

YEO4-07

The Heart of Betrayal

A Two-Round D&D® LIVING GREYHAWK™ Yeomanry Regional Adventure

Version 2.0

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Sometimes the wind from one door closing opens another. Even from afar, those with ears to hear and eyes to see can sense the change. Yet vision and hearing can only go so far. The Watchers of the Stone need someone to serve as their “eyes”. Do you dare to be a light in the darkness or will you be swallowed up by the shadows? A two-round Yeomanry regional adventure for PCs of APLs 6-12.

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 beldred@midsouth.rr.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.

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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 two-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry 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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

KELZAD (POP. 950)

Meaning "Stone" in the original Suel dialect, Kelzad is a very old settlement in the far northwest. Lore claims that Kelzad was one of the first settlements founded by the Suel when they came through the mountains from the west. Reclusive and isolationist to the extreme, the citizens of Kelzad do not welcome outsiders, and the town as such is very different from anything else in the Yeomanry. The town is home to only a few large, extended families, ruled by the Watchers of the Stone—a group of blind albinos who are rarely seen. The people of Kelzad speak a long-forgotten Suel dialect and dress eerily alike in flowing black-and-blue robes. They rarely participate in Yeoman politics and do not have a Grosspokesman, although the town's size would warrant one.

Despite its eccentricity, Kelzad is a wealthy town, thanks to the gems, silver, and platinum that is mined in the nearby hills and mountains. In fact, their mines produce such pure strains of ore that outsiders have claimed that witchcraft and sorcery must be at work. Despite the town's isolationism, its citizens do realize that their wealth can garner them some influence. As such, a considerable percentage of the coinage minted in the

Yeomanry originates in Kelzad, and the city as such is well defended from raiders. The Yeoman government recognizes the tremendous resource that Kelzad is, and tries its best to capitulate to the town in order to access its wealth.

Interestingly, the people of Kelzad financially support the Dustdigger College in Loftwick in its effort to rediscover Suel artifacts, and the Watchers of the Stone openly support this. In fact, one of the more renowned Dustdiggers, Olan Demeter hails from Kelzad and has the Watchers' blessing to adventure. He resides in Newick currently, however.

GRYPHON'S REACH

Gryphon's Reach controlled the Western pass in the Crystalmists during the years before the Twin Cataclysm, guarding the Suel presence in the Sheldomar Valley. For several hundred years afterward it was an important bulwark against the predations of the creatures in the Sea of Dust.

In the years before the rise of Asberdies, the Keep was a source of opposition to his attempts to consolidate his rule. Sadly, the fall of Gryphon's Reach signaled the beginning of Asberdies' reign of terror.

For years the Keep has remained hidden under the blanket of a powerful version of the *time stop* spell invoked by Asberdies. Within the spell, all time ceased for many centuries. Recently several unknown phenomena have wreaked havoc with the spell. Portions of the spell have accelerated, while the spell has collapsed in some areas of the Keep.

BACKGROUND

Just before the Twin Cataclysms, the Gryphon's Reach was a lonely bastion in the Crystalmists. Prior to the Invoked Devastation it was tasked with the defense of the Suel Imperium from unknown enemies from the east. After the Suel migrations, it was given over to a minor house of the Suel, House Tardanth, to defend the beleaguered Suel refugees from possible incursions from the shattered remains of the Empire to the west. Fortunately, nothing remained to assault the keep but hot, dust-laden winds.

The last lord of the Gryphon's Reach, Lazriel, was a noble of House Tardanth, an accomplished wizard, and a contemporary of the wizard Asberdies. When Asberdies began his ascension to power, Lazriel refused to swear fealty, opposed him politically, if not overtly, and tried to maintain his trust to guard the passes and protect the shattered Suel of the Sheldomar. Unfortunately for him, Asberdies was not one to suffer even covert opposition. Asberdies was able to eventually corrupt the mind and soul of Lazriel's apprentice and long-time protégé, Kherroth.

One fateful night Kherroth and Asberdies struck, poisoning most of the keep and cruelly murdering Lazriel's family. Lazriel engaged in a tremendous spell battle with the two evil spellcasters and managed to slay his betrayer. He was unable to defeat Asberdies, however. Before they died, Lazriel and his wife called upon a powerful admixture of divine and arcane power to seal away their charge, the Gryphon's Aerie, from Asberdies. Frustrated, the evil wizard used foul and powerful magic drawing on dark pacts and profane power to raise both Kherroth and Lazriel as liches, finding cruel amusement in extending their enmity for eternity. Both are confined to the relative area of the keep due to the spell's effects, but the power of the ancient magic is fading.

ADVENTURE SUMMARY

This adventure is similar to a standard dungeon crawl. Characters encounter numerous undead in the keep and must clear it of evil, enemy forces. The PCs will eventually be faced with the difficult ethical situation of aiding a lich to avenge his death and help him find his final peace — or attempt to destroy him along with the other undead denizens. The entire keep is subject to an *unhallow* effect centered on the desecrated Chapel of Allitur, which bolsters the undead and makes divine casting problematic. PCs may encounter Lazriel's wife and children who are disembodied ghosts of a mischievous bent.

PREPARATION FOR PLAY

Throughout the adventure, PCs will encounter the dead and undead. Although undead typically have no treasure, in each room of the Keep, a Search check (DC 10 + APL) will find various (random) coinage scattered across the floors.

The majority of these coins are copper, with some silver and the occasional gold piece. All of these coins have dropped from the purses of the dead and undead after their death or transformation. These coins are worth more than their face value, as they are extremely rare coins; if the PCs Appraise (DC 18 + APL) the coins, they will realize that the coins are worth up to 100 times the face value. Once the players understand that coins are lying scattered about the Keep it is likely they will search for and find the majority of the coins; note whether or not the PCs discovered (paid attention to) the coins on the floor (**Old Coins** reward on the AR). It is important to note whether or not the PCs find the coins, and whether or not they keep or sell the coins (they cannot keep some and sell others).

Mixed among these collector's coins are other, different coins, although equally valuable. While almost as old, these coins are in far better condition, with the finely etched figure of a wizard on the obverse and a tall tower with four bastions engraved on the reverse. Each of these coins is made of a strange green-tinged gold.

PCs that gain the **Old Coins** reward and choose to sell the coins automatically gain maximum gp for this adventure.

Is This a Military Adventure?

Yes. PCs in the militia or army are considered activated for this adventure. The initial request for adventurers from the Watchers of the Stone may have been made through official military channels and the PCs may be considered tasked to the Watchers.

Is This a Church Adventure?

No. No direct church involvement from the major faiths of the Yeomanry is indicated in this adventure. There may be an opportunity to score points with the Church of Allitur in the adventure, however.

Is This a Dustdigger Adventure?

Yes. PCs belonging to the Academy of Lore are considered activated for this adventure. The exploration of ancient sites and acquisition of historical information are central to the mission of the Academy of Lore.

INTRODUCTION

The PCs have been contacted by their military superiors, officials of the Academy of Lore, or some other government official and asked to go to the town of Kelzad and speak with the Watchers of the Stone. Feel free to roleplay this encounter, but the actual method of introduction is not essential to the story. In any case, economically savvy characters will not be able to negotiate a fee higher than standard mercenary wage (approximately 10 gp x APL). Play begins before the Watchers in Kelzad.

Perhaps you should have been surprised by the summons of the enigmatic Watchers of the Stone. Certainly, your friends looked at you with some trepidation when you mentioned it before heading out. It is rare for these strange and powerful individuals to contact the outside world, much less send a summons through official channels for you, specifically.

The larger purpose remains unclear, as is how you came to their notice. Nevertheless, here you stand before the circle of blind albinos. They begin to speak, and as if they share one mind, when one leaves off another takes up the conversation in midstream.

"You are known to us. We have watched your exploits. We have need of your skills. You will assist us."

"There are forces— forces working which you will not understand. Understanding is not for you— only doing. The wind from one door closing—"

"—opens another. A door has opened. The shifting earth destroyed a nesting on the River Hard—"

"—and closed the Deliverer's Rest. And it opened the path to Soul's Despair."

"Gryphon's Reach. Bastion of the West. Forge of Souls. Heart of Betrayal— a promise forgotten."

"The way is open, but we cannot see. There is only—"

"—pain. Only despair. Heart's betrayal. Beyond the pain is—"

"—unknown. We cannot see beyond the pain. You will go. You will be our— eyes."

"You will see without pain. Little lights into the darkness can avoid the hungry shadows, where larger lights would be swallowed up. Follow the waters into the Dark of Dark— three days hence at the first light. Now is the time. Now is the only time. You are dismissed."

With that, your audience with the eerie Watchers is concluded. No one else in Kelzad knows what was discussed in your audience, nor do they care to listen. You are given provisions and sent solemnly on your way.

The PCs may choose to reject the mission of the Watchers due to the way in which it was presented. The Watchers are strange, imperious, and a little spooky. If they choose to do so, the adventure is essentially over for them. No gold or experience is earned from an uneventful trip to Kelzad. Otherwise, proceed to Encounter 1.

ENCOUNTER 1: THE LONG AND WINDING ROAD

You are sent to follow a path along the Wick River as it tumbles out of the mountains. The way is easy at first, but as the path cuts into the mountains, the way becomes rockier and more treacherous. After a day or so of travel, you finally find the place where the Wick gushes forth from its underground source. It appears that the Dustdiggers will need to update their records about the river's source. Where they had indicated before that the river gushed from a small cleft in the rock, it now appears that massive stones have fallen, opening a cave that contains not only the rushing river, but just enough room for you to skirt along the edge and enter the cave itself.

A Balance check (DC 10) is needed to avoid falling in the river on this narrow (3 ft. wide) walkway. If a PC falls in the water, they must succeed at a Swim check (DC 15) or be pushed 10 ft. downriver every round. Without cold weather gear, a PC in the river takes 1d6 nonlethal damage from cold each round he remains in the water.

Upon exiting the water, PCs may heal from the chill using vigorous exercise, gaining their Con modifier back (in hp, heals the nonlethal damage only) for every hour spent out of the water. Note that creatures which are Large or larger cannot fit into the cave.

Further into the cave, the rough, rocky cave floor changes, and you begin to see evidence of worked stone. As the river rises, stairs replace the path alongside it, cut from the stone itself.

The steps are narrow and slippery. Eventually, the way branches off with one tunnel containing the river and another to the right. The tunnel to the right has some indication of being man-made. There are some stone pillars and a rusted iron ring and stone bollard that might have been used long ago to tie a boat. The tunnel has chiseled supports and rusted sconces for torches and extends beyond the range of your vision.

You follow the tunnel for what seems miles and for several days, trudging ever upward. The rushing of the river is deafening at first, and seems to echo through the tunnel. Eventually, however, it fades away until all you can hear is your own footsteps and the sound of your own voices. When it seems like the tunnel will take you forever, or at least into the Sea of Dust, something catches your eye. The keenest-eyed among you see it first: a small light ahead. Eventually, all can see and you have no need for additional lighting. Sunlight streams through an opening in the cave and you emerge into the light of day. It is evident that you must be in the very heart of the mountains. The air is chill and sharp and thinner, making you draw deeper breaths.

ENCOUNTER 2: GRYPHON'S REACH

Before you is a cobbled roadway, cut into the living heart of the mountain. It extends onward and upward for a significant distance before it bends behind a smaller peak and is lost from sight. You follow the road upward and around that bend for about half a mile. Nestled among the smaller peaks and crevices lies a stony, walled keep with corner towers half a mile further onward. The road leads up to the keep and also seems to continue past it, descending out of view.

Note: It is possible that some erstwhile PC thinks himself the equal of, or even superior to the powerful Watchers of the Stone and tries to use divination magic on the keep or its environs. They've gotten fair warning from the Watchers. A PC attempting to use any divination spell is instantly wracked with blinding pain and debilitating despair for 1d4+1 rounds. Due to the nature of the *unhallow* and the amount of undead in the keep itself, any use of *detect undead* or *detect evil* within the

walls of the keep functions as if the user had detected an Overwhelming aura (as per the spell description) and stuns for 1d4+1 rounds. Due to the Overwhelming aura, it will be impossible to concentrate to determine numbers, strength and locations of individual auras, etc. While a powerful spell covers the keep, its effects are more muted and as long as spellcasters using *detect magic* devote one additional round to their concentration, the overall magic aura of the keep will fade to a dull, background aura.

As you approach the keep, you are stopped by an invisible barrier. It defies your attempts to pass through. Closely peering beyond the barrier, you notice unsettling sights. A bird is frozen in flight, a kind of bird you have never seen before, and perhaps no one has seen for hundreds of years. A leaf is suspended under a tree, inches from the ground. A mountain goat on one of the peaks near the keep has been standing with its head raised without moving since you have first noticed it.

But as the light of the new day encroaches — what must be the third day of your travels — the world seems to subtly shift. The bird reanimates and flies away. The leaf makes its slow fall to the stony ground. And the goat shakes itself and slowly — almost too slowly — bounds off into the rocks.

The keep and surrounding environs has been subject to a very powerful and complex *time stop* spell. PCs casting *detect magic* will get the sense of lingering but almost overpowering Transmutation magic of a complexity they've never seen before. The Transmutation aura lingers in the background, and the power of the aura is muted but does not fade. Rather it fluctuates slightly.

A DC 35 Knowledge (arcana) check indicates that this is a very powerful and complex version of a *time stop* spell; probably an ancient magic from before the Invoked Devastation that has been otherwise lost.

The road that continues past the keep leads to Encounter 6.

ENCOUNTER 3: EXPLORING THE KEEP – LEVEL ONE

Refer to DM Aid: Map of Level One during this encounter.

AREAS G1 – G4: GUARD TOWERS

Of these towers, once solidly built of heavy, hewn stone at the far corners of the keep, and at least 3 stories, only the farthest now stand, with crenellations shining in the morning. The bottom floors have no windows or arrow slits, and wooden doors partially hang from their hinges.

Of the closer guard towers, one has completely collapsed, crashing partly into the courtyard, while

the other is in the process of collapsing, seeming to hang in the air, gout of dust and debris casting a pallor across the Keep.

The southwestern guard tower (Area G1) is in the process of collapsing on itself.

The guard tower which has completely collapsed is the one labeled Area G2. It has destroyed parts of the Steward's office (Area 24) and one of the storage rooms (Area 9), and completely destroyed the eastern barracks (Area 14) and the eastern armory (Area 7), as well as the eastern half of the barbican.

AREA 1: THE SHATTERED BARBICAN

The barbican of the keep is ruined, from time and some type of explosive magic. The heavy, iron gates are blasted and lying some 20 feet from the barbican, itself. The portcullis is likewise thrown far from the barbican and twisted from some great heat. The barbican itself is a blackened ruin of crumbled stone and uncertain stability. The gateway arch appears intact, and two persons could pass abreast underneath it, though there is no telling how long it will hold.

The right half of the barbican seems to have collapsed in on top of itself, although strangely, you can see portions of the barbican's upper floor that have yet to complete their collapse. In fact, looking closer, you can see debris and rubble in the act of falling!

Looking beyond the half-blasted gatehouse, you can see into the courtyard beyond. Great portions of the keep itself remain half-destroyed.

A DC 20 Knowledge (architecture & engineering) check or DC 15 Stonemasonry check, will tell the PC that most of the damage is to the gates, themselves, and the second story. The gateway arch is firm and relatively stable.

AREA 2: THE COURTYARD

The courtyard is open ground containing an ornate, stone fountain. The fountain is dry and contains no water and seems to have been non-functional for quite some time. Scattered about the courtyard are skeletal remains of humanoids with the last remains of rusted equipment and tattered clothing. One of the skeletons is lying so that its arm is draped over the lip of the fountain with its hand where the water would be.

There is nothing of note in the courtyard.

Around the perimeter of the courtyard stand the main buildings of the Keep. The interior buildings are also constructed of solid stone, and remain in good repair, although the front doors gape wide open. The slate rooves of the buildings are

contrasted by the deep green of tarnished copper flashing.

Once the PCs have entered any of the buildings read the following paragraph. The mist is an effect of the *unhallow* placed on the keep (see Area 15), but the mist itself has no game effect other than to confuse or intimidate the PCs.

A low, cool, thin mist hugs the floor and strange shapes can occasionally be seen in it. The mist swirls in and out of focus, creating strange and tormented shapes. You can feel the mist trying to claw its way up your legs, but a quick wave of your hand disperses the mist.

Occasionally, misty figures or apparitions can be seen moving through the mists, both away from and toward the PCs. Unless an area explicitly mentions otherwise, the figures always pass through a wall or other surface, or rush to the PCs and pass harmlessly through them, disappearing as if inside the PCs body. Again there is no game effect, only atmosphere.

AREA 3: STABLES

The stables are completely empty. Even the hay has turned to dust. There is the skeleton of one dead horse, but nothing else. Really. If there were other horses, they must have fled to become eaten or evolve into hardy mountain ponies.

Nothing to see here; nothing to loot.

AREA 4: THE SMITHY

The smithy is solidly built of stone. Surprisingly, occasional wisps of smoke still rise from the chimney. The stones of the outer walls and the heavy iron door are warm to the touch. In fact, the door is uncomfortably hot.

The inside is also uncomfortably warm. Hanging on the walls are various finely crafted tools and weapons. Everything is covered with a fine layer of soot that you kick up into a cough-inducing cloud as you enter. Close to the forge there is a gleaming anvil etched with dwarven runes. It is clean of dust or soot and in pristine condition. From the forge itself, burning eyes look out at you and follow your movements.

Within the forge is a bound fire elemental (see *Monster Manual*, page 99). The elemental (two elementals at APL 12) is bound to the immediate vicinity of the forge (really, the anvil) and cannot go beyond 10 ft from it. The elemental will not attack unless attacked. If the PCs do not attack it, the elemental will ask in Ignan that they free him. He only knows that the anvil is somehow linked to his imprisonment.

The anvil is made of mithral and has a binding effect that holds the elemental. It is hardness 10 and 200 hp

worth of damage is enough to break the magical effect and free the elemental. If they succeed, the elemental thanks them, promises to repay them someday in the future, and disappears in a blinding flash; the PCs receive the **Favor of the Elemental** reward on the AR. The smithy becomes noticeably cooler after its departure.

PCs may decide to release the elemental by attacking him directly instead of the anvil (or may simply decide to slay the elemental without regard to its wishes). If they do indeed defeat the elemental, a PC who has land of his own can place the anvil on their demesne, if it has been improved with a smithy; the PCs receive the **Mithral Anvil** reward on the AR.

APL 6 (EL 7)

🔥 **Fire Elemental, Huge (1):** hp 144; see *Monster Manual*, page 99.

APL 8 (EL 9)

🔥 **Fire Elemental, Greater (1):** hp 189; see *Monster Manual*, page 99.

APL 10 (EL 11)

🔥 **Fire Elemental, Elder (1):** hp 216; see *Monster Manual*, page 99.

APL 12 (EL 13)

🔥 **Fire Elementals, Elder (2):** hp 216 each; see *Monster Manual*, page 99.

AREA 5: THE COMMON ROOM - SOUTH

This room looks to have been once richly apportioned. Some faded tapestries still cling tenaciously to the walls, while others have given up the fight and fallen into heaps. Low stone benches line the walls. Directly across from the entrance is a pair of etched, thick oak doors.

If the PCs venture beyond the doors read the following:

Beyond the doors lies an impressive vista. A rock wall rises before you, stretching as far as you can see to the left and right. A sturdy drawbridge rests across a deep chasm, perhaps 30 or forty feet across. At the far end, a dark archway beckons you forward.

The mist hangs low to the floor throughout the interior of the keep. Although it has no game effect, you may suggest to the players that PCs have a cold shiver and feel something watching them, especially whenever they enter a new room.

Passing through the archway will bring the PCs down to the Underground (Encounter 5).

AREA 6: WESTERN ARMORY

Broken and otherwise useless or ruined weapons litter this room. They look as if they have been torn from their racks and thrown about the room in anger. There are distinct divots and chips in the walls where metal weapons have struck them.

Two chests, one in each corner of the room sit with sturdy locks. Nestled in the floor mist, a skeletal body lies with one hand on a wooden bench and one hand on the lowest portion of one of the weapons racks; as if reaching for a weapon before he succumbed to his awful fate.

The ever-pervading mist seems a little chillier here, and the mist seems to form itself into faces that sternly watch the PCs and glare soundlessly.

If the PCs choose to attack the misty faces, let them do so. It is only mist. After a few rounds or so of swinging at the mist and shadows, let them have the real danger: the spectres.

The chests are empty and the locks unlocked.

Note: The EL of this combat has been raised by 1 due to the *unhallow* effect throughout the keep (see Area 15).

APL 6 (EL 9)

👤 **Evolved Spectre (1):** hp 63; see *Appendix 1*.

APL 8 (EL 11)

👤 **Evolved Spectres (2):** hp 63 each; see *Appendix 1*.

APL 10 (EL 13)

👤 **Evolved Spectres (4):** hp 63 each; see *Appendix 1*.

APL 12 (EL 15)

👤 **Triply Evolved Spectres (4):** hp 63 each; see *Appendix 1*.

AREA 7: EASTERN ARMORY

This area has been completely destroyed by the collapse of the southeastern guard tower (Area G2).

AREA 9: STORAGE ROOM

Empty, except for various foodstuffs. Just your basic fare — tomatoes, onions, displacer beast meat, etc.

The storage room near Area G2 has been partially destroyed by the collapse of the southeastern guard tower.

AREA 10: GUEST ROOM

This appears to be a typical guest room— or at least it was. Now it is a junk heap. The bedding has been slashed and scattered. Chairs have been

broken, as has the mirror on the scratched and dented dresser. The wall hangings have been slashed to pieces and the closet door torn off its hinges.

AREA 11: DINING HALL

This massive hall contains a large oak table at which are seated or slumped at least 20 corpses. Goblets are spilled out onto the table and dishes upended. Some of the bodies are calmly seated; others slumped over the table, while others are on the floor as if they were struck down fleeing from their meal. The corpses in this room are not skeletal, but still rather fleshy. Whatever magic has held this castle out of time is inconsistent, it seems.

There is a massive fireplace directly across the room, around which rises an arched stairway on either side that leads up to a second-floor balcony. Colored light filters in from stained glass windows in the dome above the room and the decorations are very well crafted and ornate.

If any PCs examine the bodies, a DC 15 Heal check reveals them to be poisoned: dilated pupils, swollen and blackened tongue, etc. Of course, this is just before the corpse seems to turn and look at the PC.

You watch in horror as ghostly apparitions rise from the scattered corpses. Perhaps you really imagined that slurping-sucking noise. Slowly the translucent figures stand, resplendent in the finery of their day. The spirits begin to walk beyond the table, couples joining hands, obviously gathering to dance.

As more apparitions begin to filter into the room and the dance proceeds, something strange happens. A child's ball comes bouncing down the stairs from the second floor. If it were possible for the undead to know fear, you would swear that the spirits are afraid of it—or what it represents. They begin to shy away from the stairs and from wherever the ball comes to rest, moving as fast as their floating step will carry them. Soon, the room is empty; only you and the ball remain.

If the PCs ignore the ball and make their way to the staircase, the moment they set foot upon the first step, the ball comes bouncing back down the steps again. If the PCs leave the room entirely, it will come bouncing their way from the next staircase they encounter. In fact, it will stalk them, appearing in the spookiest fashion until one of them picks it up. Once a PC touches the ball, he is subject to phantom Devlin's malevolence. The character must succeed at a Will save (DC 23) or be possessed by Devlin (Lazriel's son). Devlin is not evil, but he is mischievous. He will try to keep his presence a secret as long as possible. But he is, after all, just a little boy and sometimes he might slip up. If another character is possessed by Devlin's sister, Rianna, then they will

quietly bicker and play pranks on one another through their hosts.

Any PC that makes the Will Save suffers no effects and has no knowledge of what has occurred, but will have an uncontrollable urge to pass the ball to another PC (like the game "hot potato"). The PC will do everything in his power to keep the effects secret, even going so far as to use Sleight of Hand to place the ball upon an unsuspecting PC. This will continue until one PC fails the Will Save.

Give the PC possessed by Devlin Player Handout #1.

AREA 12: KITCHEN

This appears to be a well-used kitchen. As you enter, you see a skeleton in a chef's hat waving a spoon at you. His jaw moves soundlessly, but you get the distinct impression that he is not happy with your intrusion.

The undead spirit of the cook is tied so firmly to his beloved kitchen that he is more difficult to turn. He cannot be destroyed by turn attempts, and even if cowed he will not leave the kitchen. He does not attack the PCs, even if attacked, just looks sternly at them and waves his spoon—at least as stern as a skeleton in an apron and a chef's hat can be. If reduced to 0 hp, he reforms in 1d6+1 rounds. If the PCs linger and do nothing, he points to a pot on the stove with a spoon in it. If the PCs go over to it and stir the pot for a few minutes, he nods and ignores them from that point on. They get to keep the spoon.

AREA 13: STORAGE ROOM

Empty, except for various foodstuffs. Just your basic fare — tomatoes, onions, displacer beast meat, etc.

AREA 15: THE CHAPEL

Shafts of sunlight pierce the gloom through holes in the stained glass, but do nothing to dispel the shadows. The mist is thicker here, and a little spongy. The faces in the mist seem to snarl at you and scream without sound. The shadows are longer, the darkness deeper and the chill stronger. A tingle races up your spine and the air feels, well, wrong. Everything is definitely uneasy here. The pews are empty, but the shadows seem to move and slide among them of their own accord. The altar has been drenched with dried blood and above it is a defaced symbol of Allitur. Some of the moving shadows are definitely now more solid.

The PCs are attacked by the occupants of the chapel.

Note: The EL of this combat has been raised by 1 due to the *unhallow* effect throughout the keep (see below).

APL 6 (EL 9)

☛ **Slaughter Wight (1):** hp 176; see Appendix 1.

APL 8 (EL 11)

☛ **Slaughter Wights (2):** hp 176 each; see Appendix 1.

APL 10 (EL 13)

☛ **Slaughter Wights (2):** hp 176 each; see Appendix 1.

☛ **Devourer (1):** hp 108; see *Monster Manual*, page 58.

APL 12 (EL 15)

☛ **Slaughter Wights (3):** hp 176 each; see Appendix 1.

☛ **Devourers (2):** hp 108 each; see *Monster Manual*, page 58.

Development: The desecrated chapel is the source of the *unhallow* effect (18th level caster) throughout the keep. If any PC thinks to do so, they may reconsecrate the chapel by defeating its undead occupants and then by expending 2 of their daily turn attempts (minimum 8th level cleric for this to be effective, auto success). Reconsecrating the chapel disperses the mist and destroys the *unhallow* effect throughout the keep. The spell tied to the *unhallow* effect is *invisibility purge*, and only undead gain the benefit of this *invisibility purge*.

AREAS 17, 18, 20: SERVANTS' QUARTERS

These rooms are mundane and functional bedrooms with bunk beds and simple closets. They probably functioned as the servant's quarters. There are occasional corpses in various states of decay, but they are otherwise unremarkable and empty.

AREA 21: PUBLIC BATH

This room is tiled and warmer than other rooms in the keep. Several large pools of cold or steaming water are set into the floor. The room is nice, but not ornate and there are finely crafted wooden benches along the walls. Shelves hold clean linen towels that are strangely preserved from the age and decay that has affected other parts of the keep.

The pools in the Public Bath are *everful basins* (see *Stronghold Builder's Guidebook*), but cannot be removed without destroying them.

☛ **Everful Basin:** This enchanted basin always has six gallons of water in it, no matter how many times it might be dipped into. However, if the *everful basin* is ever emptied completely, such as by tipping it over, it ceases to work forever, the magic spilling away with the last of the water.

AREAS 28-29: SIMPLE GUEST ROOMS

Simple guestrooms with one bed, nightstand and chest. Each has bodies in various places in various states of decay. Those rooms in the western portion of the keep are decayed down to bones. Those in the eastern side are essentially preserved from the point of death. This is an effect of the inconsistent *time stop* effect that fluctuates throughout the keep.

AREA 32: LAZRIEL'S STUDY

The key to the door from the staircase to this room is in the Master Bath (Area 35).

This is a small, but luxurious office intended for the business of the keep and occasional arcane study. The room is dominated by the massive silveroak desk, upon which rest numerous papers, half-finished spells, and charts of other Planes. There is a painting on the wall behind the desk of a handsome family; a blond boy with a mischievous grin, a pretty girl with a pout, a strong-featured, red-haired woman in cleric's vestments, and a dark-haired, middle-aged man with piercing eyes. The painting is uncannily lifelike and the eyes of each person of the painting seem to follow you wherever you go in the room. On the west side of the room is a small but sturdy metal door with a lock.

There is not much of value in this room. A Search check (DC 16 + APL) among the papers on the desk turns up Player Handout #4.

The metal door opens to what appears to be a stone wall. The wall is actually a portal that *teleports* anyone stepping through it to the Laboratory (Area 41). The door and lock are mithral.

☛ **Mithral Door:** 6 in. thick; hardness 15; hp 180; Break DC 40; *arcane lock* (CL 17th); mithral lock (Open Lock DC 40, hardness 15, hp 30).

AREA 36: PRIVY

This tiny room contains nothing but a stone seat with a hole in the center and a shelf with clean, but coarse linen towels. It is otherwise empty. The hole is dark and no light source reveals any depth or dimension.

The hole under the privy seat is a *bag of devouring* (*Dungeon Master's Guide*, page 274). Any PC stupid enough to stick anything of animal or vegetable nature down it suffers the consequences. The bag cannot be recovered; attempts to remove it will destroy it instead.

AREA 37: DRY STORAGE & WINE CELLAR

Half of this cavernous room is taken up by large crates, wooden boxes of various sizes, and barrels. There are utilitarian shelves that hold more boxes

and crates. At the other end of the room are various shelves holding dusty bottles with illegible paper labels that have been obscured by time. A simple wooden door sits in the center of the western wall.

The bins, crates, boxes and barrels all contain foodstuffs. None are edible and all are either dust or rotten. The wine is so old that it has turned to vinegar and is likewise unpalatable.

ENCOUNTER 4: EXPLORING THE KEEP – LEVEL TWO

Refer to DM Aid: Map of Level Two during this encounter.

AREA 8: WESTERN BARRACKS

This room contains a number of wooden bunk beds, a couple of tables and numerous wooden chests. A couple of skeletal bodies are slumped onto one of the tables. Small scraps of paper that appear to be playing cards are beneath them. One is clutching a pewter mug, tarnished slightly. The beds hold a few more skeletal remains with even more scattered about the floor in the mist. As you enter the room, their heads turn in your direction and their bony jaws move soundlessly as they pull themselves upright.

The skeletal soldiers shuffle into ranks on either side of the room and pull themselves to a stiff attention. Their attention focuses upon you, but they do not move from their military stance. They appear as many soldiers do—waiting to be commanded.

The skeletons will not attack the party no matter what transpires. They also cannot be commanded, as no one in the party is their original lord or commander. If attacked, they will remain at attention and not defend themselves. If rebuked or turned, they will crumble to dust. If a Neutral cleric with the ability to command undead attempts to command them, they will shake their heads in disgust and crumble to dust.

AREA 14: EASTERN BARRACKS

This area has been completely destroyed by the collapse of the southeastern guard tower (Area G2).

AREA 16: VESTRY

This room seems to have functioned as the vestry and office of the chapel's cleric. On the wall is a slightly faded picture of a middle-aged Suel man, a plain auburn-haired woman in cleric's vestments decorated with the holy symbol of Allitur, and two blond children, a boy and a girl. Crisp cleric's robes hang in a mahogany wardrobe, and a fine, mahogany desk sits in front of the eastern window. Various

papers are scattered from the desk and onto the floor. There is a basin filled with water in the northwest corner of the room.

The painting is of Lazriel's family. His wife, Relinda, is the cleric of Allitur in the painting. The water in the basin was originally holy water, but due to the corruption of the chapel has been slowly converted to unholy water. If the PCs enter this room after reconsecrating the chapel, inform them that the water in the basin appears to be slightly steaming, although it is cool to the touch. The desk is locked (Open Lock DC 15+ APL).

Treasure: In a drawer of the desk is a silver holy symbol to Allitur and a lesser strand of prayer beads (at APL 8 and above only). The papers are in Ancient Suel and are mundane accounting documents and clerical reports.

AREA 22: CAPTAIN'S OFFICE

This medium-sized room is simple, almost Spartan in its accoutrements. Shields of unknown and possibly ancient heraldry rest on the walls, as well as some well-preserved weapons. At a simple, pine desk sits a grayish, bald figure looking through some papers. When you enter, it turns its white, empty eyes upon you.

The PCs are attacked immediately.

Note: The EL of this combat has been raised by 1 due to the unhallow effect throughout the keep (see Area 15).

APL 6 (EL 7)

☞ **Shadows** (3): hp 27 each; see *Monster Manual*, page 221.

APL 8 (EL 9)

☞ **Bodak** (1): hp 81; see *Monster Manual*, page 28.

APL 10 (EL 11)

☞ **Bodaks** (2): hp 81 each; see *Monster Manual*, page 28.

APL 12 (EL 13)

☞ **Bodaks** (3): hp 81 each; see *Monster Manual*, page 28.

☞ **Wraiths** (4): hp 45 each; see *Monster Manual*, page 258.

AREA 23: WAR ROOM

Entering this room, you immediately notice that the doorway is bracketed by statues holding pole arms that cross above the lintel. The walls are covered by tapestries that are carefully woven maps. Unfortunately, they are maps of kingdoms and empires that are no more than memories, or at best, historical curiosities. A shelf-rack along the

northern wall holds many scrolls and scroll cases. Probably filled with, you guessed it, maps. The room is dominated by a large round table upon which a map of a structure has been etched into the wood and painted. A small red dot the size of a thumb pulses at a location on the table.

The table is a greater map of tactics (see Stronghold Builder's Guidebook). The map shows the basic room structure of the four levels of the keep (you can share the maps of the keep with the PCs) but no details of the underground or the western guard tower. The pulsing point is the activation icon (it will disappear if anyone touches the table and gets an icon representing them upon the table – see below). Again, this table is set in place, and cannot be moved without destroying the magic item.

🗺 **Greater Map of Tactics:** This table features a topographic map of the stronghold and the outlying area to a distance of one mile. When a person touches the map, a glowing icon representing her appears at the appropriate location on the map (Will save DC 16 negates). The person can then leave the room and wander as she likes. As long as she stays within the region represented by the map, the map shows where she is. If she leaves the area and then returns, the map immediately picks up her presence again.

The map can track up to six subjects at a time for up to 18 hours each. The icon gives more than just location data on tracked subjects; it also renders their status (unharmed, wounded, dying, disabled, unconscious, stunned, dead, and so on). Anyone within 5 feet of the map instantly understands how to read these icons properly.

If the maximum number of people is already being tracked, no additional people can be tracked until the time limit of one or more expires or unless one of the current subjects returns to the map and touches it again.

AREA 24: STEWARD'S OFFICE

This medium-sized room is more ornate than other offices you have seen. Colorful tapestries, untouched by age and time adorn the walls. There are well-made bookcases and cabinets, filled with ledger books and scrolls that line the walls. The desk and the cabinets and shelves seem to be made of a dark, shiny wood. Two everburning torches burn heatlessly in sconces on either side of the door. In the farthest corner, a figure skulks, half in shadow. The figure is holding a ledger in which it makes a quick notation before placing the book back upon the shelf. The shadowy figure then sits at the desk, and begins to make notations in various ghostly ledgers.

Treasure: At APLs 8 and above, staunch PCs can locate a chime of interruption under the desk (Search check DC 16 + APL).

AREA 25: CAPTAIN'S QUARTERS

This room was obviously a bedroom. Faded wall hangings depicting martial scenes attempt to lend color to this utilitarian scene. Dust covers everything. There is one bookshelf along the east wall with bound books that are brittle and yellowed. There is an open chest filled with brittle maps at the foot of the bed. A small nightstand has collapsed into a fragmented heap next to the bed.

A Search check (DC 16 + APL) will uncover a note among the remains of the nightstand (Player Handout #3).

The books are in Ancient Suel and are military histories and treatises. Unfortunately, due to their advanced age and horrible condition, they are not really salvageable. The room is otherwise empty of anything of value. Any attempt to save a map or book will fail, leaving the PC with a pile of dust.

AREAS 26-27: SIMPLE GUEST ROOMS

Simple guestrooms with one bed, nightstand and chest. Each has bodies in various places in various states of decay. Those rooms in the western portion of the keep are decayed down to bones. Those in the eastern side are essentially preserved from the point of death. This is an effect of the inconsistent *time stop* effect that fluctuates throughout the keep.

AREA 30: SPLENDID GUEST ROOM

This room is more elaborate than others and was probably set for visiting guests of important stature. The furnishings are more lavish and the wall hangings more intricate and colorful. It is otherwise empty of anything of note.

AREA 31: LIBRARY

This large room is filled with rows upon rows of bookshelves lined with books and scrolls. The books themselves are remarkably well preserved. Ornate sconces hold everburning torches that emit a warm golden light that covers most of the room. At the end of the room is a simple, but elegant wooden door.

Treasure: The books are in 6 lots. The lots are as follows:

1. Knowledge (arcana)
2. Knowledge (religion)
3. Knowledge (history)
4. Knowledge (history)
5. Knowledge (mixed)
6. Knowledge (architecture & engineering)

All books are, of course, in Ancient Suel. The historical books only cover periods up to the point where the keep was sacked, but detail events concerning the

Suel Imperium before the Rain of Colorless Fire. As such, they would be extremely valuable to any serious scholar of history and worth double their face value. Any PCs that specifically state that they will turn the books over to the Academy of Lore (Dustdiggers) or University of Loftwick receive the **Influence with the Dustdigger College** reward on the AR.

Most of the scrolls are mundane scribbblings or in bad condition, but a Search check (DC 16 + APL) will find the following scrolls among the shelves:

APL 6: *divine scroll of summon monster V* (CL 9th).

APL 8: *divine scroll of summon monster V* (CL 9th), *arcane scroll of nightmare* (CL 9th).

APL 10: *divine scroll of summon monster V* (CL 9th), *arcane scroll of nightmare* (CL 9th), *arcane scroll of mass bear's endurance* (CL 11th).

APL 12: *divine scroll of summon monster V* (CL 9th), *arcane scroll of nightmare* (CL 9th), *arcane scroll of mass bear's endurance* (CL 11th), *divine scroll of fire storm* (CL 15th).

AREA 33: MASTER BEDROOM

When you step into this room, you see a lavishly appointed master bedroom. The tapestries are colorful and silk and the wood in the chest of drawers and bed and vanity are all made of expensive silveroak wood. Your appraisal of the room is cut short by the appearance of various figures: five, black-clad figures and a red-haired woman in cleric's robes.

The scene about to play out is a residual psychic effect of the battle between the assassins and Relinda, the first lady of the keep. PCs may try to interact with the figures, but they will soon discover that nothing they do has any effect on the participants and they ignore the PCs completely. The scene functions as a permanent programmed illusion in all respects, except that it only runs once for all participants and cannot be dispelled. If a PC leaves the room and returns, the scene will not replay. Once it has been witnessed, it will not play again. However, it may run at different times for PCs viewing it at different times (i.e. out of the room when the first group views).

Three of the assassins move to the attack as the woman begins soundlessly intoning a spell. She evades most of their strikes except one dagger slash that splashes blood on the wall behind her and staggers her. She mouths a word, and one of the assassins is blasted with divine power and crumbles in a smoking heap. Two others clutch their ears and begin fumbling about. Noticeably weaker, she stumbles and begins mouthing another spell. An assassin stabs with a short sword in his right hand, but it is turned by an invisible barrier. His left hand buries a dagger to the hilt in her shoulder, however.

She pales, visibly, but continues the spell. The last assassin fires an all-black arrow into her hip just as her spell ends and the entire room is consumed in billowing flames. The scene fades to reveal the room in its present state. Nothing remains but fire-blackened walls, grey ashes, and blasted skeletal remains of the combatants.

Since this is a residual psychic effect of a moment of great anguish, PCs with high intelligence are particularly affected by the venue. Any PC with an Int 16 or higher must make an immediate Will Save (DC 15 + APL) or go unconscious when the illusionary fire storm goes off. Those who fail will be unconscious for 1d4+1 minutes and will have a tremendous headache thereafter. Those who make the save suffer only the headache, which is not debilitating. Other PCs are unaffected.

There is nothing of value in this room. In fact, there is really nothing in this room. It's nothing but ash and blasted corpses.

AREA 34: CHILDREN'S ROOM

This room contains two small, single beds. One has the word "Devlin" carved in the footboard; the other has the word "Rianna" similarly carved. The walls are painted with clouds and shining castles and flying griffins. There is a full-length mirror in carved oak resting near the toy box. A large, colorful box near the window holds wooden and stuffed toys. Illusions of the sun and the moon creep along the walls and ceiling and seem to correspond to the exact time of day.

The happy and colorful scene is marred by the two young bodies resting peacefully in their beds. They are the corpses of a young, blond boy and an auburn-haired girl clutching a teddy bear. Both are well preserved and appear to have been about the same age.

A Heal check (DC 15), reveals both to have suffered dagger-sized stab wounds to the neck. A Heal check (DC 20) reveals that the stab wounds probably killed them, but there is a slight discoloration around the wounds consistent with poison.

The mirror is the focus of interest for this room. The first female PC that looks in the mirror will see an image of the little girl standing behind her. If there is no female present in the party, the order of preference will be a Suel PC, the PC with the highest CHA, a human, and then an elf. If none of those are present, Rianna will show herself to the first person to look in the mirror.

Once a suitable PC looks in the mirror, he is subject to phantom Rianna's malevolence. The character must succeed at a Will save (DC 23) or be possessed by Rianna (Lazriel's daughter). Rianna is not evil, but she is vain. She will try to keep her presence a secret as long as possible, but will encourage a PC to primp and improve their appearance and elicit compliments from other PCs.

If another character is possessed by Rianna's brother, Devlin, they will quietly bicker and play pranks on one another through their hosts.

Any PC that makes the Will Save suffers no effects and has no knowledge of what has occurred, but will have an uncontrollable urge to get others to look in the mirror and see if they can see the girl. This will continue until one PC fails the Will Save.

Give the PC possessed by Rianna Player Handout #2.

AREA 35: MASTER BATH

This is a large pristine bathing chamber with two large pools, one of which has steam rising from the water. The walls and floor are entirely covered with shellacked white marble, with ornate columns, lintels and molding. Each column has flying gryphons in bas-relief. Marble stone benches line the walls around the pools and crisp linen towels rest under the benches. In the eastern corner of the room is a small gilded door and porcelain basins rest upon a stone shelf on the eastern wall.

This room has nothing of value. A Spot check (DC 12 + APL) will reveal a griffin-etched gold key lying at the bottom of the steaming pool. This key opens the door from the private stairs to Lazriel's Study (area 32).

Both pools are everful basins (see Stronghold Builder's Guidebook) and will have exactly the same amount of water in them at all times unless completely drained. The steaming pool also has a gate (of miniscule size) to the Elemental Plane of Fire that keeps the pool heated continuously. These items cannot be removed without destroying them.

❖ **Everful Basin:** This enchanted basin always has six gallons of water in it, no matter how many times it might be dipped into. However, if the everful basin is ever emptied completely, such as by tipping it over, it ceases to work forever, the magic spilling away with the last of the water.

ENCOUNTER 5: EXPLORING THE KEEP – THE UNDERGROUND

Refer to DM Aid: Map of Underground & Western Tower during this encounter.

AREA 38: GARDENER'S OFFICE & QUARTERS

You enter this room to see a small desk with simple chairs and shelves lining the room. On the shelves appear to be wooden bins and jars with labels affixed of various names: "Rosemary," "Dryad's Tears," "Maguey," to name a few.

A skeletal figure in a heavy leather apron and gloves stands at one of the shelves. It holds a sprig of some dried plant in one hand and gardening shears in the other.

The skeleton is the former gardener of the keep. He will not attack the party unless the PCs begin rummaging through the shelves, and he can easily be destroyed.

Note: The EL of this combat has been raised by 1 due to the unhallow effect throughout the keep (see Area 15).

All APLs (EL 1)

🦴 **Human Warrior Skeleton (1):** hp 9; see Monster Manual, page 226.

AREA 39: COMMON AREA – NORTH

This is an unremarkable thoroughfare used as a common point between the bridge and the rooms in this area. It is only notable for the small statues of gnomes in foppish hats that flank the archway to the bridge. Two small doors rest on the left and right sides of the room.

One of the gnome statues opens the secret door (DC 30 Search check) to the Laboratory (Area 41). When the westernmost gnome's head is twisted to the right, it opens the door.

AREA 40: THE GARDEN

As you pass along a lengthy underground tunnel, you begin to see sunlight ahead. You emerge from the dark and into what appears to be a depressed cleft in the rock of the mountains that holds the dry and dead remains of a garden. Similar gnome statuary flank the opening. Wandering among the lifeless and wilted plants is a frightening figure. He wears faded and tattered robes of a bygone era, and his skin is dry and stretched tightly over the bones of his face. His mouth is pulled back in a rictus, showing his aged and yellow teeth, but his eyes glow with a red and baleful light. He stops his wandering, raises a thin and bony finger and points at you. He says something in an obviously ancient language.

If none of the characters speaks Ancient Suel, read the following.

He begins to cast a spell slowly, and then in Common says, "Who are you? Why have you disturbed my solace?"

PCs may identify the tongues spell with a successful Spellcraft check (DC 18).

The lich is Lazriel, the lord of this keep. If PCs think to ask about him or his circumstance, refer to the background information at the beginning of this adventure. If the characters are not overly hostile, Lazriel

attempts to elicit their aid in attaining his final rest. He will ask that they kill his former apprentice, Kherroth, though clearing the keep of evil influence and driving Kherroth out will ultimately do so.

Lazriel never leaves the garden, which was his wife's favorite place, so he does not know where Kherroth is hiding or the state of the rest of the keep. He is imperious and annoyingly arrogant, but also sorrowful and overcome with grief at the death of his family. He feels that his covert opposition to Asberdies ultimately led to the destruction of all he holds dear and blames himself for everything that occurred. He does not know who has his phylactery (he's a wizard; he knows how lichs are made, though he did not make himself into a lich), but suspects that either Kherroth or Asberdies has it.

If the PCs choose not to aid him, he *wishes* them out of the garden to the gates of the keep (Will save DC 28 to resist). Lazriel will not speak with them again, and the curse and *time stop* effect will not be broken. If the wish is successful, mystic force of an unknown type will bar the PCs from entering the keep again. The adventure is ended. Go to the Conclusion, Lazriel is Not Freed section.

If the PCs agree to help him, they may find Kherroth at the Western Tower (Encounter 7). Lazriel's memory is faulty due to his unwilling undead state and the traumatic events that led to it. He knows that he sent Kherroth somewhere else, but does not remember exactly where. The note in his study (Area 32) will provide the necessary clue.

Note: If the PCs attack Lazriel, he will use everything at his disposal to defend himself. They will gain no favors associated with Lazriel or his family. While the Watchers of the Stone are grateful for the information obtained, they will not be favorably disposed to those who had a chance to end the curse on this noble Suel and did not. Any item in Lazriel's possession disintegrates with his death. The EL of this encounter has been raised by 1 due to the *unhallow* effect throughout the keep (see Area 15).

All APLs (EL 20)

☞ **Lazriel, Lich Wiz17:** hp 153; see Appendix 1.

AREA 41: LABORATORY

This large room has large tables covered with glass tubes, beakers and bottles, as well as illegible scraps of paper and various dry and dusty substances. The shelves are lined with books, bottles, and/or ceramic pots. Everything is covered in a fine dust. There is a desk and a podium near the north wall, as well as a dark stone fireplace.

This is an alchemical and magical laboratory. The various bottles and apparatuses are aged and unusable, and otherwise no better than what could be purchased in the present day. All potions have gone bad due to age; they are now poisonous. Any PC drinking one of the

liquid potions may suffer the effects (poison: Adlevine extract; Ingested (Fort DC 14 resists); initial damage: 1d4 Wis damage and +2 Con bonus (bonus lasts 1d10 minutes); secondary damage: 2d6 Wis damage).

Treasure: A Search check (DC 16 + APL) will uncover the following scrolls, dusts, and glues in the laboratory:

APL 6: *divine scroll of tongues* (CL 7th), *arcane scroll of remove curse* (CL 7th), *arcane scroll of Bigby's interposing hand* (CL 9th), *dust of dryness*, *dust of tracelessness*, *sovereign glue*.

APL 8 and above: *divine scroll of tongues* (CL 7th), *arcane scroll of remove curse* (CL 7th), *arcane scroll of Bigby's interposing hand* (CL 9th), *dust of dryness*, *dust of tracelessness*, *sovereign glue*, *divine scroll of baleful polymorph* (CL 9th).

AREA 42: PRIVATE STUDY

This luxurious study seems to have fallen into disuse. The walls are covered with glittering arcane symbols and a complex pentagram is etched into the stone of the floor. A massive darkwood desk, also covered with arcane symbols rests near the back wall. Charts of complex, protective circles and of extra-dimensional locales cover the desk. There is an iron safe to the left of a well-worn and faded sofa and a small statue of a dog sits to the right of the sofa, between it and the desk.

🔒 **Iron Safe:** 2 in. thick; hardness 10; hp 60; Break DC 28; lock (Open Lock DC 20, hardness 15, hp 30).

Treasure: Within the safe are various scouting reports and letters. It also contains a *Boccob's blessed book* and the key to the locked secret door to the Vault.

Note: A DC 30 Knowledge (arcana) check reveals that the symbols on the walls and furniture make this room a *secure chamber* (see *Stronghold Builder's Guidebook*) and proof against divinations.

🔒 **Secure Chamber:** This entire chamber is affected by a *mind blank* spell. No one in the chamber can be affected by spells or effects that detect, influence, or read emotions and thoughts, up to and including *miracle* or *wish*. Even a scrying that scans an area does not work.

Developments: There is a locked secret door that leads to the vault (the key is in the safe). It can be found by patting the head of the stone dog twice or with a Search check (DC 25). It can be opened with the key or with an Open Lock check (DC 20 + APL).

AREA 43: VAULT

This reinforced room is sturdily built from hewn stone. Stone shelves hold a collection of staves, wands and other magical and mundane creations of value.

Note: A DC 30 Knowledge (arcana) check reveals that the symbols on the walls and furniture make this room a *secure chamber* (see *Stronghold Builder's Guidebook*) and proof against divinations.

🔒 **Secure Chamber:** This entire chamber is affected by a *mind blank* spell. No one in the chamber can be affected by spells or effects that detect, influence, or read emotions and thoughts, up to and including *miracle* or *wish*. Even a scrying that scans an area does not work.

Treasure: Many of the items here have deteriorated to a useless state as a result of the wild time stop effect on the keep. The following, still functioning items and valuables can be found in the Vault:

APL 6: metamagic rod (extend, lesser), metamagic rod (enlarge, lesser), wind fan, 3,600 gp (in various coins and gems).

APL 8: metamagic rod (extend, lesser), metamagic rod (enlarge, lesser), wind fan, figurines of wondrous power (serpentine owl), ring of force shield, robe of useful items, 5,200 gp (in various coins and gems).

APL 10: metamagic rod (extend, lesser), metamagic rod (enlarge, lesser), wind fan, figurines of wondrous power (serpentine owl), ring of force shield, robe of useful items, metamagic rod (extend), metamagic rod (enlarge), belt of giant strength +4, shifter's sorrow, 9,200 gp (in various coins and gems).

APL 12: metamagic rod (extend, lesser), metamagic rod (enlarge, lesser), wind fan, figurines of wondrous power (serpentine owl), ring of force shield, robe of useful items, metamagic rod (extend), metamagic rod (enlarge), belt of giant strength +4, shifter's sorrow, robe of stars, rope of entanglement, staff of fire, 13,200 gp (in various coins and gems).

ENCOUNTER 6: THE PATH LESS TAKEN

The stony path winds down from the keep to the west. At certain points, it appears that a way has been cut from the stone of the mountain. Scrub brush and vines dot the slopes, and at times you think you see the towers of another fortification lower in the distance before bends in the path take it out of your view. A brisk wind from the west occasionally kicks up the dust of the path, the grit stinging your eyes and drying your throats. The sudden clatter of armor and distinctive ring of drawn swords stops you cold.

The swordwraiths are all that remain of Asberdies' once powerful personal guard here. They were sworn to Kherroth's personal service as Asberdies' loyal servant and heir apparent. When Kherroth was trapped within the Keep, the men of his guard detail were trapped alongside him in this terrible form.

Note: The EL of this combat has been raised by 1 due to an *unhallow* effect (18th level caster, automatically dispelled when Kherroth flees in Encounter 7) along this path and throughout the western tower. The spell tied to the *unhallow* effect is *invisibility purge*, and only undead gain the benefit of this *invisibility purge*.

APL 6 (EL 8)

🗡️ **Swordwraith, Human Ftr5 (1):** hp 45; see Appendix 1.

APL 8 (EL 10)

🗡️ **Swordwraiths, Human Ftr5 (2):** hp 45 each; see Appendix 1.

APL 10 (EL 12)

🗡️ **Swordwraiths, Human Ftr6/Blackguard1 (2):** hp 63 each; see Appendix 1.

APL 12 (EL 14)

🗡️ **Swordwraiths, Human Ftr6/Blackguard3 (2):** hp 81 each; see Appendix 1.

Treasure: The equipment of the swordwraiths is the only treasure here.

ENCOUNTER 7: THE WESTERN TOWER

Refer to DM Aid: Map of Underground & Western Tower during this encounter.

The path eventually takes you to a squat, three-story tower probably meant to guard the western approach through the pass. A signal flag of faded red and gold flutters in the breeze. The tower is sturdy and constructed of dark granite. Stables stand on the eastern side of the tower.

Further down the path, humanoid bodies lay unmoving in contorted positions. You feel a chill, even beyond the cold wind that whips among the mountain peaks. The tower, itself, has an air of menace despite its small size. Though there is no one in sight, you have the feeling of being watched.

The bodies are hobgoblins in battered old armor, carrying worn and pitted weapons. A Heal check (DC 15) shows them to be recently dead — probably within a day. A Heal check (DC 25) reveals death by negative energy drain.

Treasure: At APL 8 and above, one of the hobgoblins is wearing a *cloak of the bat*.

FIRST FLOOR (GROUND)

Passing through the strong, ironbound wooden door, you come into a dark stone room with simple furnishings. There is a weapons rack near the back

and a rugged table and chairs. A stone stair in the back of the room leads up into further darkness. The room appears empty.

PCs can make a Spot check (DC 20) to see the wraiths coming out of the floor (and thus avoid surprise).

Note: The EL of this combat has been raised by 1 due to an *unhallow* effect (18th level caster, automatically dispelled when Kherroth flees in Encounter 7) along the path and throughout this tower. The spell tied to the *unhallow* effect is *invisibility purge*, and only undead gain the benefit of this *invisibility purge*.

APL 6 (EL 8)

☛ **Wraiths** (2): hp 45 each; see *Monster Manual*, page 258.

APL 8 (EL 10)

☛ **Wraiths** (4): hp 45 each; see *Monster Manual*, page 258.

APL 10 (EL 12)

☛ **Wraiths** (8): hp 45 each; see *Monster Manual*, page 258.

APL 12 (EL 14)

☛ **Wraiths** (2): hp 45 each; see *Monster Manual*, page 258.

☛ **Dreadwraith** (1): hp 144; see *Monster Manual*, page 258.

SECOND FLOOR

This room must have been the barracks or living quarters for the tower's garrison. There are four sets of robust bunk beds, wooden chests, and two large wooden cabinets in the room. Empty iron brackets for torches dot the walls.

The room is empty, as are the chests and cabinets.

THIRD FLOOR

Wan light pierces the gloom from arrow slits and a dry and husky voice mocks you from the darkness.

"I always knew this day would come. Some fools would one day manage to pierce the barrier. It is unfortunate for you that you are the ones to have done so. I have no further use for you, so enjoy your last moments in the knowledge that you have furthered my master's goals."

A skeletal creature wearing rotting robes with faded arcane symbols steps into the light. His mummified skin stretches back into a leering smile but his eyes glow with malevolent intent.

Note: The EL of this encounter has been raised by 1 due to an *unhallow* effect (18th level caster, automatically dispelled when Kherroth flees – see below) along the path and throughout this tower. The spell tied to the *unhallow* effect is *invisibility purge*, and only undead gain the benefit of this *invisibility purge*.

All APLs (EL 18)

☛ **Kherroth, Lich Wiz15**: hp 135; see *Appendix 1*.

Note: Kherroth will only fight for **one** round before he teleports away. The only way to stop this is with a spell that blocks dimensional movement, such as *dimensional anchor* (although Kherroth's *ring of counterspells* currently contains that spell). Note that Kherroth has cast *stoneskin* and *protection from arrows* before the PCs arrive, having detected their approach. He will leave behind Lazriel's phylactery. The phylactery is a black gem veined in red. It is easily found since, besides the lich, it is the only thing in the room. Use Kherroth to scare, but not slay, the PCs in his one round of combat. Any item in Kherroth's possession disintegrates with his death (but try to avoid allowing the PCs to slay him before he escapes).

There is a trap door and ladder that leads to the roof of the tower.

FOURTH FLOOR (ROOF)

There is nothing here but empty wind and the signal flag. The birds won't even come near this place.

CONCLUSION

If the PCs return the phylactery to Lazriel, proceed to the Lazriel is Freed section below. If the PCs refused to help him, he teleported them out of the keep, proceed to the Lazriel is Not Freed section below. Also proceed to the Lazriel is Not Freed section below if the PCs depart the Keep without helping Lazriel.

LAZRIEL IS FREED

Returning again into the bowels of the keep, you find Lazriel still despondently pacing his wife's garden. As you hand the black gem over to him, he looks at it a moment solemnly.

"Now I can be free," he says, "But first, everything must be brought forth." He waves his hands in complex gestures and begins speaking words of power beyond your comprehension. You feel a jolt and your heart races for a moment. Far behind you, you hear the grinding of a great metal door opening.

At this point, something interesting happens. The ghost of Relinda seems to superimpose itself on a PC. Not exactly like a full possession, it moves as if a transparent mask of her features were placed upon the PC's face. Her

preference of PC is in this order: female, Suel, divine caster, random character.

"It is time, husband," she says. A single tear drops from her eye. It slides down her cheek and falls to the ground. When it strikes the earth, a ripple of life spreads, revitalizing and reinvigorating the dry and dead plants of the garden. Soon you are surrounded by lush and healthy greenery.

Lazriel smiles and crushes the gem to powder that is blown away by the wind. Relinda's spectral form steps away from you and reaches out to her husband. As he takes her hand, he crumbles to dust and Relinda fades away. After a moment, you walk away and you hear children's laughter that also fades away in the wind.

The cries of newly freed griffins follows you back to the Watchers of the Stone.

Whichever PC hosted Relinda for this final farewell gains the **Mark of Relinda** reward on the AR. All of the PCs receive the **Lazriel's Bequest** reward on the AR.

PCs who provide information on the Keep to the Watchers receive the **Favor of the Watchers of the Stone** reward on the AR.

LAZRIEL IS NOT FREED

This is a familiar scene. In fact, it appears that you are once again standing before the broken gates of the keep. This time, however, everything is different. There is an invisible barrier that blocks all your attempts to reenter. Small animals are once again frozen in place beyond the barrier, for how long this time, no one knows.

With the loot you have accumulated and the experience you have gained, you begin the weary trek back to Kelzad with that most precious of commodities — information. Perhaps time and circumstance will give you another opportunity to advance the cause of freedom in this lonely and windswept place. For now, however, duty draws you onward back to the place you call home.

PCs who provide information on the Keep to the Watchers receive the **Favor of the Watchers of the Stone** reward on the AR.

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 3 – Area 4

Slay or free the fire elemental

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 3 – Area 6

Defeat the undead

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 3 – Area 15

Defeat the undead

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 4 – Area 22

Defeat the undead

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 6

Defeat the undead

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 7 – First Floor

Defeat the undead

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Story Awards

Reconsecrate the Chapel (Area 15)

APL 6: 80 xp.

APL 8: 95 xp.

APL 10: 110 xp.

APL 12: 125 xp.

Return the phylactery to Lazriel

APL 6: 100 xp.
APL 8: 130 xp.
APL 10: 160 xp.
APL 12: 190 xp.

Discretionary roleplaying award

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

Total possible experience

APL 6: 1,800 xp.
APL 8: 2,250 xp.
APL 10: 2,700 xp.
APL 12: 3,150 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.

Introduction:

APL 6: L: 0 gp, C: 60 gp, M: 0 gp.

APL 8: L: 0 gp, C: 80 gp, M: 0 gp.

APL 10: L: 0 gp, C: 100 gp, M: 0 gp.

APL 12: L: 0 gp, C: 120 gp, M: 0 gp.

Encounter 4 – Area 16:

APL 6: L: 2 gp, C: 0 gp, M: 0 gp.

APL 8: L: 2 gp, C: 0 gp, M: *lesser strand of prayer beads* (800 gp).

APL 10: L: 2 gp, C: 0 gp, M: *lesser strand of prayer beads* (800 gp).

APL 12: L: 2 gp, C: 0 gp, M: *lesser strand of prayer beads* (800 gp).

Encounter 4 – Area 24:

APL 6: L: 0 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: *chime of interruption* (1,400 gp).

APL 10: L: 0 gp, C: 0 gp, M: *chime of interruption* (1,400 gp).

APL 12: L: 0 gp, C: 0 gp, M: *chime of interruption* (1,400 gp).

Encounter 4 – Area 31:

APL 6: L: 1,333 gp (books), C: 0 gp, M: *divine scroll of summon monster V* (CL 9th) (94 gp).

APL 8: L: 1,333 gp (books), C: 0 gp, M: *divine scroll of summon monster V* (CL 9th) (94 gp), *arcane scroll of nightmare* (CL 9th) (94 gp).

APL 10: L: 1,333 gp (books), C: 0 gp, M: *divine scroll of summon monster V* (CL 9th) (94 gp), *arcane scroll of nightmare* (CL 9th) (94 gp), *arcane scroll of mass bear’s endurance* (CL 11th) (138 gp).

APL 12: L: 1,333 gp (books), C: 0 gp, M: *divine scroll of summon monster V* (CL 9th) (94 gp), *arcane scroll of nightmare* (CL 9th) (94 gp), *arcane scroll of mass bear’s endurance* (CL 11th) (138 gp), *divine scroll of fire storm* (CL 15th) (250 gp).

Encounter 5 – Area 41:

APL 6: L: 0 gp, C: 0 gp, M: *divine scroll of tongues* (CL 7th) (58 gp), *arcane scroll of remove curse* (CL 7th) (58

gp), *arcane scroll of Bigby's interposing hand* (CL 9th) (94 gp), *dust of dryness* (71 gp), *dust of tracelessness* (21 gp), *sovereign glue* (200 gp).

APL 8: L: 0 gp, C: 0 gp, M: *divine scroll of tongues* (CL 7th) (58 gp), *arcane scroll of remove curse* (CL 7th) (58 gp), *arcane scroll of Bigby's interposing hand* (CL 9th) (94 gp), *dust of dryness* (71 gp), *dust of tracelessness* (21 gp), *sovereign glue* (200 gp), *divine scroll of baleful polymorph* (CL 9th) (94 gp).

APL 10: L: 0 gp, C: 0 gp, M: *divine scroll of tongues* (CL 7th) (58 gp), *arcane scroll of remove curse* (CL 7th) (58 gp), *arcane scroll of Bigby's interposing hand* (CL 9th) (94 gp), *dust of dryness* (71 gp), *dust of tracelessness* (21 gp), *sovereign glue* (200 gp), *divine scroll of baleful polymorph* (CL 9th) (94 gp).

APL 12: L: 0 gp, C: 0 gp, M: *divine scroll of tongues* (CL 7th) (58 gp), *arcane scroll of remove curse* (CL 7th) (58 gp), *arcane scroll of Bigby's interposing hand* (CL 9th) (94 gp), *dust of dryness* (71 gp), *dust of tracelessness* (21 gp), *sovereign glue* (200 gp), *divine scroll of baleful polymorph* (CL 9th) (94 gp).

Encounter 5 – Area 42:

APL 6: L: 0 gp, C: 0 gp, M: *Boccob's blessed book* (1,042 gp).

APL 8: L: 0 gp, C: 0 gp, M: *Boccob's blessed book* (1,042 gp).

APL 10: L: 0 gp, C: 0 gp, M: *Boccob's blessed book* (1,042 gp).

APL 12: L: 0 gp, C: 0 gp, M: *Boccob's blessed book* (1,042 gp).

Encounter 5 – Area 43:

APL 6: L: 0 gp, C: 600 gp, M: *metamagic rod (extend, lesser)* (250 gp), *metamagic rod (enlarge, lesser)* (250 gp), *wind fan* (458 gp).

APL 8: L: 0 gp, C: 867 gp, M: *metamagic rod (extend, lesser)* (250 gp), *metamagic rod (enlarge, lesser)* (250 gp), *wind fan* (458 gp), *figurines of wondrous power (serpentine owl)* (758 gp), *ring of force shield* (708 gp), *robe of useful items* (583 gp).

APL 10: L: 0 gp, C: 1,533 gp, M: *metamagic rod (extend, lesser)* (250 gp), *metamagic rod (enlarge, lesser)* (250 gp), *wind fan* (458 gp), *figurines of wondrous power (serpentine owl)* (758 gp), *ring of force shield* (708 gp), *robe of useful items* (583 gp), *metamagic rod (extend)* (917 gp), *metamagic rod (enlarge)* (917 gp), *belt of giant strength +4* (1,333 gp), *shifter's sorrow* (1,065 gp).

APL 12: L: 0 gp, C: 2,200 gp, M: *metamagic rod (extend, lesser)* (250 gp), *metamagic rod (enlarge, lesser)* (250 gp), *wind fan* (458 gp), *figurines of wondrous power (serpentine owl)* (758 gp), *ring of force shield* (708 gp), *robe of useful items* (583 gp), *metamagic rod (extend)* (917 gp), *metamagic rod (enlarge)* (917 gp), *belt of giant*

strength +4 (1,333 gp), *shifter's sorrow* (1,065 gp), *robe of stars* (4,833 gp), *robe of entanglement* (1,750 gp), *staff of fire* (1,479 gp).

Encounter 6:

APL 6: L: 0 gp, C: 0 gp, M: +1 *breastplate* (113 gp), +1 *heavy steel shield* (98 gp), +1 *longsword* (193 gp), +1 *heavy crossbow* (196 gp), *cloak of resistance +1* (83 gp), *potion of gaseous form* (63 gp).

APL 8: L: 0 gp, C: 0 gp, M: 2 +1 *breastplates* (113 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 +1 *longswords* (193 gp each), 2 +1 *heavy crossbows* (196 gp each), 2 *cloaks of resistance +1* (83 gp each), 2 *potions of gaseous form* (63 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 +1 *breastplates* (113 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 +1 *longswords* (193 gp each), 2 +1 *heavy crossbows* (196 gp each), 2 *cloaks of resistance +1* (83 gp each), 2 *potions of gaseous form* (63 gp each), 2 *gauntlets of ogre power* (333 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 2 +1 *breastplates* (113 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 +1 *longswords* (193 gp each), 2 +1 *heavy crossbows* (196 gp each), 2 *cloaks of resistance +1* (83 gp each), 2 *potions of gaseous form* (63 gp each), 2 *belts of giant strength +4* (1,333 gp each).

Encounter 7:

APL 6: L: 0 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: *cloak of the bat* (2,167 gp).

APL 10: L: 0 gp, C: 0 gp, M: *cloak of the bat* (2,167 gp).

APL 12: L: 0 gp, C: 0 gp, M: *cloak of the bat* (2,167 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 1,335 gp, C: 660 gp, M: 3,342 gp – Total: 5,337 gp (1,800 gp).

APL 8: L: 1,335 gp, C: 947 gp, M: 10,692 gp – Total: 12,974 gp (2,600 gp).

APL 10: L: 1,335 gp, C: 1,633 gp, M: 15,728 gp – Total: 18,696 gp (4,600 gp).

APL 12: L: 1,335 gp, C: 2,320 gp, M: 26,040 gp – Total: 29,695 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Mark of Relinda:** As a favor for hosting the Ghost of Relinda for her final farewell, Relinda has gifted the PC who hosted her with her mark. This mark expresses itself as a white streak from the right eye to the middle of

the cheek, following the track of her final tear. This mark conveys to the recipient a +1 resistance bonus to all saves against the attacks, spells, and abilities of incorporeal undead.

☛ **Influence with the Dustdigger College:** For turning in a find of historical significance to the Academy of Lore, this PC receives an Influence Point with the Dustdiggers.

☛ **Old Coins:** While wandering throughout the Gryphon's Reach, you have found various old coins. Many of the coins have turned out to be valuable due to their age. Mixed among the old coins are several finely made coins, minted from a green-tinged gold, with the figure of a wizard on the obverse and a four-spired tower on the reverse. Circle one of the following:

- In a fit of avarice, you have decided to SELL these old coins.
- Curious, you have decided to KEEP the coins for further study.

☛ **Favor of the Elemental:** For freeing the fire elemental from the prison of the Mithral Anvil, you have received his favor. You have kept a shard of the Anvil, which transformed from mithral to a brittle iron after it was broken. You may, at any time, crush the shard in your hand (standard action) to summon a huge fire elemental to assist you with some task. If asked to fight for you, it will do so, but it will depart when it has less than ¼ of its hps remaining.

☛ **Mithral Anvil:** Instead of freeing the fire elemental, you instead slew it and kept the Anvil for your own use. If you own land that has been improved with a smithy, you may place the Anvil there. Any smith using the Anvil gains a +5 insight bonus to Craft checks when using it. The Anvil may not be taken on adventures.

☛ **Lazriel's Bequest:** Lazriel's parting gift was the ending of the *time stop* spell on the area. As such, the Griffin Eyrie, from whence the keep takes its name, has also been freed. In days of old, Griffin Riders patrolled the mountains and kept the western verge safe from harm. This grants this PC one of the following benefits (circle the one selected below). Riding a griffin requires an exotic saddle (as per PH) made for that purpose.

- An 8th level (or higher) paladin PC may take a griffin as their special mount (as per the unusual mount rules in the DMG, pages 204-205). Acquiring this griffin costs 1 additional TU.
- This PC may join the newly reformed Order of the Gryphon's Reach. This costs 12 TUs of time living and training with the Gryphons. It also costs 8,500 gp for supplies and the services of a trainer. When the PC has paid the full amount of money and time, she receives a griffin (as per the MM, page 140) for use as a mount (and it

counts as war-trained for the purpose of determining APL).

- This PC may join the newly reformed Order as above. But, if they are 12th level (or higher) and possess the Leadership feat and a Leadership Score of 14 or greater, they may take the griffin as a cohort instead. The griffin cohort is created using the rules in the LGCS and the stat block in the MM. It advances by HD as per the MM, and it may enter play already advanced, as long as its Cohort Level/ECL (total HD + 3) is within the limits in the DMG (page 106).

☛ **Favor of the Watchers of the Stone:** For efforts on their behalf, this PC has earned the favor of the Watchers of the Stone. This PC gains access (Frequency: Any) to purchase one, and only one, item from the following list, at a 10% discount to price (circle the item selected): *robe of blending*, *robe of scintillating colors*, *cloak of the manta ray*, *cloak of the bat*, *ring of wizardry I*, *ring of wizardry II*, *decanter of endless water*, *staff of evocation*. Once this item is purchased, the favor is consumed; mark it as USED. If the recipient of this favor is not a resident of the Yeomanry, the use of this favor cost an additional 1 TU.

Item Access

APL 6:

- *Arcane Scroll of Bigby's Interposing Hand* (9th level caster, Adventure, DMG)
- *Boccob's Blessed Book* (Adventure, DMG)
- *Divine Scroll of Summon Monster V* (9th level caster, Adventure, DMG)
- *Dust of Dryness* (Adventure, DMG)
- *Dust of Tracelessness* (Adventure, DMG)
- *Metamagic Rod, Enlarge, Lesser* (Adventure, DMG)
- *Metamagic Rod, Extend, Lesser* (Adventure, DMG)
- *Sovereign Glue* (Adventure, DMG)
- *Wind Fan* (Adventure, DMG)

APL 8 (APL 6 Items plus):

- *Arcane Scroll of Nightmare* (9th level caster, Adventure, DMG)
- *Chime of Interruption* (Adventure, DMG)
- *Cloak of the Bat* (Adventure, DMG)
- *Divine Scroll of Baleful Polymorph* (9th level caster, Adventure, DMG)
- *Figurine of Wondrous Power, Serpentine Owl* (Adventure, DMG)

- Lesser Strand of Prayer Beads (Adventure, DMG)
- Ring of Force Shield (Adventure, DMG)
- Robe of Useful Items (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- Arcane Scroll of Mass Bear's Endurance (11th level caster, Adventure, DMG)
- Belt of Giant Strength +4 (Adventure, DMG)
- Metamagic Rod, Enlarge (Adventure, DMG)
- Metamagic Rod, Extend (Adventure, DMG)
- Shifter's Sorrow (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- Divine Scroll of Fire Storm (15th level caster, Adventure, DMG)
- Robe of Stars (Adventure, DMG)
- Rope of Entanglement (Adventure, DMG)
- Staff of Fire (Adventure, DMG)

APPENDIX 1 – NPCS

ENCOUNTER 3 – AREA 6

Evolved Spectre: CR 8; Medium Undead (Incorporeal); HD 7d12; hp 63; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 17, touch 17, flat-footed 14 (+3 Dex, +4 deflection); BA/Grp +3/-; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA energy drain (Fort DC 16), create spawn, spell-like ability; SQ darkvision 60 ft., incorporeal traits, undead traits, +2 turn resistance, sunlight powerlessness, unnatural aura, fast healing 3 (Ex, so long as it has at least 1 hp); AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17. *Libris Mortis*, page 99.

Skills and Feats: Hide +13, Intimidate +13, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Languages: Ancient Suel.

Spell-like Ability: 1/day – *confusion* (DC 17). Caster level 7th. Save DC is Cha-based.

Triply Evolved Spectre: CR 8; Medium Undead (Incorporeal); HD 7d12; hp 63; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 21, touch 21, flat-footed 18 (+3 Dex, +8 deflection); BA/Grp +3/-; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA energy drain (Fort DC 18), create spawn, spell-like ability; SQ darkvision 60 ft., incorporeal traits, undead traits, +2 turn resistance, sunlight powerlessness, unnatural aura, fast healing 3 (Ex, so long as it has at least 1 hp); AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 21. *Libris Mortis*, page 99.

Skills and Feats: Hide +13, Intimidate +15, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Languages: Ancient Suel.

Spell-like Ability: 1/day – *confusion* (DC 19), *haste*, *unholy blight* (DC 19). Caster level 7th. Save DC is Cha-based.

ENCOUNTER 3 – AREA 15

Slaughter Wight: CR 8; Medium Undead; HD 18d12+18; hp 176; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural); BA/Grp +9/+16; Atk/Full Atk +11 melee (1d8+15/17-20 plus energy drain, slam – adjusted for Power Attack of 5); SA energy drain, create spawn; SQ darkvision 60 ft., undead traits, augmented critical, inescapable craving; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16. *Libris Mortis*, page 121.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13; Daunting

Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Languages: Ancient Suel.

Description: A slender, wiry corpse moves towards you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Daunting Presence (General Feat): You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Int score. If the opponent fails a Will save (DC 10 + ½ your HD + Cha modifier = DC 22), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken. *Libris Mortis*, page 25.

Death Master (Monstrous Feat): Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute. This is a mind-affecting, fear effect. *Libris Mortis*, page 26.

Eviscerator (Monstrous Feat): Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect. *Libris Mortis*, page 26.

Improved Toughness (General Feat): You gain a number of hit points equal to your current HD. Each time you gain a HD, you gain 1 additional hit point. Each time you lose a HD, you lose 1 hit point permanently. *Libris Mortis*, page 27.

Augmented Critical (Ex): A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat range for its slam attack is 17-20.

Energy Drain (Su): A living creature struck hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 21 Fortitude save. The save DC is Cha-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Create Spawn (Su): A humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction.

Inescapable Craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

ENCOUNTER 5 – AREA 40

Lazriel: Lich Wiz17; CR 19; Medium Undead (Augmented Humanoid (Human)); HD 17d12; hp 153; Init +3; Spd 30 ft.; AC 30, touch 17, flat-footed 27 (+3 Dex,

+5 natural, +8 armor, +4 deflection); BA/Grp +8/+8; Atk/Full Atk +8 melee (1d8+5 negative energy plus paralysis, touch); SA damaging touch (Will save DC 20 halves damage), fear aura (DC 20), paralyzing touch (DC 20), spells; SQ summon familiar, darkvision 60 ft., undead traits, +4 turn resistance, DR 15/bludgeoning and magic, immunities (cold, electricity, polymorph, mind-affecting attacks); AL LN; SV Fort +8, Ref +11, Will +16; Str 10, Dex 16, Con –, Int 20 (26), Wis 16, Cha 14.

Skills and Feats: Concentration +22, Decipher Script +28, Hide +11, Knowledge (arcana) +28, Knowledge (architecture and engineering) +18, Knowledge (geography) +18, Knowledge (history) +18, Knowledge (local – Sheldomar Valley Metaregion) +18, Knowledge (nature) +18, Knowledge (nobility and royalty) +18, Knowledge (religion) +18, Knowledge (the Planes) +18, Listen +11, Move Silently +11, Search +16, Sense Motive +11, Spellcraft +30, Spot +11; Augment Summoning, Combat Casting, Craft Rod, Craft Wondrous Item, Maximize Spell, Quicken Spell^B, Scribe Scroll^B, Silent Spell^B, Spell Focus (Conjuration, Evocation), Spell Penetration, Still Spell^B.

Languages: Ancient Suel.

Contingency: Lazriel is under the effect of a contingency spell that when he is attacked will trigger a stonesskin spell.

Wizard Spells Prepared (4/6/6/6/6/5/5/4/3/1; save DC = 18 + spell level, 19 + spell level for conjuration and evocation spells): 0 – detect magic, mage hand, prestidigitation, touch of fatigue; 1st – expeditious retreat, grease, magic missile x2, ray of enfeeblement, shield; 2nd – cat's grace, false life, glitterdust, scorching ray, summon monster II, web; 3rd – fireball, haste, lightning bolt, slow, stinking cloud, suggestion; 4th – dimensional anchor, Evard's black tentacles, ice storm, Otiluke's resilient sphere, polymorph, summon monster IV; 5th – cloudkill, cone of cold, feeblemind, mind fog, wall of force; 6th – chain lightning, eyebite, flesh to stone, greater dispel magic, undeath to death; 7th – Bigby's grasping hand, greater teleport, mass hold person, prismatic spray; 8th – Otiluke's telekinetic sphere, summon monster VIII, sunburst; 9th – wish.

Possessions: headband of intellect +6, staff of fire, bracers of armor +8, ring of protection +4, cloak of resistance +3, metamagic rod (maximize), rod of absorption, ring of counterspells (dimensional anchor), pearl of power (4th level spell), spellbook, spell components.

ENCOUNTER 6

Swordwraith, Human Ftr5: CR 7; Medium Undead (Augmented Humanoid (Human)); HD 5d12; hp 45; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield); BA/Grp +5/+8; Atk +10 melee (1d8+6 and Str damage, +1 longsword) or +7 ranged (1d10+1, +1 heavy crossbow); Full Atk +10 melee (1d8+6 and Str damage, +1 longsword) or +7 ranged (1d10+1, +1 heavy crossbow); SA Str damage (creature struck by melee weapon takes 1 pt of Str damage); SQ darkvision 60 ft., undead traits, DR 10/magic and slashing, +2 turn resistance; AL LE; SV Fort +5, Ref +3, Will +5; Str 17, Dex 13, Con –, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +3, Hide +5, Jump +3, Knowledge (religion) +1, Listen +6, Move Silently +1, Ride +5, Spot +6; Alertness^B, Cleave, Improved Initiative, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Ancient Suel.

Description: A warrior in battered armor whose flesh seems insubstantial and eyes glow dimly.

Possessions: +1 breastplate, +1 heavy steel shield, +1 heavy crossbow, +1 longsword, cloak of resistance +1, potion of gaseous form.

Swordwraith, Human Ftr6/Blackguard1: CR 9; Medium Undead (Augmented Humanoid (Human)); HD 7d12; hp 63; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield); BA/Grp +7/+11; Atk +13 melee (1d8+7 and Str damage, +1 longsword) or +9 ranged (1d10+1, +1 heavy crossbow); Full Atk +13/+8 melee (1d8+7 and Str damage, +1 longsword) or +9 ranged (1d10+1, +1 heavy crossbow); SA Str damage (creature struck by melee weapon takes 1 pt of Str damage); SQ darkvision 60 ft., undead traits, DR 10/magic and slashing, +2 turn resistance, aura of evil, detect good, poison use; AL LE; SV Fort +8, Ref +4, Will +6; Str 17 (19), Dex 13, Con –, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +4, Hide +6, Jump +4, Knowledge (religion) +2, Listen +6, Move Silently +1, Ride +5, Spot +6; Alertness^B, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Ancient Suel.

Description: A warrior in battered armor whose flesh seems insubstantial and eyes glow dimly.

Blackguard Spells Prepared (1; save DC = 11 + spell level): 1st – corrupt weapon.

Possessions: +1 breastplate, +1 heavy steel shield, +1 heavy crossbow, +1 longsword, cloak of resistance +1, potion of gaseous form, gauntlets of ogre power.

Swordwraith, Human Ftr6/Blackguard3: CR 11; Medium Undead (Augmented Humanoid (Human)); HD 9d12; hp 81; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield); BA/Grp +9/+15; Atk +17 melee (1d8+9 and Str damage, +1 longsword) or +11 ranged (1d10+1, +1 heavy crossbow); Full Atk +17/+12 melee (1d8+9 and Str damage, +1 longsword) or +11 ranged (1d10+1, +1 heavy crossbow); SA Str damage (creature struck by melee weapon takes 1 pt of Str damage), smite good 1/day (+3 damage), aura of despair, command undead; SQ darkvision 60 ft., undead traits, DR 10/magic and slashing, +2 turn resistance, aura of evil, detect good, poison use, dark blessing; AL LE; SV Fort +9, Ref +7, Will +7; Str 18 (22), Dex 13, Con –, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +6, Hide +6, Intimidate +2, Jump +6, Knowledge (religion) +2, Listen +6, Move Silently +1, Ride +5, Spot +6; Alertness^B, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will^B, Lightning Reflexes, Power Attack, Quick Draw,

Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Ancient Suel.

Description: A warrior in battered armor whose flesh seems insubstantial and eyes glow dimly.

Blackguard Spells Prepared (2; save DC = 11 + spell level): 1st – corrupt weapon, inflict light wounds.

Possessions: +1 breastplate, +1 heavy steel shield, +1 heavy crossbow, +1 longsword, cloak of resistance +1, potion of gaseous form, belt of giant strength +4.

door (CL 7th, 10 charges), wand of enervation (CL 7th, 10 charges), wand of fireball (CL 10th, 10 charges), 4 arcane scrolls of teleport (CL 9th), arcane scroll of disintegrate (CL 11th), arcane scroll of greater teleport (CL 13th), arcane scroll of finger of death (CL 13th), arcane scroll of create greater undead (CL 15th), 4 potions of inflict serious wounds, potion of blur, spellbook, spell components.

ENCOUNTER 7 – THIRD FLOOR

Kherroth: Lich WIZ15; CR 17; Medium Undead (Augmented Humanoid (Human)); HD 15d12; hp 135; Init +2; Spd 30 ft.; AC 25, touch 14, flat-footed 23 (+2 Dex, +5 natural, +6 armor, +2 deflection); BA/Grp +7/+7; Atk/Full Atk +7 melee (1d8+5 negative energy plus paralysis, touch); SA damaging touch (Will save DC 19 halves damage), fear aura (DC 19), paralyzing touch (DC 19), spells; SQ summon familiar, darkvision 60 ft., undead traits, +4 turn resistance, DR 15/bludgeoning and magic, immunities (cold, electricity, polymorph, mind-affecting attacks); AL NE; SV Fort +9, Ref +11, Will +16; Str 10, Dex 15, Con –, Int 20 (26), Wis 16, Cha 14.

Skills and Feats: Concentration +20, Decipher Script +26, Hide +10, Knowledge (arcana) +26, Knowledge (architecture and engineering) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local – Sheldomar Valley Metaregion) +17, Knowledge (nature) +17, Knowledge (nobility and royalty) +17, Knowledge (religion) +17, Knowledge (the Planes) +17, Listen +11, Move Silently +10, Search +16, Sense Motive +11, Spellcraft +28, Spot +11; Combat Casting, Craft Wand, Craft Wondrous Item, Greater Spell Focus (Necromancy), Improved Counterspell, Maximize Spell^B, Quicken Spell^B, Scribe Scroll^B, Silent Spell^B, Spell Focus (Evocation, Necromancy).

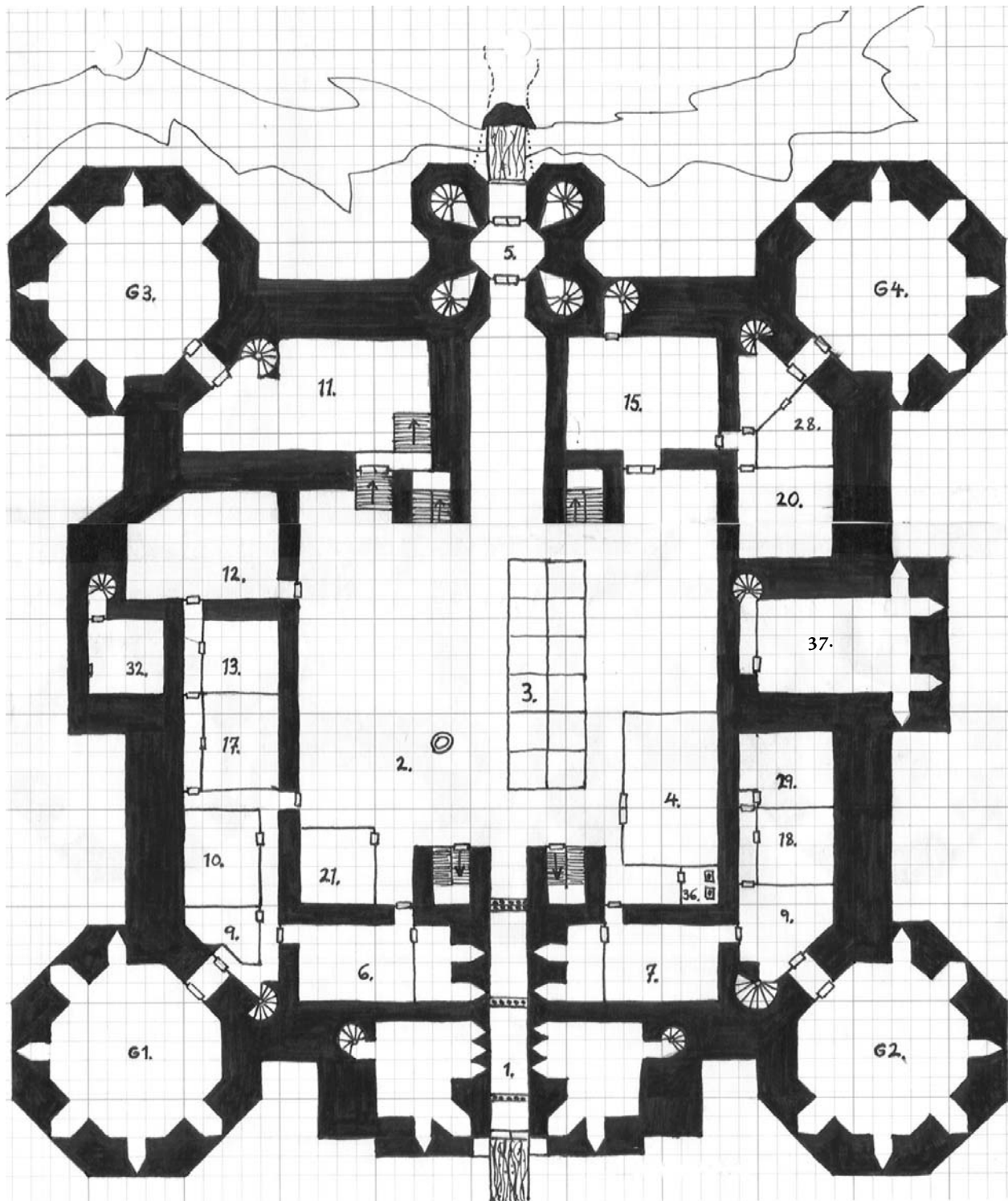
Languages: Ancient Suel.

Contingency: Kherroth is under the effect of a contingency spell that when he is attacked will trigger a fly spell.

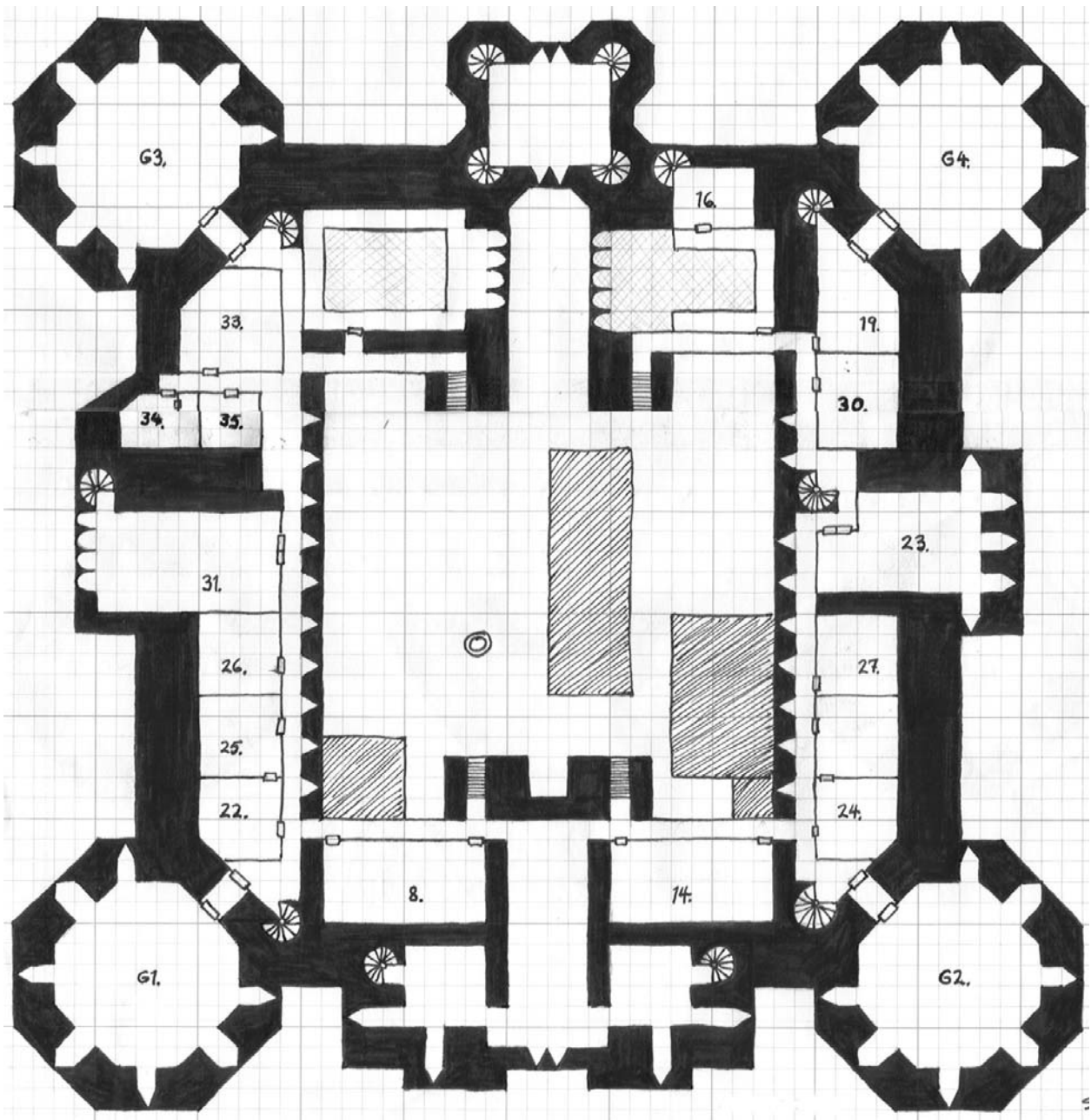
Wizard Spells Prepared (4/6/6/6/6/5/4/3/2; save DC = 18 + spell level, 19 + spell level for evocation spells, 20 + spell level for necromancy spells): 0 – acid splash, detect magic x2, prestidigitation, touch of fatigue; 1st – expeditious retreat, grease, magic missile x2, ray of enfeeblement, shield; 2nd – blindness/deafness, command undead, false life, mirror image, ~~protection from arrows~~, scorching ray; 3rd – fireball, haste, lightning bolt, slow, vampiric touch x2; 4th – bestow curse, dimensional anchor, enervation, ice storm, Otiluke's resilient sphere, ~~stoneskin~~; 5th – Bigby's interposing hand, cloudkill, magic jar, wall of force, waves of fatigue; 6th – circle of death, create undead, eyebite, greater dispel magic; 7th – control undead, finger of death, waves of exhaustion; 8th – horrid wilting, prismatic wall.

Possessions: headband of intellect +6, bracers of armor +6, ring of protection +2, cloak of resistance +4, metamagic rod (maximize, lesser), ring of counterspells (dimensional anchor), wand of animate dead (CL 7th, 10 charges), wand of dimension

DM AID – MAP OF LEVEL ONE

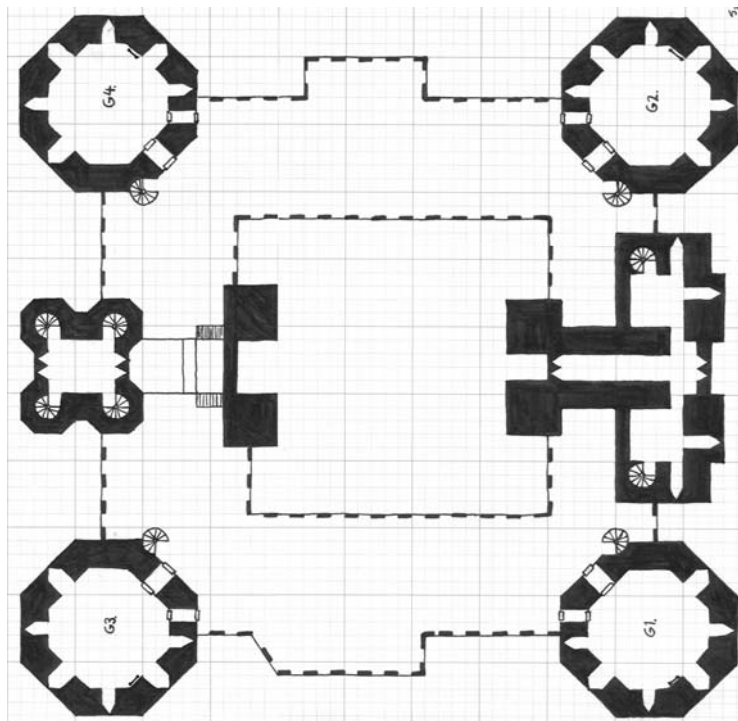


DM AID – MAP OF LEVEL TWO

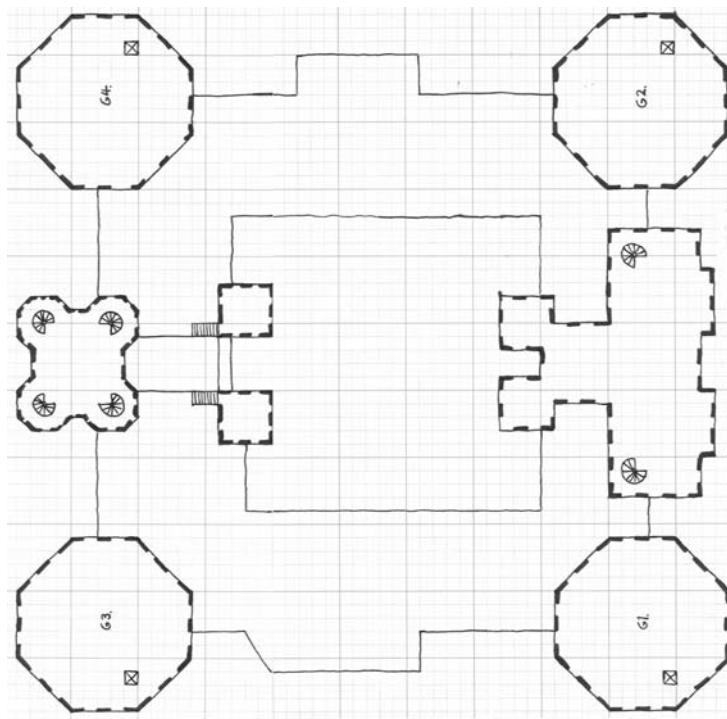


DM AID – MAPS OF LEVELS THREE AND FOUR

Level Three

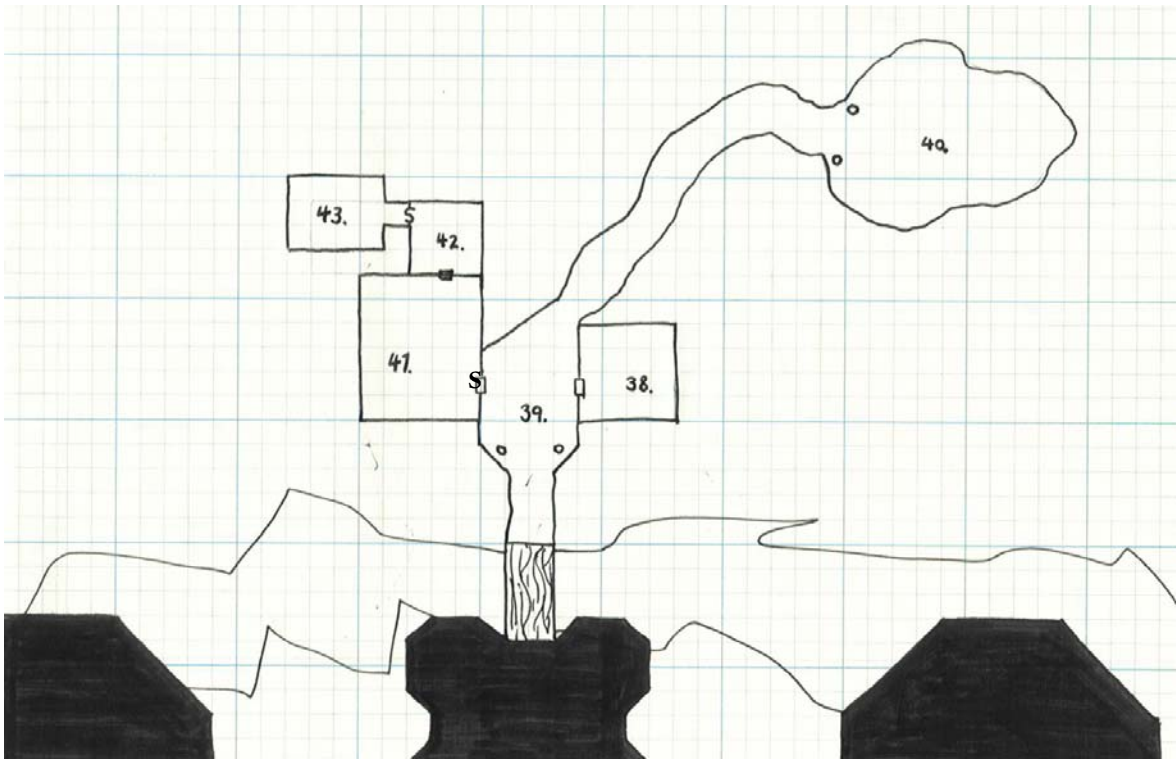


Level Four

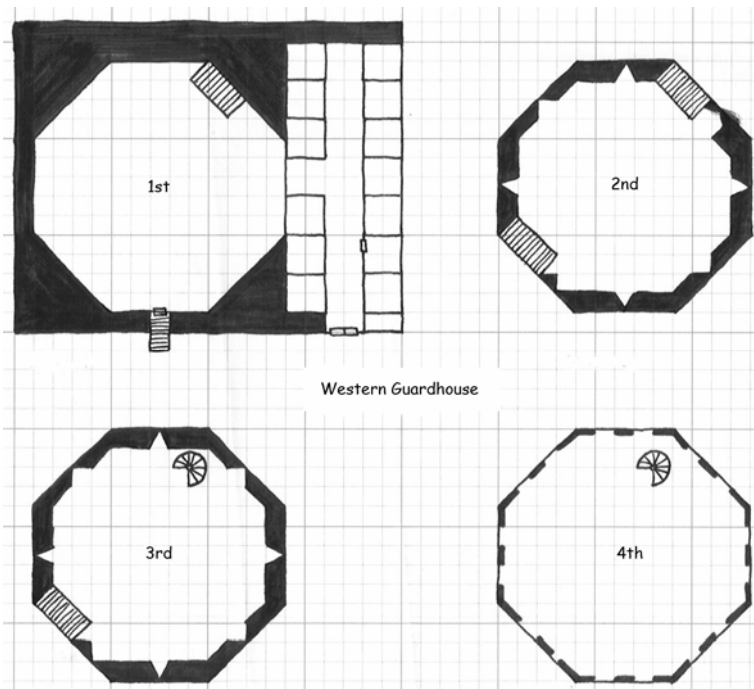


DM AID – MAPS OF UNDERGROUND & WESTERN TOWER

The Underground



The Western Tower



PLAYER HANDOUT #1

The ghost of Lazriel's son, Devlin, has possessed you. Devlin is not evil, but is mischievous. He will try to keep his presence a secret as long as possible. But he is, after all, just a little boy and sometimes he might slip up. If Devlin's sister possesses another character, Rianna, then they will quietly bicker and play pranks on one another through you, their hosts. You will not give up or release Devlin's ball for any reason, resorting to violence or fleeing if you must.

You may use any abilities, feats, etc. that you would have access to normally. Devlin's presence prevents you from being possessed by another entity. This effect is similar to *protection from evil*, although you do not gain the AC bonus or the protection from summoned creatures.

Devlin's presence will also afford the PC some understanding of what has taken place. In broad terms, Devlin's ghost can point out "bad places." Devlin has a basic understanding of what happened, "bad people came and hurt us," but can't go into specifics. Although Devlin speaks Ancient Suel, and the PC understands him, he cannot speak or read it himself.

This is in essence a roleplaying opportunity. Feel free to ham it up.

PLAYER HANDOUT #2

The ghost of Lazriel's daughter, Rianna, has possessed you. Rianna is not evil, but is vain. She will try to keep her presence a secret as long as possible, but will encourage a PC to primp and improve their appearance and elicit compliments from other PCs. If Rianna's brother possesses another character, Devlin, they will quietly bicker and play pranks on one another through you, their hosts.

You may use any abilities, feats, etc. that you would have access to normally. Rianna's presence prevents you from being possessed by another entity. This effect is similar to *protection from evil*, although you do not gain the AC bonus or the protection from summoned creatures.

Rianna's presence will also afford the PC some understanding of what has taken place. In broad terms, Rianna's ghost can point out "bad places." Rianna has a basic understanding of what happened, "bad people came and hurt us," but can't go into specifics. Although Rianna speaks Ancient Suel, and the PC understands her, he cannot speak or read it himself.

This is in essence a roleplaying opportunity. Feel free to ham it up.

PLAYER HANDOUT #3

Corporal Lassiter,

The lord's apprentice, Kherroth, has been acting strangely of late. He has been traveling away for much of the time, and I suspect it has been to speak with that megalomaniac, Asberdies. I have spoken to the lord about it, but he dismissed my fears. Nevertheless, make sure that you double the tower guards and place a few men that we can trust in the compliment garrisoning the western guardhouse.

Captain Marbury

PLAYER HANDOUT #4

Journal Entry dated Relithar, 4906 SD:

I grow increasingly concerned about the ethics of Kherroth. We have been friends for many years, but more and more he has been espousing views that echo that blowhard, Asberdies. The Malhel has a dark charisma about him, and it is not beyond possibility that he has fallen under the Malhel's sway. I won't risk our friendship over "maybes" and "might-have-beens", but neither will I take chances with my family and sacred duty. For the meantime, I will ask him to look after the garrison at the western watchtower. That should keep him occupied until this whole Asberdies thing blows over.