyone casting a spell or using a spell-like ability must make a level check (1d20 + spellcaster level) against a DC of 20 + the level of the attempted spell. If the check fails, roll on the table on

page 150 in the *Dungeon Master's Guide* to determine the exact effect.

PCs may make a DC 15 Knowledge (the Planes) check to determine what they know of the Plane of Limbo. Success indicates they are aware of the plane's individual traits, as well as the plane's primary inhabitants, the githzerai and slaadi (none of these creatures are present in this adventure).

Certain sections of the monastery have been reclaimed by each of the four elements. Each area that is affected thusly will be described in the text.

A final note, due to a quirk in the magic of Limbo, magical *silence* effects do not function within the walls of the monastery. This includes the effect from a roll of 40-43 on a failed wild magic check. If this occurs, only the *deeper darkness* effect occurs.

Touched by Chaos

Any PCs that have played KEO5-02 may have earned the **Touched by Chaos** AR item. If that is the case, this PC has been suffused with chaotic energies and as a result is more "in synch" with the rest of this madcap plane. These PCs **automatically** succeed in making the Wisdom check to determine relative gravity. Furthermore, such PCs automatically succeed on the caster level checks required to normally cast spells. Mnemnonthraxus possesses this trait, as do the stained glass golems (Area 6).

MONASTERY AREAS

Area 1: The Courtyard

Entering into the portal to limbo causes a slight feeling of queasiness, as if your insides were all twisted about. Just as quickly as it began, the feeling passes, and you are standing in an outdoor courtyard. The apparitions that beckoned to you from this side are gone. As you look back, you see the glowing orange radiance of the portal you just passed through, and Artaxerxes, looking in with concern.

Turning back, you survey your surroundings. Your feet rest upon cobblestones of the most common sort, in a courtyard that measures roughly thirty feet on a side. On three sides stand crumbling walls with no windows about eight feet high. On one side is a pair of expansive double doors set into a roofed building.

A gigantic pillar of flame washes overhead, neatly clipped off at the top of the walls that surround you. In a rush, the fire is followed by a water gout, and then howling wind. Looking at the walls now, you see that the stones are noticeably worn away.

Any PCs that make a DC 20 Knowledge (the Planes) check will realize that the evidence of wear and the nearness of the random natural phenomena indigenous to Limbo means that the plane is in the process of reclaiming this monastery. The magical protections that hold those forces at bay seem to be breaking down.

The protected area extends ten feet up. PCs who leave the protected areas suffer the consequences (*Dungeon Master's Guide*, pg. 158-159).

Area 2: Antechamber

This oddly shaped triangular room is covered with floating dust, although several columns of tracks push through to a door on the northern wall. A door rests in each of the northeast and northwest walls.

A successful DC 25 Survival check by someone with the Track feat will tell the PCs that there are at least four humanoids that have passed through here, and that something heavy and humanlike was dragged through.

Area 3 and 4: Meditation Chambers

These small chambers are choked with floating dust. A small candle floats in the center, unlit.

There is nothing of interest in these rooms. They have not been meditated in since the Githzerai left.

Area 5: Earth Hall

A massive set of doors opens up to reveal a corridor a scant four feet wide. The walls of the corridor are studded with quartz and moss agate. As you watch, a piece of quartz pushes out of one of the walls, reaching towards the far wall.

This room is very slowly being reclaimed by the Elemental Plane of Earth. For all effective purposes, treat this room as if it existed on the Elemental Plane of Earth. See page 155 of the *Dungeon Master's Guide* for details on the effects.

Area 6: The Cathedral

This massive room is apparently a disused chapel. Stained glass windows depict strange grey skinned men in robes fighting against a similar looking race wearing armor. The eventual theme of the windows seems to be the victory of the robe-wearing men.

The ceiling vaults above you at least fifty feet, and is lost in shadow. A set of double doors rests in the north wall. Single doors rest in the east and west wall, while one is also set into the floor about forty feet into the room and to the east. From where you stand, you can see that it is slightly ajar.

Several abandoned items of worship hang in the air. A small altar carved of pure white marble sits along one wall of the room, and from this distance

you can see that a pair of weapons is embedded in the altar. A faint red glow surrounds the weapons.

This room is guarded by several stained glass golems. Once the PCs move more than five feet into the room, they will attack.

Note: The EL of this combat has been adjusted by -1 to account for the spells pre-cast by Artaxerxes. The golems, as native creatures of Limbo, are considered **Touched by Chaos** (see above).

APL 6 (EL 6)

☞ **Stained Glass Golems (2):** hp 105 each; see Appendix 2.

APL 8 (EL 8)

☞ **Advanced (20 HD) Stained Glass Golems (2):** hp 180 each; see Appendix 3.

APL 10 (EL 10)

☞ **Advanced (24 HD) Stained Glass Golems (3):** hp 213 each; see Appendix 4.

APL 12 (EL 12)

☞ **Advanced (24 HD) Stained Glass Golems (5):** hp 213 each; see Appendix 5.

Tactics: The golems fight simply, attacking mindlessly until the PCs are destroyed or flee. They will not pursue fleeing PCs.

Development: After the fighting, the PCs will hear a distinct voice crying "Help me! They're going to eat me!" from the door in the 'floor', abruptly cut off. A DC 20 Survival check by someone with the Track feat can tell that something was dragged through the door.

The altar is little more than a stone block with some burned out candles on it, and a pair of weapons buried there as if thrust in anger.

The weapons are *Perihelion* (a longsword) and *Aphelion* (a battleaxe), and were once holy to the clergy of Heironeous. They were carried by the paladins Artemis and Eremis when they fell from grace, and the weapons became dormant. Angered by this, the brothers sealed the weapons in the altar.

The weapons can be freed from the altar in a variety of ways. First, PCs can simply smash the altar to pieces. It has hardness 10 and the PCs must do 50 points of damage to free a weapon. Similar magical means (such as *transmute rock to mud*) will also suffice. If these tactics are used, the weapons will still have large chunks of stone stuck to the blades, rendering them useless in combat.

Secondly, any hero who worships Heironeous can simply grasp the weapon and pull it out. If this occurs, the rock encasing the weapon will be seen to shift so as to free the weapon easily. If a paladin, cleric, or favored soul of Heironeous frees the weapons in this manner, a

spectacular event will occur. Through the shattered stained glass windows, a massive lightning bolt will strike the hero, and shake the room. Everyone in the room with the exception of the hero pulling out the weapon must make a DC 30 Reflex save or be knocked prone. The thunderclap will be nearly deafening. The altar is destroyed in the thunderclap, the second weapon is automatically freed, and the Heironeous worshipping cleric, paladin, or favored soul who freed the weapon receives a curious blessing (the **Blessing of Heironeous** AR item).

Finally, if a hero performs this action while the stained glass golems are active, the golems are utterly destroyed, and the PCs receive full experience for the encounter.

Area 6A: Hallway Down

This area leads directly “down” in reference to Area 6, and is accessed by opening the door in the floor of that area.

The hallway continues “down” for forty feet or so and ends at a single massive steel door. The door is actually a *permanent image*, and does not exist. This allows the inhabitants of the room to watch the PCs as they approach, and prepare.

Reorienting yourself on the new plane of gravity, you see a hallway in front of you that continues for forty feet then ends in a solid steel door.

Any PC with *true seeing* or a similar effect will be able to see the door as an illusion as normal. If a PC pierces the illusion, he will see the inhabitants of Area 11.

Area 7: The Sundered Hallway

The hallway used to lead to some of the storerooms of the monastery, but has now been reclaimed by Limbo.

Opening the door, you are greeted not with hallway or room, but with yawning space. A column of fire materializes out of the emptiness and rushes towards you, then slams into some unseen barrier, and washes up the exterior wall. Looking down, you see a few inches of cobblestones, slowly being worn away by the fire.

The unseen barrier is the edge of the monastery, and extends only a few inches from the door. Any hero who leaves this way is subject to the whims of Limbo.

Area 8: Abattoir

When you open this door, a ghastly sight confronts you. A pile of human bodies rot here, in various states of decomposition. Their sweet, cloying smell rushes over your nostrils and threatens to make you gag.

The pile of bodies fully fills the area. Any PC who wants the grisly undertaking can move the bodies

without trouble, and will notice that many of the corpses have been partially eaten.

Nothing else of interest is in the room.

Area 9: Sleeping Cells

This simple room has not seen use in many ages. By its lack of adornment and size, you would presume that it once was a sleeping chamber.

There is nothing of particular interest here.

Area 10: Training Room

This large room is empty of inhabitants, but filled with floating debris. Sparring dummies, broken weapons and a few gently spinning pieces of rock are all you see. Where the ceiling would be is instead a passageway.

When the PCs arrive at this point, a booming voice will begin speaking. This is Mnenmnonthraxus, taunting Holphin and allowing the PCs to listen in magically.

“Hello, Holphin. It’s been....a long time. I do not believe you even know I exist, so let me introduce myself. I used to have a simple name, a common name, but now I am called Mnenmnonthraxus. I wish I could say that it is a name you would remember for a long time, but your time is short, as is mine.

I see you’re confused, so let me explain some things to you. Your soul is mine. I did it, and now it is time for you to learn why.

Many years ago, I lived a life of luxury, knowledge and love. My father doted upon me and taught me many things. He taught me the importance of keeping a secret, and the greatest secret of all was that I was his son. He told me that if people knew, they would try to hurt me.

He lied. You know how he lies, because he is your father as well. The only difference between you and I is that your mother was married to Orloc. Mine was simply a plaything.

For many years your mother could not bear a child, and Orloc was happy enough with me. I was trained to be a mage, and I reveled in it.

Then you were born. I was ten, and suddenly a burden. I was taken from the house with my mother, and sent to live as a farmer. A farmer! The indignity!

You stole my place. Your birth stole my birthright. I have watched you my entire life. I plotted revenge, and came upon the simplest of answers.

I would control you.

I raised you up. Do you remember the plague that you so expertly handled? Do you remember the troubles in the swamps? Do you remember how your uncle went mad and targeted you? The attention you received when you were saved?

Hero of the Kingdom! Savior of the people!

LIES! I made you! I controlled those events! I manipulated you like a pawn on a chess board, and now it is time to sweep the board clean!

You have malingered and wasted your entire life. The only things of any value that you have accomplished were orchestrated by me! Even the bright souls of the adventurers who now move through my realm were put in place by me, manipulating you. And the final conduit, that simple cleric who thinks that he keeps the portal open, all because I have you tuned like a mandolin. You are a waste, but I have found a use for you.

This day, your soul will feed the fire that will consume Dorglast and wake my master from his slumber. Bound, and held on a plane beyond all reach, but no longer. For I have found where he sleeps and beheld the immensity that is his form. I will wake him as I might wake a dog, with delicious morsels at his nose.

Then, he will arise and shatter the planes and sunder all that lives, and this miserable existence will end.

With your souls, I will awaken Tharizdun."

Area 11: Jail/Library

Swinging the door to this room open, you are struck by a dichotomy of sights. Rack upon rack of moldering books line the walls in bookshelves that are beyond repair, and several rusting iron chairs have been bolted into the floor and ceiling. Lashed to one of the chairs in the ceiling is a man in red robes, made darker by the blood he has shed while wearing them.

Standing next to the bleeding man are creatures that should exist only in a nightmare.

The demons will prepare as soon as they sight the PCs (see Area 6a) and attack the moment the PCs pierce the illusion (which may give them a surprise round, depending on the PCs' actions as they approach the illusionary door to this area.

Note: The EL of this combat has been adjusted by a total of -1 to account for the spells pre-cast by Artaxerxes, because the demons will not summon aid (via *summon tanar'ri*), and because the demons may get a surprise round.

All APLs

☞ **Kelestan:** Male Human Wiz7/Archmage4/Loremaster6; hp 77 (currently 12); see Appendix 1.

APL 6 (EL 8)

☞ **Babau (3):** hp 69 each; see *Monster Manual*, page 40.

APL 8 (EL 10)

☞ **Vrock (2):** hp 113 each; see *Monster Manual*, page 48.

APL 10 (EL 12)

☞ **Hezrou (2):** hp 130 each; see *Monster Manual*, page 44.

APL 12 (EL 14)

☞ **Glabrezu (2):** hp 162 each; see *Monster Manual*, page 43.

Tactics: These demons will attack to the best of their abilities. They will not attempt to *summon* any aid, as these demons are renegades from the Blood War. Like most of their ilk that follow Tharizdun, if the summoned their fellows, they would likely be attacked by them!

Development: Kelestan is detailed in Appendix 1. He is the man responsible for the deaths of both the King and Queen of Keoland. He entrapped the Queen's soul into a gem and placed it within a cooling brick, and possessed Holphin Neheli and forced Holphin to kill the King.

Kelestan is a mercenary, and has no particular reason to hate anyone. He is simply a man who thirsts for power and has been paid handsomely for his work. He received several magical rings for trapping the Queen's soul, and was to receive double that for murdering the King. An unfortunate snag occurred when Kelestan attempted to delve too deeply into the practices of Mnemnonthraxus, who hired him to kill the King. Appalled by the scope of Mnemnonthraxus' plans, Kelestan attempted to stop it, only to be soundly beaten imprisoned and tortured for his troubles.

Kelestan is a wholly self-serving man, who has committed evil deeds on a scope that few would imagine. His change of heart was not borne out of some revelation, but rather a clear vision of what would become of him if Tharizdun is awakened. He is a man that is clearly broken by the tortures he has undergone. If released, he will tell the PCs that they have to save him, that he can exonerate Holphin Neheli and that he can work to restore the soul of the King if the PCs do not put him to the sword (the latter is speculation on his part).

When the PCs find Kelestan, he has no spells memorized, is down to 12 hp, and has no equipment as detailed in Appendix 1.

If Kelestan is asked about his patrons in the death of the royal couple, he will hesitate before admitting that he works with a group known as the Iron Cabal. He has a contact with whom he dealt, a woman who may have been magically disguised, within Niole Dra. He doesn't know anything more about them except that he was paid well for his efforts and has no regrets about "a job well done."

Area 12: Air Hall

The hallway suddenly ceases to exist here, for a gulf of at least eight feet. On the other side, the hallway continues. Within the passage, there is the smell of ozone, and static makes your skin tingle. On the opposite side, you see what appears to be a wall of water.

This area has been reclaimed by Limbo, and acts as though it were part of the Elemental Plane of Air while a PC is within it. See page 155 of the *Dungeon Master's Guide* for details on the effects.

Area 13: Water Hall

Looking into the remainder of the hall, you can see a sturdy wooden door...through at least ten feet of water.

This area has been reclaimed by Limbo, and acts as though it were part of the Elemental Plane of Water while a PC is within it. See page 157 of the *Dungeon Master's Guide* for details on the effects. Opening the door to Area 14 does not cause the water to spill into it.

Area 14: Bell Chamber

The door to this area opens in the floor of a sixty by forty room. Here, the final confrontation for the souls of Dorglast will occur.

Opening the door to this room, you see it is oversized, and a massive bell hangs off the wall next to you. At the far end of the room, on the 'ceiling' relative to your entrance, two figures stand next to a complicated magical apparatus.

The pair stands facing you at the border of an arcane circle. Within the circle, seven man-sized chunks of roughly cut amber rest on small pedestals. Encased within are the forms of five men and two women. All seven of the forms struggle against the boundaries of their confinement, mouths moving in silent screams. The figure in the largest piece of amber is clearly Holphin Neheli. He looks up at you, and begins pounding on his amber prison. Streaks of his blood mat the inside of his prison where he has beaten his hands bloody trying to escape.

The tallest man standing around the circle looks at you, a wry grin crossing his lips as he finishes chanting something. His face resembles that of

Holphin, except twisted by hatred and anger. He spits a final pair of words.

"Ardens Letum!"

The interior of each amber prison fills with flame, and those within begin writhing in gut-wrenching pain.

Sinister laughter echoes from the other man standing at the circle. He wears black robes over heavy armor, and his features look eerily familiar. As he speaks, you hear three distinct voices emanate from his mouth. "Welcome to your doom. We've been waiting for you for a very long time."

Note: The EL of this combat has been unaltered as the pre-cast spells of Artaxerxes and the fact that Mnemnonthraxus has the **Touched by Chaos** ability and the triplets had time to take an advantageous position counter each other in terms of advantages.

Mnemnonthraxus' minions are Artemis, Janus and Eremis, triplets who worship Tharizdun and who were killed by the PCs in KEO4-03 *Lasting Deeds*. They have been raised and rejoined the service of Tharizdun, and may have a particular axe to grind with some of the PCs.

Artemis and Eremis have taken up unusual positions to defend the chamber. Artemis is standing on the archway above the door (his feet are parallel with the door frame, and Eremis is on the ceiling above the door. The 'ceiling' is 15' high, which allows both blackguards to threaten the doorway, which will provoke attacks of opportunity for any hero after they move through the door.

Tactics: Mnemnonthraxus will make full use of his **Touched by Chaos** ability to change orientations if threatened, taking falling damage (and possibly an attack of opportunity) by simply creating a new 'down' for himself. He will attempt to use his immobilizing spells first, followed by his damage dealing spells. Janus will heal or cast attack spells as necessary, while Artemis and Eremis will focus their attacks on one enemy. If a single enemy proves too tough for them to damage, they will change targets and move to attack casters if possible.

APL 6 (EL 10)

➤ **Artemis:** male human ex-Pal1/Ftr4/Rgr1; hp 53, see Appendix 2.

➤ **Eremis:** male human ex-Pal1/Ftr4/Rgr1; hp 53, see Appendix 2.

➤ **Janus:** male human Clr6 of Tharizdun; hp 41, see Appendix 2.

➤ **Mnemnonthraxus:** male human Wiz6; hp 27, see Appendix 2.

APL 8 (EL 12)

🔥 **Artemis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard2; hp 71, see *Appendix 3*.

🔥 **Eremis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard2; hp 71, see *Appendix 3*.

🔥 **Janus:** male human Clr8 of Tharizdun; hp 54, see *Appendix 3*.

🔥 **Mnemnonthraxus:** male human Wiz8; hp 36, see *Appendix 3*.

APL 10 (EL 14)

🔥 **Artemis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard4; hp 89, see *Appendix 4*.

🔥 **Eremis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard4; hp 89, see *Appendix 4*.

🔥 **Janus:** male human Clr10 of Tharizdun; hp 68, see *Appendix 4*.

🔥 **Mnemnonthraxus:** male human Wiz10; hp 53, see *Appendix 4*.

APL 12 (EL 16)

🔥 **Artemis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard6; hp 107, see *Appendix 5*.

🔥 **Eremis:** male human ex-Pal1/Ftr4/Rgr1/Blackguard6; hp 107, see *Appendix 5*.

🔥 **Janus:** male human Clr12 of Tharizdun; hp 81, see *Appendix 5*.

🔥 **Mnemnonthraxus:** male human Wiz12; hp 63, see *Appendix 5*.

THE RITUAL

The souls of the captives have been given physical form by the ritual and the chaos of Limbo. Mnemnonthraxus has encased them in amber magically and is using them as tinder. The ritual harnesses the suffering the trapped people are undergoing, and when enough has been harnessed, will flood into Dorglast and slay everyone within, then return to Limbo and head off into the void in an attempt to wake Tharizdun.

The PCs are on a time limit to end the ritual. To do this, they must destroy at least one of the amber prisons and free the soul trapped within. The weakness of the ritual is that it requires exactly seven souls, no more and no less.

Each piece of amber has a hardness of 10 and has hit points equal to the 5 x the APL. The amber also has a Break DC 22, in case a character attempts to destroy it in that manner. The amber is particularly vulnerable to any sort of harmonics (a DC 20 Knowledge (architecture & engineering) check to deduce this). Any sonic attack does

double damage against the amber, ignoring hardness. Additionally, if a PC with bard levels (and only PCs with bard levels) makes a successful DC 18 + APL Perform (sing) check, all the amber in the room will take 5 points of damage (the PC hits the correct high note to damage the amber).

When a piece of amber is destroyed, the soul trapped within it will immediately flee the prison and the flame inside will burst outwards. Anyone standing next to the amber when it breaks takes 2d8 fire damage (Reflex save DC 10 + APL for half damage). The souls journey to their final places of rest – or, if Holphin yet lives, back to his body. This means that the deceased may be *raised* from the dead, something that is otherwise impossible.

At the end of the second and each subsequent round, one of the souls will be consumed permanently by the fires. At the end of the eighth round of combat, the last soul (Holphin's) is extinguished, and the ritual is complete. If the PCs succeed, proceed to Conclusion: The Ritual Stopped. If they fail, proceed to Conclusion: The Ritual Completed.

CONCLUSION

KILLING THE KINGSLAYER

The PCs receive this conclusion if they kill Holphin Neheli.

Within the blink of an eye, the deed is done, and Holphin Neheli dies at your feet. Artaxerxes is too slow to prevent your actions and the Kingslayer is no more. Disgusted with you, Artaxerxes has you expelled from Dorglast. Your names quickly make the rounds as the people who brought Holphin Neheli to justice. Some hate you, many cheer you, but some continue to whisper that you acted rashly. Rest assured your names will live through Keoish history for as long as men are remembered.

PCs receive the AR item **Wrath of House Neheli**. They also will hear of the events in the Dorglast Consumed section below.

THE RITUAL STOPPED

Shattering the amber, the intense energy that was building up within the pieces is released. A ghostly wail screams through the landscape and fades into the void. The sound and fury of the ritual is lost in the background noise of Limbo. No souls will feed Tharizdun this day.

The moment you pass through the portal, Artaxerxes thrusts the rod of cancellation into the portal. There is a popping and smell of ozone as the magic rift undulates and then implodes.

Within a few days, Holphin is well enough to see you. Propped up on his bed, his is wan and pale in the sunlight streaming through his window.

"Friends, I have not many words for you, as I am still weakened. I want you to know that you have my eternal gratitude and that you will always have a friend in Holphin Neheli. Not all of Keoland will ever know what you accomplished for us, but all will sleep better for it."

The PCs gain the Influence Point with Holphin Neheli and Influence Point with the Brokenback Merchants AR items.

THE RITUAL COMPLETED

You watch in horror as the energy encased in the amber devours the souls of the faithful trapped within. Each piece of crystal shatters, and a ghostly green luminescence coalesces in the center of the room. Like a shot, it zooms out of the room the way you came in. You barely have time to register the goings on before the radiance returns, at least a hundred times larger than before.

Within the glow you can see the faces of hundreds upon hundreds of people. In a horrible cacophony, they all begin screaming, and the luminescence tears off into the void. The four men in the room collapse where they stand. Their leader, Mnenmnonthraxus whispers a single word, rapture on his face.

"Tharizdun"

A moment later, the power of Limbo washes over the monastery. In a single instant, you suddenly become all things at the same time, completely infused by the power of chaos, before you are absorbed into this chaotic plane for eternity.

The PCs are dead and their souls merged into the riot of magical energy that is Limbo. Collect the names (PC and player) of each participant and notify the Keoland Triad (chrisinpm@aol.com) of this Conclusion.

DORGLAST CONSUMED

You hear a noise like the tearing of a burlap sack, and you watch in horror as you see yourself being pulled out of your own body – you, and everyone around you. Try as you might, you cannot resist the pull down into the depths of Dorglast. The portal you thought was destroyed was not, and now you, your friends – everyone in the ancestral home of House Neheli are torn through the portal and into Limbo. In your final moments of sanity, you are drawn en masse into the maw of a huge being so great in size that it cannot fully be seen...

In a horrible cacophony, you all begin screaming, and the luminescence that carries you

tears off into the void. And within the bowels of the githzerai monastery, Mnenmnonthraxus whispers a single word, rapture on his face.

"Tharizdun"

A small stirring occurs, and then shifts into silence and immobility. Time passes...

The PCs are dead and their souls merged into the gibbering titan of insanity that is Tharizdun. Collect the names (PC and player) of each participant and notify the Keoland Triad (chrisinpm@aol.com) of this Conclusion.

EPILOGUE

The ancestral home of the House of Linth was in flames. Orange and red licks of fire, a bitter gift from the priests of Joramy and the battle-mages loyal to the Keogh. Fortress Goarada had been captured. The backs of the Watchers loyal to the Countess of Linth were broken.

What little order had remained in Linth had collapsed. Now, mob justice would see House Linth make due on a debt of blood long deferred. Peasants who had been too weak to walk now found new strength in their limbs, hammering planks into a cross upon which to crucify the rulers of their desolated lands.

Priceless works of art, ancient treasures and books were being hurled from broken windows. Hoots and shrieks of glee erupted from the crowd as the fire consumed the ancient edifice.

In the family crypts, the young Countess sat, cradling the remains of Sera Linth. The nine-year-old child gently and lovingly ran her fingers along the top of the skull. "Why have you deserted me?" she murmured.

She hurled the skull to the ground with the force of a madwoman. "WHY?" She seized the darkly beautiful amulet from her slender alabaster neck and stared at it in the guttering torchlight. "All is lost."

"No," came the reply. She was so startled that she dropped the amulet to the ground. She backed away from it on her rump before realizing that the words had come from a formidable-looking man standing in the vaults with her. In her reverie, she had not noticed him.

When the Countess saw him, her form sagged in relief and her face relaxed in satisfaction. She retrieved the dropped amulet. "A truthful banshee, and a loyal one."

"A banshee no more," said the knight. "The Knights of the Watch have betrayed me. Now I have no title. Now I am simply Narthistle. Now, I am simply death." He came forward, and for a brief

moment, Hannah wondered if she might lose her head to a sword-stroke, as did the last firstborn female of House Linth. But instead, he intoned a prayer to their mutual patron, and in response the heat around them seemed to abate.

Narthistle picked up Hannah, supporting her under one arm, as he had done for his own daughter long ago. She laid her head against his broad shoulders.

"Where will we go?" asked Hannah.

"The Crypt of Sekhel. We will rest there, and seek communion with the Iron Duke."

Hannah clutched him closely. "They will come for us. The heroes that have dogged our steps will not give up."

Narthistle nodded and hugged her even as he drew his sword to deal with the peasants outside.

"I will never abandon you. Now rest... my beloved niece. Rest."

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 5 – Area 6

Defeat the golems

APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 5 – Area 11

Defeat the demons

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 5 – Area 14

Defeat the followers of Tharizdun

APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.

APL 12: 480 xp.

Story Award

Prevent the ritual

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 5 – Area 6:

All APLs: L: 0 gp, C: 0 gp, M: Perihelion (894 gp), Aphelion (875 gp).

Encounter 5 – Area 14:

APL 6: L: 48 gp, C: 0 gp, M: 3 +1 full plates (221 gp each), +1 bastard sword (195 gp), potion of shield of faith +2 (4 gp), +1 spiked chain (194 gp), potion of shield of faith +3 (25 gp), 2 cloaks of resistance +1 (83 gp each), ring of protection +1 (167 gp), headband of intellect +2 (333 gp), wand of enlarge person – 1st level caster (63 gp), Mnemnonthraxus' Spellbook (275 gp).

APL 8: L: 73 gp, C: 0 gp, M: 3 +1 full plates (221 gp each), +1 bastard sword (195 gp), potion of shield of faith +2 (4 gp), +1 spiked chain (194 gp), potion of shield of faith +3 (25 gp), cloak of resistance +1 (83 gp), 2 rings of protection +1 (167 gp each), headband of intellect +2 (333 gp), wand of enlarge person – 1st level caster (63 gp), 2 gauntlets of ogre power (333 gp each), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp), Mnemnonthraxus' Spellbook (275 gp).

APL 10: L: 75 gp, C: 0 gp, M: 2 +1 full plates (221 gp each), +1 vicious bastard sword (695 gp), potion of shield of faith +2 (4 gp), +1 bane (human) spiked chain (694 gp), potion of shield of faith +3 (25 gp), 2 rings of protection +1 (167 gp each), headband of intellect +2 (333 gp), wand of enlarge person – 1st level caster (63 gp), 2 gauntlets of ogre power (333 gp each), periapt of wisdom +2 (333 gp), 2 cloaks of resistance +2 (333 gp each), +2 full plate (471 gp), ring of counterspells (333 gp), Mnemnonthraxus' Spellbook (275 gp).

APL 12: L: 35 gp, C: 0 gp, M: 2 +1 full plates (221 gp each), +2 vicious bastard sword (1,528 gp), potion of shield of faith +2 (4 gp), +2 bane (human) spiked chain (1,527 gp), potion of shield of faith +3 (25 gp), 2 rings of protection +1 (167 gp each), headband of intellect +4 (1,333 gp), wand of enlarge person – 1st level caster (63 gp), 2 gauntlets of ogre power (333 gp each), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp), +2 full plate (471 gp), ring of counterspells (333 gp), +1 heavy steel shield (98 gp), potion of haste (63 gp), +1 heavy mace (193 gp), cloak of resistance +3 (750 gp), pearl of power – 2nd level (333 gp), Mnemnonthraxus' Spellbook (275 gp).

Conclusion:

All APLs: L: 0 gp, C: 100 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 48 gp, C: 100 gp, M: 3,854 gp – Total: 4,002 gp (900 gp).

APL 8: L: 73 gp, C: 100 gp, M: 5,270 gp – Total: 5,443 gp (1,300 gp).

APL 10: L: 75 gp, C: 100 gp, M: 7,103 gp – Total: 7,278 gp (2,300 gp).

APL 12: L: 35 gp, C: 100 gp, M: 10,873 gp – Total: 11,008 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Perihelion or Aphelion:** Circle above the name of the weapon to which the PC has access; you may have access to (and possess) only one of these legendary weapons. This longsword (Perihelion) and battleaxe (Aphelion) are sacred to the clergy of Heironeous. They are forged from a type of adamantine that is pure white, so bright as to be almost painful to the eyes. Etched into the blades, in Common, are the words “Burning Brightly”. The Heironeans has reclaimed the weapons, but, in exchange for a donation to the church (equal to the cost of the item), they will gift you with one of the weapons, so that they may continue their work in the world. The donation (and receipt of the item) can take place during any adventure set in the Sheldomar Valley.

These are +1 adamantine weapons with the special extraordinary ability to also act as cold iron and silver weapons for the purpose of overcoming DR only (this ability comes from the unique adamantine the weapons are constructed of). The weapons can only be wielded by those of LG, LN, or NG alignment, falling from the grasp of all others who attempt to hold them.

These weapons may be upgraded as if standard magic items (as per the LGCS). For each upgrade you purchase, if you expend 1 TU seeking out the sacred smiths of the church of Heironeous, you will enjoy a 10% discount on the upgrade.

The return of these weapons to the mortal realms are heralded in the tales of bards, and the owner of one of them enjoys a +1 circumstance bonus to their Leadership score and a +4 circumstance bonus on Cha-based skill checks when dealing with worshippers of Heironeous. These items may never be sold nor will the PC's donation to the church ever be refunded.

Strong Transmutation; CL: 12th; Prerequisites: can't be crafted; Market Price: 10,730 gp (Perihelion), 10,500 gp (Aphelion); Weight: 4 lbs. (Perihelion), 6 lbs. (Aphelion).

☛ **Blessing of Heironeous:** This worshipper of Heironeous is directly responsible for the returning of

Aphelion and *Perihelion* to the mortal realms, and, as such, Heironeous smiles upon them. For one year from the date on this AR, this PC gains electricity resistance 10. This PC also gains access to the Contemplative prestige class (*Complete Divine*).

☛ **Gratitude of the Brokenback Merchants:** The Brothers Artaxerxes and Hadrian are indebted to you for your deeds. For saving them from a fate worse than death, they will travel the ends of the Oerth to find something you desire. Choose any one item that you previously had access to on an AR from any adventure which is from year four or later. Spend 4 TU and expend this **Gratitude** (marking this section only of the **Gratitude** as USED) to gain access (Frequency: Regional) to purchase one, and only one, of that item. Items found only on ARs (unique items and those not found in any books) are excluded.

Furthermore, the merchants grant you access (Frequency: Regional) to purchase any four of these items (circle the ones you select to have access to): *elemental gem (air)*, *necklace of fireballs (type I)*, *horn of fog*, *cloak of elvenkind*, *quiver of Ehlonna*, *pipes of sounding*, *figurines of wondrous power (silver raven)*, *stone salve*, *glove of arrow snaring*, *ring of the ram*, *horn of blasting*, *sword of subtlety*, *lantern of revealing*, *scarab of protection*, *ring of shooting stars*. This access is not lost when you use the first benefit of this **Gratitude**.

Finally, the merchants grant you access (Frequency: Metaregional and Regional) to purchase (for 450 gp) a genuine Tusmit war camel (*Sandstorm*, page 193). This animal may also be selected by paladins as a bonded mount. This access is not lost when you use the first benefit of this **Gratitude**.

☛ **Influence Point with Holphin Neheli:** This PC has earned an influence point with Lord Holphin Neheli. Tally the points of influence you have earned with Holphin Neheli (using ONLY those points earned from the Keoland Regional adventures *Death March*, *Lasting Deeds*, and *Burning Brightly*) and consult the table below. You may expend some or all of this influence at the end of any module set in the Sheldomar Valley Metaregion to gain one-time access (Frequency: Adventure) to purchase your choice of one item listed below. You may choose to expend less than the full number of points you have earned, and you may choose to gain access to several lesser items whose influence point cost does not exceed your current total. When expended, mark the influence points as USED.

Expend One Point: *ghost touch or bane* (undead or evil outsiders only) weapon special ability, *circlet of blasting (minor)*, *cloak of charisma +4*, *gem of brightness*, *horn of goodness/evil*, *periapt of health*, *phylactery of faithfulness*, or *sacred scabbard* (*Complete Warrior*).

Expend Two Points: *daylight* or *sacred armor/shield* special ability (*Arms & Equipment Guide*), *radiant weapon* special ability (*Arms & Equipment Guide*), *disruption weapon* special ability, *circlet of blasting (major)*, *horseshoes*

of a *zephyr*, *phylactery of undead turning*, or one *slaying arrow* (not greater; undead or evil outsiders only).

Expend Three Points: access to Sacred Purifier prestige class (*Libris Mortis*), *ghost ward armor/shield* special ability (*Libris Mortis*), *ghost strike* or *sacred burst* weapon special ability (*Libris Mortis*), *cloak of charisma +6*, *lesser staff of the saintly* (*Complete Divine*) or fifty cold iron arrows or bolts (PC's choice).

☛ **Wrath of House Neheli:** You have enraged the Neheli with your actions. Void any and all influence points, favorable notices and/or favors you have earned with House Neheli, with one of their members (such as Holphin Neheli) or with the Knights of the Malagari (also known as the Darkwatch). If you are a member of the Knights of the Malagari, you are immediately demoted one rank. If this would place you below the lowest rank in the metaorganization, you instead spend 12 additional TUs being "re-educated." If you cannot pay this expense out of your allotment for this year, you must pay the balance on your first AR for the next game year.

☛ **Mnemnonthraxus' Spellbook:** 1st – *disguise self*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *glitterdust*, *invisibility*, *mirror image*, *scorching ray*, *web*; 3rd – *displacement*, *fireball*, *greater mage armor (CA)*, *lightning bolt*; 4th – *dimension door*, *phantasmal killer*, *shout*; 5th – *cone of cold*, *feeblemind*; 6th – *acid fog*, *disintegrate*, *mislead*. Market Price: 3,300 gp; Weight: 3 lbs.

Item Access

APL 6 (all of the following):

- *Aphelion* (Regional/Metaregional; see special AR)
- *Mnemnonthraxus' Spellbook* (Adventure; see above)
- *Perihelion* (Regional/Metaregional; see special AR)
- *Wand of Enlarge Person* (CL 1st; Adventure; *Dungeon Master's Guide*)

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

- *Cloak of Resistance +2* (Adventure; *Dungeon Master's Guide*)

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

- +1 *Bane (Human) Spiked Chain* (Adventure; *Dungeon Master's Guide*)
- +1 *Vicious Bastard Sword* (Adventure; *Dungeon Master's Guide*)
- +2 *Full Plate* (Adventure; *Dungeon Master's Guide*)
- *Ring of Counterspells* (Adventure; *Dungeon Master's Guide*)

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

- +2 Bane (Human) Spiked Chain (Adventure; Dungeon Master's Guide)
- +2 Vicious Bastard Sword (Adventure; Dungeon Master's Guide)
- Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- Headband of Intellect +4 (Adventure; Complete Adventurer)
- Pearl of Power, 2nd level (Adventure; Dungeon Master's Guide)
- Potion of Barkskin +4 (Adventure; Complete Adventurer)

APPENDIX 1 – ALL APLS

ENCOUNTER 2

Lord Holphin Neheli, male human Ari1/Ftr2/Rng5: CR 7; medium humanoid (human); HD 2d10+6d8+8; hp 57; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +5 armor); BAB/Grp +8/+9; Atk +13 melee (1d6+2/18-20, +1 ghost touch rapier); Full Atk +13/+8 melee (1d6+2/18-20, +1 ghost touch rapier) or +11/+6 melee (1d6+2/18-20, +1 ghost touch rapier) and +11 melee (1d6+1/19-20, +1 short sword); SA favored enemies (undead +4, evil outsiders +2), spells; SQ wild empathy, animal companion; AL N; SV Fort +9, Ref +9, Will +6; Str 12, Dex 17 (19), Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +15, Gather Information +8, Knowledge (history) +3, Knowledge (local – Sheldomar Valley Metaregion) +3, Knowledge (nobility and royalty) +5, Knowledge (religion) +6, Listen +6, Move Silently +9, Perform (dance) +3, Profession (Darkwatch investigator) +7, Ride +8, Sense Motive +6, Spot +6, Survival +6; Combat Expertise, Endurance^B, Improved Trip, Improved Two Weapon Defense, Leadership, Skill Focus (diplomacy), Track^B, Two-Weapon Fighting^B, Weapon Finesse.

Possessions: +1 ghost touch rapier, +1 short sword, +1 mithral chain shirt, gloves of dexterity +2, cloak of resistance +1, amulet of proof against detection and location, potion of cure moderate wounds, scarab of protection (not being worn, amulet is around neck instead), nobleman's clothes.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st – animal messenger.

ENCOUNTER 5 – AREA 11

Kelestan, male human Wiz7/Archmage4/Loremaster6: CR 17; medium humanoid (human); HD 17d4+34; hp 77 (currently 12); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB/Grp +8/+8; SA spells; SQ summon familiar, lore, greater lore, bonus language, secrets (lore of true stamina, secret knowledge of avoidance, applicable knowledge), high arcana (arcane fire, arcane reach, mastery of elements, mastery of shaping); AL LE; SV Fort +9, Ref +8, Will +13; Str 10, Dex 13, Con 14, Int 19, Wis 8, Cha 12.

Skills & Feats: Concentration +22, Decipher Script +20, Diplomacy +7, Gather Information +9, Knowledge (arcana) +27, Knowledge (nobility and royalty) +24, Knowledge (the Planes) +24, Spellcraft +29; Empower Spell^B, Greater Spell Focus (necromancy, illusion), Maximize Spell, Quicken Spell, Scribe Scroll^B, Skill Focus (Knowledge (arcana), Spellcraft), Spell Focus (necromancy, illusion).

Wizard Spells prepared (4/5/5/5/5/4/4/3/2/1; DC 15 + spell level, DC 17 + spell level for necromancy and illusion spells): no spells prepared.

Possessions: robes.

APPENDIX 2 – APL 6

ENCOUNTER 5 – AREA 6

Stained Glass Golem: CR 5; medium-size construct; HD 12d10+20; hp 105; Init +0; Spd 30 ft. (can't run); AC 15, touch 10, flat-footed 15 (+5 natural); BAB/Grp +9/+10; Atk +10 melee (1d8+1/19-20, rake); Full Atk +10 melee (1d8+1/19-20, 2 rakes); SA –; SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity, touched by chaos; SV Fort +4, Ref +4, Will +5; Str 13, Dex 10, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +18*; Blind-Fighting, Cleave, Great Cleave, Power Attack, Skill Focus (Hide).

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Touched by Chaos: The golems automatically succeed at the Wisdom check to determine relative gravity in Limbo.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor, so that their presence is not obvious to any except intruders. Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way. Stained glass golems attack by slashing with their "arms", which are as sharp as broken glass.

ENCOUNTER 5 – AREA 14

Artemis: male human ex-Pal1/Ftr4/Rgr1; CR 6; medium humanoid (human); HD 1d8+5d10+12; hp 53; Init +2; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+9 armor, +2 shield, +1 Dex, +2 natural); Base Atk/Grp +6/+9; Atk +11 melee (1d10+6/19-20, +1 *bastard sword*); Full Atk +11/+6 melee (1d10+6/19-20, +1 *bastard sword*); SA favored enemy (human +2); SQ wild empathy; AL CE; SV Fort +10, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Concentration +8, Diplomacy +4, Handle Animal +4, Hide +1, Knowledge (religion) +3, Ride +11; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder^B, Iron

Will, Power Attack, Track^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B.

Possessions: +1 *full plate*, +1 *bastard sword*, masterwork heavy steel shield, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +2, ~~*potion of barkskin* +2~~.

Eremis: male human ex-Pal1/Ftr4/Rgr1; CR 6; medium humanoid (human); HD 1d8+5d10+12; hp 53; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 natural); Base Atk/Grp +6/+9; Atk +11 melee (2d4+7, +1 *spiked chain*); Full Atk +11/+6 melee (2d4+7, +1 *spiked chain*); SA favored enemy (human +2); SQ wild empathy; AL CE; SV Fort +10, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +3, Concentration +8, Diplomacy +4, Handle Animal +4, Hide +2, Knowledge (religion) +3, Ride +11; Cleave, Exotic Weapon Proficiency (spiked chain), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Possessions: +1 *full plate*, +1 *spiked chain*, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +3, ~~*potion of barkskin* +2~~.

Janus: male human Clr6 of Tharizdun; CR 6; medium humanoid (human); HD 6d8+6; hp 41; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 deflection); Base Atk/Grp +4/+5; Atk +5 melee (1d8+1, heavy mace); Full Atk +5 melee (1d8+1, heavy mace); SA spells, rebuke undead; SQ spontaneous casting, aura, pre-cast spells (*magic circle against good*); AL CE; SV Fort +6, Ref +4, Will +9; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +9, Knowledge (the Planes) +10, Spellcraft +10; Combat Casting, Greater Spell Focus (necromancy), Spell Focus (necromancy), Still Spell.

Cleric Spells Prepared (5/4+1/4+1/3+1; DC 13 + spell level, 15 + spell level for necromancy spells): 0 – *create water* x2, *detect magic* x2, *read magic*; 1st – *bane*, *bless*, *cure light wounds*, *inflict light wounds**, *shield of faith*; 2nd – *bear's endurance*, *bull's strength*, *cure moderate wounds*, *remove paralysis*, *shatter**; 3rd – *bestow curse*, *blindness/deafness*, *cure serious wounds*, ~~*magic circle against good*~~*.

*Domain spell. **Domains:** Destruction (smite 1/day, +4 to hit and +6 damage), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: heavy mace, +1 *full plate*, *cloak of resistance* +1, *ring of protection* +1, silver holy symbol of Tharizdun.

Mnemnonthraxus: male human Wiz6; CR 6; medium humanoid (human); HD 6d4+12; hp 27; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp +3/+2; Atk +3 melee (1d4-1/19-20, masterwork dagger); Full Atk +3 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ summon familiar, touched by

chaos, pre-cast spells (*greater mage armor*); AL CE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 14, Int 17 (19), Wis 12, Cha 10.

Skills and Feats: Concentration +11, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nobility and royalty) +13, Knowledge (the Planes) +13, Spellcraft +15; Combat Casting, Empower Spell^B, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll^B, Spell Focus (illusion).

Touched by Chaos: Mnemnonthraxus' spells do not suffer the usual spell failure chance associated with spellcasting in Limbo. He automatically succeeds at the Wisdom check to determine relative gravity.

Wizard spells prepared (4/4/4/3; DC 14 + spell level; 16 + spell level for illusion spells): 0 - *detect magic*, *detect poison*, *prestidigitation*, *read magic*; 1st - *disguise self*, *magic missile*, *ray of enfeeblement* x2; 2nd - *invisibility*, *mirror image*, *scorching ray*, *web*; 3rd - *displacement*, *fireball*, *lightning bolt*.

Possessions: masterwork dagger, headband of intellect +2, cloak of resistance +1, wand of enlarge person (CL 1), ~~7 arcane scrolls of phantasmal killer (CL 7)~~, ~~arcane scroll of greater mage armor*~~ (CL 5), 2 spell component pouches, robes, Mnemnonthraxus' Spellbook. *Complete Arcane.

APPENDIX 3 – APL 8

ENCOUNTER 5 – AREA 6

Advanced (20 HD) Stained Glass Golem: CR 7; medium-size construct; HD 20d10+40; hp 180; Init +0; Spd 30 ft. (can't run); AC 15, touch 10, flat-footed 15 (+5 natural); BAB/Grp +15/+17; Atk +18 melee (1d8+2/19-20, rake); Full Atk +18 melee (1d8+2/19-20, 2 rakes); SA –; SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity, touched by chaos; SV Fort +6, Ref +6, Will +8; Str 14, Dex 10, Con –, Int 4, Wis 14, Cha 7.

Skills and Feats: Hide +24*; Blind-Fighting, Cleave, Great Cleave, Improved Toughness*, Power Attack, Skill Focus (Hide), Weapon Focus (rake). *Complete Warrior.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Touched by Chaos: The golems automatically succeed at the Wisdom check to determine relative gravity in Limbo.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor, so that their presence is not obvious to any except intruders. Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way. Stained glass golems attack by slashing with their "arms", which are as sharp as broken glass.

ENCOUNTER 5 – AREA 14

Artemis: male human ex-Pal1/Ftr4/Rgr1/Blackguard2; CR 8; medium humanoid (human); HD 1d8+7d10+16; hp 71; Init +2; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+9 armor, +2 shield, +1 Dex, +2 natural); Base Atk/Grp +8/+13; Atk +15 melee (1d10+8/19-20, +1 bastard sword); Full Atk +15/+10 melee (1d10+8/19-20, +1 bastard sword); SA favored enemy (human +2), *smite good* 2/day; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing; AL CE; SV Fort +13, Ref +5, Will +4; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Concentration +10, Diplomacy +6, Handle Animal +6, Hide +1, Knowledge

(religion) +3, Ride +13; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B.

Blackguard Spells Prepared (2; DC 11 + spell level): 1st – *corrupt weapon*, *divine sacrifice**. *Complete Divine.

Possessions: +1 full plate, +1 bastard sword, masterwork heavy steel shield, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +2, ~~*potion of barkskin*~~ +2, gauntlets of ogre power.

Eremis: male human ex-Pal1/Ftr4/Rgr1/Blackguard2; CR 8; medium humanoid (human); HD 1d8+7d10+16; hp 71; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 natural); Base Atk/Grp +8/+13; Atk +15 melee (2d4+10, +1 *spiked chain*); Full Atk +15/+10 melee (2d4+10, +1 *spiked chain*); SA favored enemy (human +2), *smite good* 2/day; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing; AL CE; SV Fort +13, Ref +5, Will +4; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Concentration +10, Diplomacy +6, Handle Animal +6, Hide +2, Knowledge (religion) +3, Ride +13; Cleave, Exotic Weapon Proficiency (spiked chain), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Blackguard Spells Prepared (2; DC 11 + spell level): 1st – *corrupt weapon*, *divine sacrifice**. *Complete Divine.

Possessions: +1 full plate, +1 *spiked chain*, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +3, ~~*potion of barkskin*~~ +2, gauntlets of ogre power.

Janus: male human Clr8 of Tharizdun; CR 8; medium humanoid (human); HD 8d8+8; hp 54; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 deflection); Base Atk/Grp +6/+7; Atk +8 melee (1d8+1, masterwork heavy mace); Full Atk +8/+3 melee (1d8+1, masterwork heavy mace); SA spells, rebuke undead; SQ spontaneous casting, aura, pre-cast spells (*magic circle against good*); AL CE; SV Fort +7, Ref +4, Will +12; Str 12, Dex 12, Con 12, Int 12, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +12, Diplomacy +11, Knowledge (the Planes) +12, Spellcraft +12; Combat Casting, Greater Spell Focus (necromancy), Spell Focus (necromancy), Still Spell.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; DC 15 + spell level, 17 + spell level for necromancy spells): 0 – *create water* x2, *detect magic* x2, *light*, *read magic*; 1st – *bane*, *bless*, *cure light wounds* x2, *doom*, *inflict light wounds**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds*, *remove paralysis*, *silence*, *shatter**; 3rd – *blindness/deafness*, *cure serious wounds*, *dispel magic* x2, ~~*magic circle against good*~~; 4th – *cure critical wounds* x2, *poison*, *unholy blight**.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +8 damage), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: masterwork heavy mace, +1 full plate, cloak of resistance +1, ring of protection +1, periapt of wisdom +2, silver holy symbol of Tharizdun.

Mnemnonthraxus: male human Wiz8; CR 8; medium humanoid (human); HD 8d4+16; hp 36; Init +6; Spd 30 ft; AC 19, touch 13, flat-footed 18 (+2 Dex, +6 armor, +1 deflection); Base Atk/Grp +4/+3; Atk +4 melee (1d4-1/19-20, masterwork dagger); Full Atk +4 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ summon familiar, touched by chaos, pre-cast spells (*greater mage armor*); AL CE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 18 (20), Wis 12, Cha 10.

Skills and Feats: Concentration +13, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (nobility and royalty) +16, Knowledge (the Planes) +16, Spellcraft +18; Combat Casting, Empower Spell^B, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll^B, Spell Focus (illusion).

Touched by Chaos: Mnemnonthraxus' spells do not suffer the usual spell failure chance associated with spellcasting in Limbo. He automatically succeeds at the Wisdom check to determine relative gravity.

Wizard spells prepared (4/6/4/4/3; DC 15 + spell level; 17 + spell level for illusion spells): 0 - *detect magic*, *detect poison*, *prestidigitation*, *read magic*; 1st - *disguise self*, *magic missile* x2, *ray of enfeeblement* x2, *shield*; 2nd - *invisibility*, *mirror image*, *scorching ray*, *web*; 3rd - *displacement*, *fireball* x2, *lightning bolt*; 4th - *phantasmal killer* x2, *shout*.

Possessions: masterwork dagger, headband of intellect +2, cloak of resistance +2, ring of protection +1, wand of enlarge person (CL 1), ~~7 arcane scrolls of phantasmal killer (CL 7)~~, ~~arcane scroll of greater mage armor*~~ (CL 5), 2 spell component pouches, robes, Mnemnonthraxus' Spellbook.

*Complete Arcane.

APPENDIX 4 – APL 10

ENCOUNTER 5 – AREA 6

Advanced (24 HD) Stained Glass Golem: CR 8; medium-size construct; HD 24d10+44; hp 213; Init +0; Spd 30 ft. (can't run); AC 15, touch 10, flat-footed 15 (+5 natural); BAB/Grp +18/+20; Atk +21 melee (2d6+2/19-20, rake); Full Atk +21 melee (2d6+2/19-20, 2 rakes); SA –; SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity, touched by chaos; SV Fort +8, Ref +8, Will +10; Str 15, Dex 10, Con –, Int 4, Wis 14, Cha 7.

Skills and Feats: Hide +30*, Move Silently +2; Blind-Fighting, Cleave, Great Cleave, Improved Natural Attack (rake), Improved Toughness*, Power Attack, Skill Focus (Hide), Stealthy, Weapon Focus (rake). *Complete Warrior.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Touched by Chaos: The golems automatically succeed at the Wisdom check to determine relative gravity in Limbo.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor, so that their presence is not obvious to any except intruders. Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way. Stained glass golems attack by slashing with their "arms", which are as sharp as broken glass.

ENCOUNTER 5 – AREA 14

Artemis: male human ex-Pal1/Ftr4/Rgr1/Blackguard4; CR 10; medium humanoid (human); HD 1d8+9d10+20; hp 89; Init +2; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+9 armor, +2 shield, +1 Dex, +2 natural); Base Atk/Grp +10/+15; Atk +17 melee (1d10+8/19-20, +1 vicious bastard sword); Full Atk +17/+12 melee (1d10+8/19-20, +1 vicious bastard sword); SA favored enemy (human +2), *smite good* 2/day; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing; AL CE; SV Fort +14, Ref +6, Will +5; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Concentration +12, Diplomacy +8, Handle Animal +6, Hide +1, Knowledge (religion) +3, Ride +15; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B.

Blackguard Spells Prepared (2/1; DC 11 + spell level): 1st – *corrupt weapon*, *divine sacrifice**; 2nd – *wave of grief**. *Complete Divine.

Possessions: +1 full plate, +1 vicious bastard sword, masterwork heavy steel shield, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +2, ~~*potion of barkskin* +2~~, gauntlets of ogre power.

Eremis: male human ex-Pal1/Ftr4/Rgr1/Blackguard4; CR 10; medium humanoid (human); HD 1d8+9d10+20; hp 89; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 natural); Base Atk/Grp +10/+15; Atk +17 melee (2d4+10, +1 bane (human) spiked chain); Full Atk +17/+12 melee (2d4+10, +1 bane (human) spiked chain); SA favored enemy (human +2), *smite good* 2/day, sneak attack +1d6; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing, command undead, aura of despair; AL CE; SV Fort +14, Ref +6, Will +5; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Concentration +12, Diplomacy +8, Handle Animal +6, Hide +2, Knowledge (religion) +3, Ride +15; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Blackguard Spells Prepared (2/1; DC 11 + spell level): 1st – *corrupt weapon*, *divine sacrifice**; 2nd – *wave of grief**. *Complete Divine.

Possessions: +1 full plate, +1 bane (human) spiked chain, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +3, ~~*potion of barkskin* +2~~, gauntlets of ogre power.

Janus: male human Clr10 of Tharizdun; CR 10; medium humanoid (human); HD 10d8+10; hp 68; Init +5; Spd 20 ft.; AC 22, touch 12, flat-footed 21 (+10 armor, +1 Dex, +1 deflection); Base Atk/Grp +7/+8; Atk +9 melee (1d8+1, masterwork heavy mace); Full Atk +9/+4 melee (1d8+1, masterwork heavy mace); SA spells, rebuke undead; SQ spontaneous casting, aura, pre-cast spells (*magic circle against good*); AL CE; SV Fort +9, Ref +6, Will +14; Str 12, Dex 12, Con 12, Int 12, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +14, Diplomacy +13, Knowledge (the Planes) +14, Spellcraft +14; Combat Casting, Greater Spell Focus (necromancy), Improved Initiative, Spell Focus (necromancy), Still Spell.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; DC 15 + spell level, 17 + spell level for necromancy spells): 0 – *create water* x2, *detect magic* x2, *light*, *read magic*; 1st – *bane*,

bless, cure light wounds, doom, inflict light wounds*, protection from good, shield of faith; 2nd –bear's endurance, cure moderate wounds, hold person, remove paralysis, silence, shatter*; 3rd – blindness/deafness, cure serious wounds, dispel magic, ~~magic circle against good~~*, searing light; 4th –cure critical wounds x2, divine power, poison, unholy blight*; 5th –flame strike x2, mass inflict light wounds*, righteous might.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +10 damage), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: masterwork heavy mace, +2 full plate, cloak of resistance +2, ring of protection +1, periapt of wisdom +2, 2 silver holy symbols of Tharizdun.

Mnemnonthraxus: male human WIZ10; CR 10; medium humanoid (human); HD 10d4+30; hp 53; Init +6; Spd 30 ft; AC 19, touch 13, flat-footed 18 (+2 Dex, +6 armor, +1 deflection); Base Atk/Grp +5/+4; Atk +5 melee (1d4-1/19-20, masterwork dagger); Full Atk +5 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ summon familiar, touched by chaos, pre-cast spells (greater mage armor); AL CE; SV Fort +7, Ref +7, Will +10; Str 8, Dex 14, Con 14, Int 18 (20), Wis 12, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcana) +18, Knowledge (architecture and engineering) +7, Knowledge (history) +18, Knowledge (nobility and royalty) +18, Knowledge (the Planes) +18, Spellcraft +20; Combat Casting, Empower Spell^B, Greater Spell Focus (illusion), Improved Initiative, Improved Toughness*, Maximize Spell^B, Scribe Scroll^B, Spell Focus (illusion).
*Complete Warrior.

Touched by Chaos: Mnemnonthraxus' spells do not suffer the usual spell failure chance associated with spellcasting in Limbo. He automatically succeeds at the Wisdom check to determine relative gravity.

Wizard spells prepared (4/6/5/4/4/3; DC 15 + spell level; 17 + spell level for illusion spells): 0 - detect magic, detect poison, prestidigitation, read magic; 1st – disguise self, magic missile x2, ray of enfeeblement x2, shield; 2nd – invisibility, mirror image, scorching ray x2, web; 3rd – displacement, fireball, lightning bolt, empowered magic missile; 4th – dimension door, phantasmal killer x2, empowered scorching ray; 5th – cone of cold, feeblemind, maximized scorching ray.

Possessions: masterwork dagger, headband of intellect +2, cloak of resistance +2, ring of protection +1, wand of enlarge person (CL 1), ring of counterspells (scorching ray), ~~7 arcane scrolls of phantasmal killer (CL 7), arcane scroll of greater mage armor* (CL 5)~~, 2 spell component pouches, robes, Mnemnonthraxus' Spellbook. *Complete Arcane.

APPENDIX 5 – APL 12

ENCOUNTER 5 – AREA 6

Advanced (24 HD) Stained Glass Golem: CR 8; medium-size construct; HD 24d10+44; hp 213; Init +0; Spd 30 ft. (can't run); AC 15, touch 10, flat-footed 15 (+5 natural); BAB/Grp +18/+20; Atk +21 melee (2d6+2/19-20, rake); Full Atk +21 melee (2d6+2/19-20, 2 rakes); SA –; SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity, touched by chaos; SV Fort +8, Ref +8, Will +10; Str 15, Dex 10, Con –, Int 4, Wis 14, Cha 7.

Skills and Feats: Hide +30*, Move Silently +2; Blind-Fighting, Cleave, Great Cleave, Improved Natural Attack (rake), Improved Toughness*, Power Attack, Skill Focus (Hide), Stealthy, Weapon Focus (rake). *Complete Warrior.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Touched by Chaos: The golems automatically succeed at the Wisdom check to determine relative gravity in Limbo.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor, so that their presence is not obvious to any except intruders. Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way. Stained glass golems attack by slashing with their "arms", which are as sharp as broken glass.

ENCOUNTER 5 – AREA 14

Artemis: male human ex-Pal1/Ftr4/Rgr1/Blackguard6; CR 12; medium humanoid (human); HD 1d8+11d10+24; hp 107; Init +2; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+9 armor, +3 shield, +1 Dex, +2 natural); Base Atk/Grp +12/+17; Atk +20 melee (1d10+9/17-20, +2 vicious bastard sword); Full Atk +20/+15/+10 melee (1d10+9/17-20, +2 vicious bastard sword); SA favored enemy (human +2), *smite good* 3/day; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing, fiendish servant, *protection from energy* (72 pts of fire damage); AL CE; SV Fort +15, Ref +7,

Will +6; Str 18 (20), Dex 14, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +4, Concentration +14, Diplomacy +10, Handle Animal +8, Hide +1, Knowledge (religion) +3, Ride +15; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B.

Blackguard Spells Prepared (2/1/1; DC 11 + spell level): 1st – *corrupt weapon, divine sacrifice**; 2nd – *wave of grief**; 3rd – ~~*protection from energy*~~. *Complete Divine.

Possessions: +1 full plate, +2 vicious bastard sword, +1 heavy steel shield, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +2, ~~*potion of barkskin*~~ +2, gauntlets of ogre power.

Eremis: male human ex-Pal1/Ftr4/Rgr1/Blackguard6; CR 12; medium humanoid (human); HD 1d8+11d10+24; hp 107; Init +2; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+9 armor, +1 Dex, +4 natural); Base Atk/Grp +12/+17; Atk +20 melee (2d4+11/19-20, +2 bane (human) spiked chain); Full Atk +20/+15/+10 melee (2d4+11/19-20, +2 bane (human) spiked chain); SA favored enemy (human +2), *smite good* 3/day, sneak attack +1d6; SQ wild empathy, aura of evil, *detect good*, poison use, dark blessing, command undead, aura of despair, fiendish servant, *protection from energy* (72 pts of fire damage); AL CE; SV Fort +15, Ref +7, Will +6; Str 18 (20), Dex 14, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +5, Concentration +14, Diplomacy +10, Handle Animal +8, Hide +2, Knowledge (religion) +3, Ride +15; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Sunder^B, Iron Will, Power Attack, Track^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Blackguard Spells Prepared (2/1/1; DC 11 + spell level): 1st – *corrupt weapon, divine sacrifice**; 2nd – *wave of grief**; 3rd – ~~*protection from energy*~~. *Complete Divine.

Possessions: +1 full plate, +2 bane (human) spiked chain, dagger, silver holy symbol of Tharizdun, defaced holy symbol of Heironeous, *potion of shield of faith* +3, ~~*potion of barkskin*~~ +4, gauntlets of ogre power, *potion of haste*.

Janus: male human Clr12 of Tharizdun; CR 12; medium humanoid (human); HD 1d8+12; hp 81; Init +5; Spd 20 ft.; AC 22, touch 12, flat-footed 21 (+10 armor, +1 Dex, +1 deflection); Base Atk/Grp +9/+10; Atk +11 melee (1d8+2, +1 heavy mace); Full Atk +11/+6 melee (1d8+2, +1 heavy mace); SA spells, rebuke undead; SQ spontaneous casting, aura, pre-cast spells (*magic circle against good*); AL CE; SV Fort +11, Ref +8, Will +16; Str 12, Dex 12, Con 12, Int 12, Wis 19 (21), Cha 10.

Skills and Feats: Concentration +16, Diplomacy +15, Knowledge (the Planes) +16, Spellcraft +16; Combat

Casting, Greater Spell Focus (necromancy), Improved Initiative, Quicken Spell, Spell Focus (necromancy), Still Spell.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; DC 15 + spell level, 17 + spell level for necromancy spells): 0 – create water x2, detect magic x2, light, read magic; 1st – bane, bless, cure light wounds, divine favor, doom, inflict light wounds*, protection from good, shield of faith; 2nd – bear's endurance, calm emotions, cure moderate wounds, remove paralysis, silence, shatter*; 3rd – bestow curse, blindness/deafness, cure serious wounds, dispel magic, ~~magic circle against good*~~, searing light; 4th – cure critical wounds x2, divine power, poison, unholy blight*; 5th – flame strike x2, greater command, mass inflict light wounds*, righteous might; 6th – heal x2, harm*.

*Domain spell. Domains: Destruction (smite 1/day, +4 to hit and +12 damage), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: +1 heavy mace, +2 full plate, cloak of resistance +3, ring of protection +1, periapt of wisdom +2, pearl of power (2nd level spell), 2 silver holy symbols of Tharizdun.

Mnemnonthraxus: male human WIZ12; CR 12; medium humanoid (human); HD 12d4+36; hp 63; Init +6; Spd 30 ft; AC 19, touch 13, flat-footed 18 (+2 Dex, +6 armor, +1 deflection); Base Atk/Grp +6/+5; Atk +6 melee (1d4-1/19-20, masterwork dagger); Full Atk +6/+1 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ summon familiar, touched by chaos, pre-cast spells (greater mage armor); AL CE; SV Fort +8, Ref +8, Will +11; Str 8, Dex 14, Con 14, Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +17, Knowledge (arcana) +21, Knowledge (architecture and engineering) +10, Knowledge (history) +21, Knowledge (nobility and royalty) +21, Knowledge (the Planes) +21, Spellcraft +23; Combat Casting, Empower Spell^B, Greater Spell Focus (illusion), Improved Initiative, Improved Toughness*, Maximize Spell^B, Quicken Spell, Scribe Scroll^B, Spell Focus (illusion). *Complete Warrior.

Touched by Chaos: Mnemnonthraxus' spells do not suffer the usual spell failure chance associated with spellcasting in Limbo. He automatically succeeds at the Wisdom check to determine relative gravity.

Wizard spells prepared (4/6/6/5/4/4/3; DC 16 + spell level; 18 + spell level for illusion spells): 0 – detect magic, detect poison, prestidigitation, read magic; 1st – disguise self, magic missile x2, ray of enfeeblement x2, shield; 2nd – glitterdust, invisibility, mirror image, scorching ray x2, web; 3rd – displacement, fireball x2, lightning bolt x2; 4th – dimension door, phantasmal killer x2, empowered scorching ray; 5th – cone of cold, feeblemind, quickened magic missile, maximized scorching ray; 6th – acid fog, disintegrate, mislead.

Possessions: masterwork dagger, headband of intellect +4, cloak of resistance +2, ring of protection +1, wand of enlarge person (CL 1), ring of counterspells (disintegrate), ~~7 arcane scrolls of phantasmal killer (CL 7), arcane scroll of greater mage armor* (CL 5),~~ 2 spell component pouches, robes, Mnemnonthraxus' Spellbook. *Complete Arcane.

DM AID – NEW RULES ITEMS

NEW FEATS

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

NEW SPELLS

Divine Sacrifice (Complete Divine)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every two hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 damage on that attack. Your ability to deal this damage ends when you successfully attack or when the duration ends. You can make as many sacrifices as the spell's duration allows. Sacrificed hit points count as normal damage. For example, an 8th level paladin can cast this spell with a duration of four rounds. If she sacrifices 10 hit points a round, she can spend up to 40 hit points and deal up to +5d6 damage all four rounds.

Mage Armor, Greater (Complete Arcane)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Wave of Grief (Complete Divine)

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Blackguard 2, Clr 2

Components: S, M

Casting Time: 1 standard action

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

Area: Cone

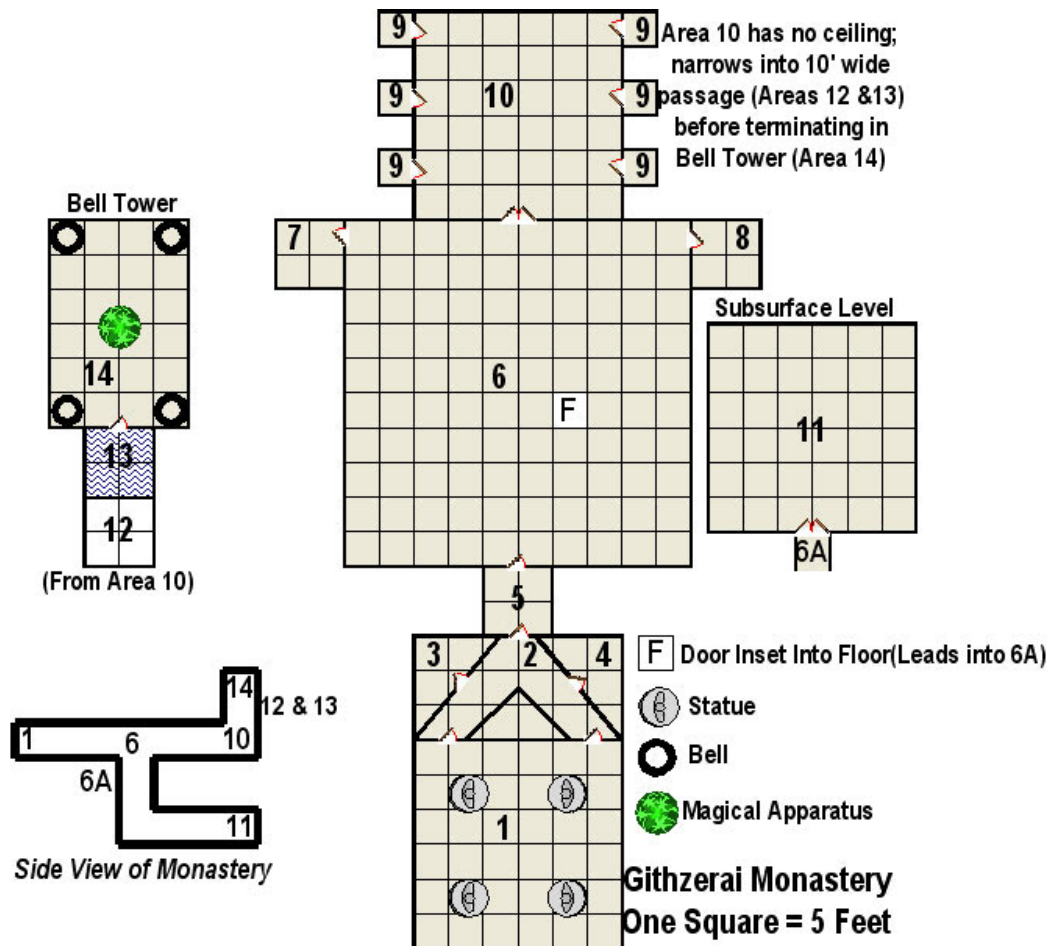
Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes.

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.



PLAYER HANDOUT #1

A letter is emblazoned with the seal of the Knights of the Malagari.

Friends,

It has been a long season since we have seen you, and we hope that time finds you well. Unfortunately, the Kingdom has need of your services, or we would leave you to your well-deserved rest. Please, meet with our emissary near the frozen fountain north of the farrier's row after nightfall. A man of the cloth of Cuthbert will meet you.

With Regards,

Induriel

Knight-Errant of the Malagari

PLAYER HANDOUT #2

A letter is emblazoned with the seal of the Knights of the Malagari.

Greetings,

Though you do not know me, your names and some of your deeds are known to me and others like me. I will not mince words: in Keoland's dark hours, we find ourselves in need of your particular talents. Meet with my emissary, a man of the cloth of Cuthbert near the frozen fountain north of the farrier's row after nightfall. You will find yourself well rewarded.

Induriel

Knight-Errant of the Malagari

PLAYER HANDOUT #3

Duke Cedrian's personal journal and experiment notes.

11 Patchwall 578

My wife, Fedralia, is having trouble adjusting to life in Dorglast. I do my best to keep her amused, but find my studies suffering. A child might be the answer, and it is high time I had an heir.

13 Patchwall 578

Today I had a lengthy discussion with Count Orloc. Every day he seems to withdraw into himself. He's never been pleasant and quite frankly, the way he looks at Fedralia makes me doubt his fidelity. Regardless, we had an interesting conversation and have agreed to pool our knowledge and engage in arcane experiments together. We will begin in a month's time, after clearing some of the cellars away for our use.

27 Coldeven 579

Working with Orloc is both rewarding and frustrating. The man is meticulous in every aspect except his personal appearance. Eyes sunken, skin pallid, the man looks like death. Fedralia cannot even speak to him.

28 Coldeven 579

Finally my experiments with Orloc have begun. I have to say, he might have physical shortcomings, but he lacks for nothing in intellect. We have drawn up preliminary plans for a planar portal. Orloc has an idea that we can harness the raw weave of other planes. It sounds outrageous, but I am willing to listen.

15 Goldmonth 57-

My head aches so. Many, many nights have passed cloistered away with Orloc. I am glad he is not in a position of power over me, for he is ruthless. I shudder to think of his vassals.

19 Goldmonth

Tragedy struck today. A young apprentice of mine, Relnic, faltered in holding a key portion of the creating of the portal. The backlash ripped through the room, killing Relnic and nearly Orloc and I. My right arm is burned almost to the bone, and without the services of the clergy I would have lost it entirely.

24 Goldmonth

I want to return to the arcanatorium but Orloc is hesitant. I understand his reservations, but I can clearly see what his goal was in the first place.

25 Goldmonth

Our roles are reversed. Orloc now preaches patience and I want to rush ahead. The pain of the backlash was unbearable, but the power that came with it... I can still feel it. I say this to no one, but Relnic died with a smile upon his face.

7 Sunsebb

The portal is complete. We had to choose a plane to attune it to, which had been a matter of much discussion between Orloc and I. He wanted to tie it to the plane of Mechanus, but I took the decision from him. When I finished the final incantation, I bound it to Limbo. The Chaos of the plane will surely yield greater rewards than a rigidly aligned plane. Orloc was furious and stormed out. I'm sure I can make him see reason.

14 Sunsebb

Today, Orloc saw reason. I ran a complicated experiment and was able to draw a minute amount of limbo's weave into an old staff Orloc used in his younger days. Within seconds, the Staff was as powerful as it had been the day it was created. When I made a gift of it to him, he was eager to return to work.

I wonder if I shall tell him of the blood that had to be spilled.

19 Sunsebb

Orloc infuriates me! The man has no sense of perspective! A minor accident, and he wants to destroy the portal! If he had brought a better apprentice, instead of that lackwit fool, none of this would have happened!

24 Sunsebb

Orloc has broken off ties with me. He says I am foolish and unstable, and perhaps he is a bit correct. I am going to do more research before I continue with any experiments.

A long break appears in the notes here ...

9 Goldmonth 581

Orloc's son Holphin has come to live with us. He is strong featured, and I see the spark within him. Orloc says the boy has no focus, but I think he has yet to reach that inner well. Perhaps I can turn him into my next apprentice.

3 Wealson

The Portal...it woke me tonight. I walked to it, and it was opened. On the other side, I saw a monastery filled with grim faced grey men. They moved with such fluidity, such power.

I need that.

10 Wealson

Something keeps calling to me. I find myself opening the portal again and again just to watch the strange grey men. They spar, and practice, and beyond the walls of their monastery, Limbo rages on. When the portal is closed, I feel colder.

14 Wealson

Holphin saw me at the portal today, when he was looking for young Adral. The way his eyes lit up with envy, even for one so young...

15

I removed Holphin's memory of the portal, and placed it within a small pear, which I then ate. It tasted oily and foul.

19

Today I opened the portal, and was confronted with Horrors. Horrors.

A Burning Man, seven feet tall and clad in plate mail, strode the corridors of the Monastery killing the grey men. Their blood ran in rivulets down the walls. I could not turn away.

The power the Burning Man had..

I must have it.

PLAYER HANDOUT #4

A page from Holphin Neheli's personal notes.

I am keeping these notes in the hopes that those who come after will not suffer.

My Uncle's writings are incomplete, but I spoke to him in Dilwych. The grey men who lived in the Monastery are a race called the Sithzerai, and my Uncle managed to contact them at some point. What passed between them is unknown.

I asked him about the monastery in his notes and he said only that the "Burning Man" ruled its corridors now, and that the "Mind Eater" used it.

I am beginning to wonder if this Mind Eater can heal my Uncle. Perhaps it stole something from him, and its death will reverse it?

I shall call on those who I can trust, even if I must purchase that trust, to determine the truth of this situation. If nothing lives there, then there is nothing lost.

But what if something does? Can my Uncle be saved? That is worth me surfacing, even if it means my death.

PLAYER HANDOUT #5

Give one copy of the below to each Shadowdark PC.

Child,

You may be contacted by a pair of brothers who seek your help in a delicate matter, in a place that is usually off-limits to members of our family. You should accept their offer and do your utmost to resolve their situation, gathering as much information about the involved parties as you are able. Relay this information to us through the usual channels. Above all, do not reveal the family to which you belong.

Love, Mother

(Out-of-game Explanation: Take notes and gather as much information, in-game, about the goings on in this adventure as you are able. You are on your honor to relate to the Guildmistress only information you gained in-game. Send your report to the Guildmistress at chrisinpm@aol.com. Do not relate any specifics of the module or what you found on the Shadowdark yahoo group, or in any other forum.)

Child,

You may be contacted by a pair of brothers who seek your help in a delicate matter, in a place that is usually off-limits to members of our family. You should accept their offer and do your utmost to resolve their situation, gathering as much information about the involved parties as you are able. Relay this information to us through the usual channels. Above all, do not reveal the family to which you belong.

Love, Mother

(Out-of-game Explanation: Take notes and gather as much information, in-game, about the goings on in this adventure as you are able. You are on your honor to relate to the Guildmistress only information you gained in-game. Send your report to the Guildmistress at chrisinpm@aol.com. Do not relate any specifics of the module or what you found on the Shadowdark yahoo group, or in any other forum.)

CRITICAL EVENT SUMMARY

SPRING GATHERING 2005 – KEO5-04 BURNING BRIGHTLY

DM Instructions: Complete this form and return it to the Event Coordinator.

Event Coordinator: Please tabulate the results of all forms, summarize them, and submit that summary to Christian Alipounarian of the Keoland Triad (chrisinpm@aol.com).

1. Did the PCs save Holphin Neheli from being slain by the Burning Man?

2. Did the PCs deduce that the Burning Man was an illusion?

3. Did the PCs prevent the ritual?

4. How many of the eight souls did the PCs free from the amber shards? Was Holphin's among them?

5. What was Kelestan's status at the end of the module?
(Circle one)

CAPTURED

SLAIN

ESCAPED