

KET4-o8

Ruin

A One Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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Rumor of the discovery of an ancient temple near the village of Masha'a has spread like wildfire and drawn many adventurers North to investigate. Will you brave the unknown and emerge with riches and fame? Or will you find only doom? Be sure to meet with old friends...and don't forget to write. An Adventure for APLs 2-12, and part One of the "Revelations" series. Players who have played "Of Dragons, Demigods, and Ancient Times" are encouraged to play the same characters.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes

it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so

that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them

before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at,

that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1 round Regional adventure, set in Ket. Characters that are native to Ket pay one Time Unit per round all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per

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

Time Unit. Rich Upkeep costs 50gp per Time Unit.
Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the years before the great histories were written, empires rose and fell, heroes were born, and died, and Ket was home to a sect of cultists known as the Ur-flan who were devoted to the dark worship of the Death god, Nerull. Within their temples they devoted their lives to the service of this god and they sacrificed their very souls in exchange for nearly limitless power. Nerull gave his dark priests power over the unliving, and the ability to create powerful minions through unnatural means; they were necromancers of the truest order. Hateful of all things living as they embraced their power over the dead.

However, when the emerging Faith of Al'Akbar caught wind of this, a great many priests were dispatched to the site to swiftly bring the justice of Al'Akbar to the dark priests who served in the temple. The battle was fierce, and raged ceaselessly for many nights, but in the end the priests were able overwhelm the defenses of the dark priests, and pacify the resistance. The victory did not come without great cost to the true faith, however, as the great Paladin Whalid el'Azib was slain as he defended the remains of all of his brethren who had fallen. Tradition dictates the corporeal remains be burned, and burned they were. The surviving clerics, however, fearing a resurgence of dark power in the temple, cleansed the ruin of its darkness and interred within it the remains of el'Azib so that his essence would act as a ward should anyone ever seek to corrupt the temple again. In addition to the Paladin's remains being interred within the sanctuary, so too was half of his iron holy symbol, which had been cleanly broken into two pieces by the mighty blow that felled him. The other half was given to his brother so that the sacrifice of this holy warrior would never be forgotten.

Of the hundred or so warriors that had first approached the undead horde, only a handful survived to bury el'Azib. Of those, only one survived the long journey back to the holy town of Eskandrea, where he regaled the gathered high clerics with tales of his own gallantry...never once speaking of Whalid el'Azib's selflessness or bravery. As the years passed, the deeds of Whalid were forgotten...and the true nature of a simple iron holy symbol became legend...which became nothing more than ancient family history.

In the current age, severe geologic activity forced the cordoning off of the area, and eventually, the entrance

to the temple was buried under a protective barrier of rubble, gradually forgotten.

That is until the most recent earthquake re-opened the ancient passage to the temple's entrance. Ordinarily such an event would have passed under the notice of the Threshers because the entrance is so far removed from the nearest settled region. The local threshers, drawn to the opening by curiosity, delved no deeper than twenty yards before getting the feeling that something unnatural stirred in the heart of the mountain, and that it was something they were ill-equipped to handle. Undeterred by the feeling they were being watched, the pair of Threshers did investigate deeper, knowing that in order to rule out fully any deviant activity they must follow the passage to its termination. Deeper, and deeper into the mountain they traveled until eventually the path upon which they were opened up into a large cavern. The cavern floor was littered with skeletal remains, but more than that the two Threshers were struck by the presence of a few broken falchions, as well as the occasional holy symbol of Al'Akbar. More than that they were struck by a sight which terrified them: at the very back of the cavern could be seen a large stone door...but more ominous than that was the depression over it...that seemed as if it were a skeletal eye socket...watching them.

Knowing for certain that they were not capable of completing the investigation, the Threshers withdrew from the temple and sent a detailed report to their superiors in Lopolla.

They currently await word from their superiors as to when, or even if a more specialized team will arrive in Masha'a to investigate their mysterious finding.

A note on Total Party Kills (TPKs)

If a party should fall in their quest to explore the Ruin, all is not lost. Their foes care nothing for their bodies or goods and leave them in the cavern, having completed their mission of preventing meddlers from interrupting their master's ceremony. However, the Threshers **are** coming to investigate the area, and pick up the bodies. Before raising any characters, the Threshers *speak with dead* cast on each of the dead characters, and ask them the following questions.

Questions:

What was their purpose in going to the temple?

Where do their loyalties lie?

Did your deaths have any criminal purpose, either on your part or that of your attackers?

Did anyone in your party commit any crimes during the investigation of the Temple?

The Threshers assess time in the stocks or the mines that befits the crimes if the character in question gets raised. Should any character resist the True Faith's attempt to interrogate them through the *Speak with Dead* spell, that character's remains are discarded by the clerics of the True Faith, and rendered unrecoverable in game terms. Should a character elect to be raised by the clerics of the True Faith, circle "Indebted to the True Faith" on the AR and have them pay the gold and TUs accordingly.

Introduction

The sun begins to rise over the Yatil Mountains as morning breaks in Northern Ket. The road begins to widen as you near your final destination. But Masha'a, normally a quiet microcosm of Baklunish culture, seems to have been infested by adventurers, who, by their outward appearances, hail from all over the Flaeness. As you pass the sign of welcome and into the centre of town you see what looks to be a recently re-built inn and tavern no more than one hundred feet away. All outward signs suggest that it was opened hastily; perhaps converted in part to handle the massive new influx of adventurers. As you ride nearer, a horse's head bobs up and down rhythmically, flanking the sign above the open door; The Nodding Ninny. How quaint.

It is at this point that you should establish whether players are bringing in characters that played Ket104-01 "Of Dragons, Demigods, and Ancient Times." If so, certain encounters will play out differently if even one character is returning to the village of Masha'a to lend a hand once more.

After the introduction the characters have a few different places that they may choose to investigate. The first, (made most likely by the introduction) is the Nodding Ninny Tavern. It's obvious from its exterior that the Nodding Ninny was not originally intended to be a tavern. The proprietors have done an admirable job sprucing up the place, but it's still shown the wear and tear of its former purpose: that of a dormitory for silver miners. If the characters choose to enter the tavern, advance to **Encounter 1**.

A more lawful set of characters may choose to head directly to the Thresher outpost to gather information directly from the authorities. If the characters choose

to speak first to the Threshers, advance to **Encounter 2**.

Characters who have played "Of Dragons..." may first choose to speak to Azib el'Hamid, the NPC of primary interaction during that module. If the characters elect to first speak with Azib, advance to **Encounter 3**.

Encounter 1: Tavern Tango

The doors of the Nodding Ninny part easily as you duck inside the recently established tavern, within which all manner of denizens' crowd around their drinks paying you new arrivals little heed. Many of the tavern's revelers are of the adventuring set, though a few are obviously local; they're easy to spot as they are quite out of their element. Despite that, they still seem to be having a good time as they clap in time with the loud music turned out by the band at the back of the room. As you walk forward the barkeep eyes you and says in a surprisingly non-Baklunish accent, "What can I get yeh?"

♣ **Sayed:** Male Human Exp3; hp 15; See Appendix One

The Bartender's name is Sayed. He's reluctant to give out any personal information to anyone, but he's a sucker for beautiful women - in game terms, female characters with a charisma of 14 or higher. Should any such character attempt to engage Sayed in a conversation about his past he reveals the following details about himself:

- ♦ He grew up in Masha'a, but knew that his life was elsewhere.
- ♦ His father was a miner and he didn't want that life.
- ♦ He is primarily a sailor, having spent the majority of his life working that trade.
- ♦ His last position was on a Keoish merchant ship, from which he was released six months ago.

He doesn't have anything else to share, nor will he share the above with any character who is male.

He does, however, have information relevant to the adventure that all characters can access. He's picked up bits of pieces of information from conversations that he's overheard. If they offer him 15 gold, he'll tell them everything. If they offer more, he'll accept it stoically. If less than 15 gold is offered, Sayed gives them Rumor #3, in addition to #1. Only the initial offer matters to Sayed. If they offer less than 15 gp, but later increase

their offer, he will also pass along #2, but he will no share any other information.

- 1) The Nodding Ninny Inn and Tavern was established two weeks ago in response to the influx of adventurers following the discovery of the temple. The collapse of the Silvermoon mining company had left this current space empty, and so when the adventurers began pouring in the building was hastily converted from a mining dorm and headquarters to a bustling inn and tavern.
- 2) (Rumor) It seems that the Swordmarsh has been acting strangely. Beasts of burden now refuse to cross it (where once they only resisted) and it's beginning to emit a foul odor with which no man can contend. *(For the judge's reference this rumor is true)*
- 3) (Rumor) People's behavior has changed dramatically since the Silvermoon mining company went under. Many who had never before had left Masha'a have now moved away to the larger cities, and some of the town's most respected citizens have fallen into disrepute of late because of odd changes to their personality. **Azib el'Hamid** is one example. Prior to the dissolution of the mining company Azib was the esteemed Master Silversmith in all of northern Ket. However, following the collapse of the mining company, he began to lose his senses, quietly raving about his strange dreams. *(For the judge's reference this rumor is true)*
- 4) (Rumor) The Threshers have already investigated the temple and found nothing of great interest. The only thing worth noting was a silver holy symbol of Al'Akbar. They don't believe it's worth investigating further. *(For the judge's reference this rumor is half-true. They did find a silver holy symbol, but they only entered the cavern outside of the temple, they did not breach the structure itself)*
- 5) (Rumor) The Nodding Ninny tavern is run by a shadowy figure from Lopolla. He hasn't made many appearances at the bar for fear of his identity being spread around amongst the adventuring community. *(For the judge's reference this rumor is false. A local farmer named Osam, who earned a substantial sum of lances gambling in Polvar, used those funds to open Nodding Ninny Tavern.)*
- 6) (Rumor) A year ago a group of archaeologists went into the mountains looking for something and

never returned. Whispers of the return of something darker are on the horizon. *(For the judge's reference this rumor is half-true. There is something darker on the horizon, but the archaeologists in question were investigating near Falwur, and didn't actually disappear at all.)*

- 7) (Rumor) Though it's been spoken in only the most hushed of undertones, it's been suggested that contained within the deepest parts of the temple exists a great storehouse of the most ancient of knowledge; though such gifts rarely come without a price. *(For the judge's reference this rumor is half-true. There is a storehouse of ancient knowledge in Ket, but it isn't near Masha'a.)*

Sayed knows precious little else of value. If the characters want to speak to the owner of the bar, Sayed tells them he's not currently available, and may be out of town for the foreseeable future.

If the characters lowball Sayed and lose access to the majority of the information he provides, allow the characters to make a Listen check [DC 10]. Anyone who makes this check can overhear an ongoing conversation in the bar that may pique his or her interest. Allow the characters to hear a very brief snippet from one of the above rumors. If they wish to continue listening in, the DC is far higher. The characters can make a second Listen check, [DC 16 + APL]. If they succeed at the Listen check, allow them to learn one of the rumors, and allow them to roll another Listen check to hear about a different rumor. This second Listen check [DC 19 + APL]. If this second check is successful allow them to learn a second rumor. No more than two rumors can be learned in this fashion.

Alternately, if a party possesses a fairly diplomatic character, they may seek to interrupt the conversation. A Diplomacy check [DC 14 + APL] and the purchase of a few rounds of ale for the persons seated (1 gp of ale total) at the table will allow the characters to learn one additional rumor. This process may be repeated at a different table, but no more than two rumors may be learned in this fashion.

Essentially, the only way to learn all the available information is through Sayed, otherwise, the characters will miss out on at least one piece of information, if not more.

Sayed is able to give directions to the entrance to the temple, to the home of Azib, to the Thresher outpost, or to the Swordmarsh if asked. Sayed's directions

require neither a diplomacy check, nor a tip for the service; though he wouldn't turn down the latter.

Development: If the characters elect to go to the Thresher outpost proceed to **Encounter 2**. If the characters proceed to the home of Azib, proceed to **Encounter 3**. If the characters elect to travel to the entrance to the temple or the Swordmarsh, proceed to **Encounter 4**.

Encounter 2: When in Ket...

The Thresher outpost in Masha'a is very unobtrusive and blends well into its surroundings. The small sign that says "Threshers" is clearly demarcated in both ancient Baklunish and Common, to ensure that even the ignorant have no excuse to the presence of the Threshers here in the farthest reaches of settled territory. The door is open...a sign of welcome for those who might enter.

Read the following to any characters that elect to enter the outpost:

As you enter, one Baklunish man is seated behind a desk. He looks up at you and smiles as he introduces himself. "I am Farzaan Ahmed Said, Captain of the Threshers here in Masha'a. What brings you to my door?"

If any of the characters present participated in "Of Dragons..." add the following

"Oh! It's you, I barely recognized you. You've changed so much!" The Thresher said as he smiled brightly before pausing and looking down at his sash of office, "I suppose I've changed as well," he continued knowingly, as if recalling the days of his impetuosity before being promoted to senior Thresher for this region. Shaking his mind out of thought he continued, "How may I be of service to you my friends?"

Farzaan Ahmed Said: Male Human War2/Exp1/Rgr1; hp 25; See Appendix One.

Farzaan has some information that the characters may find useful, but it isn't nearly so easy to gather information from Farzaan as it was from those in the bar. He has gained much experience since he was promoted to senior Thresher and has become something of a canny thinker. In order to get information the characters will need to succeed on a special Diplomacy check. It is an opposed roll with the

characters making a Diplomacy check versus Farzaan's Sense Motive check which is +6. Only one character may aid this check. For every character above two that attempts to coerce Farzaan secretly assess a -2 penalty to their check; this effect is cumulative. Farzaan doesn't like it when people talk over each other to get his attention. Alternately, characters who played "Of Dragons" and did not have "Insulted Farzaan" written on their AR for that adventure have a +2 circumstance bonus applied to their roll.

If the characters fail to exceed Farzaan's by 5 or more they get very little information from him. He'll say nothing more than the Threshers have the matter well in hand and there's very little near the ruin except personal hazard so traverse it at your own risk. He says that if an official investigation were launched, interference would be grounds for time in the stocks under the strict laws of Ket – note the later TU punishment listed in this Encounter.

If the characters exceed Farzaan's roll by 5 or more he tells them that when he and his subordinate investigated the cavern in which the temple was found, he felt as though he was being watched by something...less than human. He stayed only long enough to gather the information necessary to process his incident report completely and not a moment longer.

If the characters exceed Farzaan's result by 10 or more he tells them that he BELIEVES a team IS being sent to investigate though he isn't sure exactly when they might show up. When that team does arrive, however, the official investigation will begin and the area of the ruin will be off-limits to anyone who isn't a member. Contravention of that order is considered impeding an official investigation and merits 8 TUs in the stocks.

If the characters exceed Farzaan's result by 15 or more he will tell them that the leader assigned to the team is rumored to be Zahr Hassan. A Knowledge (local) or Knowledge (nobility and royalty) check [DC 15] (or a Bardic Knowledge check [DC 20]) will tell the characters that Zahr Hassan is one of the foremost experts on the history of the True Faith and is head of the Theology department at the University in the religious town of Eskandrea. A Knowledge (history) check [DC 35] will tell the characters that Zahr Hassan is actually descended from a family line that draws an obscure connection to the very founding of the True Faith religion itself.

If the characters ask about Farzaan's brother Suleiman, he tells them that he was promoted and is now working at Eskandrea, in the Spire of Al'Akbar.

If the characters ask about Azib el'Hamid, Farzaan goes into more detail than did Sayed. He says that Azib has been complaining about bad dreams of late...hauntingly bad dreams. He believes them to be a portent of things to come. Many people in the village believe that he's been taken by madness, but Farzaan believes that Azib is stronger than that and thinks there must be another explanation for what's come over him. He suggests it might be worthwhile for the characters to pay him a visit to determine if it is at all related to the discovery of the temple.

If the characters ask questions about the temple leave *without* inquiring over Azib, read the following

"If you're interested in the temple, consider visiting Azib el'Hamid. He seems to have...an odd knowledge of it. He should be able to give you more guidance than I."

Farzaan is able to give directions to the entrance to the temple, to the home of Azib, or to the Swordmarsh if asked. He gives these directions freely.

Development: If the characters proceed to the home of Azib, proceed to **Encounter 3**. If the characters elect to travel to the entrance to the temple or the Swordmarsh, proceed to **Encounter 4**.

Encounter 3: Old Friends

The directions to the home of Silversmith Azib el'Hamid are quite accurate, and within moments you find yourself outside of his door. You knock lightly, but for some time nothing stirs within the house. Soundlessly the door slides open just a crack, and a man peers outward, regarding those who have come to his doorstep.

If none of the characters have played "Of Dragons" continue with the following:

From within the house the sounds of barking are heard, and the man who peeks out through the door crack quiets the animal before saying hesitantly, "Yes? What do you want?"

If one or more of the characters have played "Of Dragons" read instead the following

After a moment the man's eyes widen from behind the door and it is thrown open and he smiles brightly, "My friends! My friends you have returned! Come in! Come in! There is so much to tell you, but so little time in which to do it!" The man begins shuffling you into his home, and

offering you each seats in turn. A hale looking dog curls about your feet as you sit, and Azib resumes speaking as he too sits down. "I am so glad you came! I have so much to tell you...surely, you have returned because of the temple?"

☛ **Azib el'Hamid**; Male Human Exp3; hp 12; See Appendix One.

It is easy for characters who have not played "Of Dragons" to elicit a positive reaction from Azib. All they need do is ask him about the temple. He is bursting at the seams with the knowledge in his head, and needs to tell *someone* as the villagers think him crazy, and the adventurers have thus far paid him no heed.

If the characters should happen to ask about the dog, he was in fact the animal that they rescued from the home of the criminal Finn in "Of Dragons." Note any special treatment of the animal by the characters while in Azib's home, but only if they played "Of Dragons" with the same character.

Should the characters **not** mention the temple, Azib gives them the cold shoulder and won't respond to their entreaties. They will need to sally forth unto the temple without Azib's advice.

Azib has the following information, not all of which is freely available to the characters.

- 1) Since the temple was discovered, Azib has been having horrible nightmares. At first they were disjointed and seemingly made no sense. But as days passed, they became clearer...despite that, however, their clarity offered no insight into their true meaning.
- 2) If the characters inquire about his dream, Azib will give them a brief synopsis. The dream always begins the same way, with Azib sleeping in his bed. He wakes up to find himself floating over his sleeping self. He's torn from that position with blinding speed up the road into the mountains into a pass that he has never seen before and he seems driven into the very heart of the mountain. As he's thrust into what seems to be a stone tomb, he hears a very familiar voice repeating over and over "when his eye is once again open, it is you who will see." The last thing he remembers is something-dark rustling in the moonlight. Some blackness that seems without shape, or form. He sees a bright flash as if some beam of light had caught something metallic and then he awakes...in a cold sweat.

At this point, Azib is holding something back. A successful Sense Motive check [DC 15] will cause him to open up further. DO NOT ask the characters to make this check. Only allow them to make it if they specifically request it.

With a sigh of resignation, the man looked up at you. "The only thing I left out...was that when I wake from this dream...I am always clutching this," he held up a simple iron holy symbol of Al'Akbar; or rather, what appears to be half of a holy symbol of Al'Akbar, cut cleanly down the centre.

Azib explains briefly that he doesn't know from where this half-destroyed holy symbol came, but he does know that it has been passed down from father to son for a long time.

If the characters ask what the significance may be he explains that he doesn't know. It is merely one half of what used to be an unpainted iron holy symbol of Al'Akbar.

Azib has never been to the temple, but he suspects that he has seen fractured images of it in his dreams. He saw a great open cavern in which was littered dozens of falchions which were both rusted and battle-worn. He also saw a great stone door that was built into a recess in the caverns' innermost wall. Beyond that he has little else to offer in the way of guidance.

As the characters decide they are ready to leave, Azib has a request to make of them.

"My friends...before you go, I have only one request," he says as he holds the holy symbol as he had done earlier, though this time he steps forward and says "would you take this with you? I can't fight the feeling that it may help in your endeavor."

Azib is able to give directions to the entrance to the temple, to the Thresher outpost, or to the Swordmarsh if asked.

Development: If the characters proceed to the Thresher outpost, proceed to **Encounter 2**. If the characters elect to travel to the entrance to the temple or the Swordmarsh, proceed to **Encounter 4**.

Encounter 4: Unto the Swordmarsh and into the Fire

After hours of arduous travel, you round a bend and you begin to leave the foothills behind; the Yatil

Mountains slowly begin to see the coming into view on the horizon. The serenity of the quiet scene is broken, however, by an overpowering stench. It is the stench of death; of decay...and whatever is producing it smells like it has been rotting for the last thousand years.

The Swordmarsh is a huge bog of indeterminate size. It dominates this part of the land and eclipses everything nearby but the Mountains.

The stench is being produced by hundreds of corpses that were once buried deep beneath the marsh. The nearby temple has begun to awaken, and those fiendish servants that once served it are being summoned once more. They are not yet active, however, and thus the hundreds of skeletons that are now near the surface of the bog remain unmoving when the characters approach.

If the characters move toward the marsh read the following:

On the surface of the bog you can see what looks to be the remains of some ancient battle. Hundreds of corpses are half-mired in the bubbling filth, and for many, their weapons rest near at hand...as if waiting for something.

This was the site of an ancient battle. This is where the first wave of Nerull's forces met those servants of the emerging Faith of Al'Akbar.

A Knowledge (history) check [DC 33] tells the characters that there was a site of an ancient battle in Northern Ket that was led by Al'Akbar himself against the forces of Nerull as he sought to crush the existing cult of the Ur-Flan and the forces of the Occluded Empire. A Bardic Knowledge check [DC 38] gives the same information. A Heal check [DC 18] tells the characters that these corpses have been dead for sometime between 150 and 200 years.

This site wasn't actually ever visited by Al'Akbar in his travels on the mortal coil. It was where Whalid el'Azib began his quest to destroy the forces of Nerull in Ket, and though Whalid's name has been forgotten, his deeds have not, and have been mostly attributed to Al'Akbar in an allegorical fashion.

The bog has been churning of late (which is what caused the corpses to rise) and with it brought a great deal of once hidden toxins to the surface, in addition to the pungent odor. Any character that steps into the marsh must make a Fortitude save [DC 16], or be infected with a mild poison. The poison is a diluted

form of *Terinav Root* (see DMG) and does 1d3 Str primary, 1d3 Str secondary.

The characters may make a Survival check [DC 19] to know that the stench of the bog will be difficult to get out of their clothing and gear – a possible very long-term effect if they stay in the marsh for a longer period than one hour. It takes 50 minutes to get through the bog, giving characters a 10 minute window to avoid the below effect. It's up to the judge to decide whether the character's described actions would take more or less than 10 minutes, and assess the consequences accordingly.

If the characters elect to go through anyway, the stench of the bog permeates the very pores of the skin, and has embeds itself within. For the next 6 TUs the stench of the character precedes them and provides a –6 penalty to any charisma based checks and it makes them easier to track by scent. Creatures with the scent special ability may pick out characters that have walked through the bog at three times the normal range of that ability. Characters may spend 750 gold on a special bath to cut this to 1 TU.

A Craft (alchemy) check [DC 25] can brew a concoction that can nullify the scent temporarily; just long enough for the smell to go away on its own. Ingredients for the bath must be purchased, however, for 250 gold.

Point out to the characters in a later encounter, perhaps **Encounter 5** or **Encounter 6** that they still smell a great deal. No amount of washing will get rid of the stench.

While in the bog characters may make a Search check, with a varying DC. Characters may take 20 on this check but it would take more than 17 hours to search the entire bog in this manner – if this is done, the official temple investigation party reaches the temple area first and cordons it off, preventing an investigation by the characters unless they expend one Influence Point per character to bypass the officials (or have other legitimate means listed on ARs to do so).

[DC 10] – The characters find a variety of different types of skeletons. They are mostly humanoid, though there are a few larger skeletons of unknown origin. A Knowledge (nature) check [DC 12] tells the characters that at least one of the large creatures was an owlbear, and a second Knowledge (Nature) check [DC 15] suggests to the characters that one of the larger skeletons seems to be that of Jackal...one that walked upright. No other check is able to determine any details about this creature.

[DC 15] – The characters find a smattering of non-magical weapons, some masterwork, and some not, including a vial of holy water. A Spellcraft check [DC 10] tells the characters of the vials' true nature. They also find one golden holy symbol of Nerull, and two Falchions.

[DC 20] – The characters find a damaged scroll tube, inside which is an intact piece of parchment. It seems to be orders. A copy of the text is provided in **Player's Handout #1**.

[DC 25] – The characters find a magical shield (Heavy Steel) that has the cup and talisman of Al'Akbar engraved on the front of it. They also find a few more weapons, and armor of the non-magical variety.

Treasure:

All APLs:

Search [DC 15] Reveals:

L: 85 gp; C: 0 gp; M: spiked chain, chain shirt, heavy steel shield, two falchions, masterwork flail, masterwork chain mail, vial of holy water, golden holy symbol of nerull (value 250 gp)

Loot (94 gp), Magic- (gp)

Search [DC 20] reveals all of the above as well as large chain shirt barding, 2 masterwork falchions, +1 heavy steel shield

L: 189 gp; C: 0 gp; M: +1 *heavy steel shield* (95 gp per character)

Development: The directions that the characters were given suggest that after they exit the Swordmarsh they should head west until they hit "The Forge," one of the mountains so named for its appearance. There is, however, a fissure in the mountain just east of the bog called "The Vault of Heaven," which characters who played "Of Dragons" likely investigated through the course of that adventure. Tell the characters who played "Of Dragons" that the fissure is the same as the one from that module, and tell those who didn't that Azib mentioned that the "Vault of Heaven" was where the talisman which is now in your possession was recovered. If the characters choose to proceed on to the temple, advance to **Encounter 5**. If they choose to take a detour into the Vault of Heaven, advance to **Encounter 5a**.

Encounter 5: And so it begins

The route on which you travel to the temple is not heavily trafficked. After an hour or so of following

this road it splits off toward the mountain pass to which you were directed. And then, there it is before you. There's no mistaking the Forge. This path leads right into its heart. Will you follow it to its conclusion?

The path is clear and there are few obstacles in the characters' path. It leads deep into the mountain through a small crack, no higher than a tall human, and no wider than a skinny dwarf. Most medium sized characters will need to squeeze to enter (any character over 4'11 and 100 pounds). Small sized characters have little difficulty descending, unless they're more rotund than most their size. There are small trees with sturdy trunks that look like they could be used as tethers for horses, if necessary.

As you descend deeper into the mountain the light begins to leave you, and you are surrounded by the pervasive darkness of the underground.

Those characters without the benefit of darkvision must now declare what they are using as a light source. At this point the characters are approximately 75 feet underground.

At this point the characters now come upon an Alarm spell, keyed to the approach of unwanted visitors. If they trigger it, the enemies in the cavern will have four rounds to prepare for their approach, as that is how long it will take the characters to descend into the cavern from the alarm. If the characters manage to bypass the Alarm, only listen checks will alert the enemies to the character's approach.

As you delve deeper into the mountain the passage abruptly opens into a large cavern. Large stalactites and stalagmites have joined forming great, natural pillars here. The cavern floor is difficult to see it is littered with...bones...thousands of them.

A NOTE ABOUT THE TERRAIN: The Cavern is rife with large stalagmites protruding from the floor. The cultists use this terrain to their advantage whenever possible, especially to separate characters from one another. (See tactics below for more details.) The stalagmites and any squares they border on are considered difficult terrain, costing double movement and preventing running and charging in the cavern.

APL 2 (EL 4)

🐉**Jimah:** Kobold Sor2; hp 8; See Appendix One.

🐉**Blagnar:** Kobold Bbn1; hp 13; See Appendix One.

APL 4 (EL 6)

🐉**Jimah:** Kobold Sor4; hp 16; See Appendix One.

🐉**Blagnar:** Kobold Bbn4; hp 33; See Appendix One.

APL 6 (EL 8)

🐉**Jimah:** Kobold Sor5; hp 20; See Appendix One.

🐉**Blagnar:** Ogre Bbn1/Ftr1; hp 63; See Appendix One.

🧙**Dex:** Human War1/Clr5; hp 43; See Appendix One.

APL 8 (EL 10)

🐉**Jimah:** Kobold Sor7; hp 28; See Appendix One.

🐉**Blagnar:** Ogre Bbn1/Ftr1/FrBr2*; hp 126; See Appendix One.

🧙**Dex:** Human War1/Clr7; hp 71; See Appendix One.

APL 10 (EL 12)

🐉**Jimah:** Kobold Sor9; hp 54; See Appendix One.

🐉**Blagnar:** Ogre Bbn1/Ftr1/FrBr4*; hp 126; See Appendix One.

🧙**Dex:** Human War1/Clr9; hp 71; See Appendix One.

APL 12 (EL 14)

🐉**Jimah:** Kobold Sor10; hp 60; See Appendix One.

🐉**Blagnar:** Ogre Bbn1/Ftr1/FrBr5*; hp 139; See Appendix One.

🐉**Gwardok:** Ogre Bbn1/Ftr1/FrBr5*; hp 139; See Appendix One.

🧙**Dex:** Human War1/Clr10; hp 78; See Appendix One

Tactics (APL 2-4): The Sorcerer tries to keep himself out of harm's way, and thus try and weaken the enemies threatening the barbarian. If the barbarian is slain, the sorcerer does not stay and fight, he tries to escape.

Tactics (APL 6-8): The first spell the cleric casts on the barbarian is *protection from good* with the goal that he won't be turned against them. The cleric (and sorcerer) prefer to cast invisibly and silently if they are able. However, if he does get turned against them the cleric uses one of his two scrolls of *calm emotions* against the barbarian, and then attempts to flee with the Sorcerer. The barbarian tries to use the stalagmites to separate the characters so that he can take them one at a time. At APL 8 the sorcerer casts *fly* both on himself and the cleric so that they can make a hasty retreat if necessary, and follows that up with *invisibility*. If possible, and early in the combat, the cleric uses his oil of *corrupt weapon* on the scythe of the barbarian. It functions like the oil of *bless weapon* except it functions against good creatures, not evil. The barbarian frenzies before raging, and spends two rounds purely frenzied before

he engages his rage. If the barbarian is slain, the sorcerer and the cleric do not stay and fight, they try to escape.

Tactics (APL 10): At APL 10, if the characters trigger the *alarm*, the sorcerer uses *bull's strength* on the barbarian, using his other three rounds to then cast *invisibility sphere* on himself and the cleric, and then *fly* on himself and the cleric. The cleric casts *magic circle against good* and *protection from good* on the barbarian if he has the four rounds, but if not just casts one of them. He follows that up with a *freedom of movement* and *invisibility*. The sorcerer casts *greater invisibility* on the cleric who then *cast unholy blight* (not caring if he catches the barbarian in it), and his two *flame strikes*, using his divine metamagic feat to maximize them. The sorcerer also cast his two rapid *summon monster IV's* to aid the barbarian in taking down their enemies. If the barbarian is slain, the sorcerer and the cleric do not stay and fight, but try and escape.

Tactics (APL 12): At APL 12, Gwardok, the second barbarian only has *protection from good* cast on him, to prevent mind control. The majority of the time is spent buffing Blagnar out of the view of the characters. The process is similar to APL 10, with the exception that Gwardok gets the first *protection from good*, and stands at the ready...waiting to soak up the damage and resources that the characters are dishing out. If he has no buffs left, the sorcerer casts a rapid *Summon Monster IV* or two to aid Gwardok, but the primary focus of the cleric and sorcerer is pumping up Blagnar, following roughly the same buff order as in APL 10. If both the barbarians are slain, the sorcerer and the cleric do not stay and fight, but try and escape.

Treasure:

APL 2: L: 54 gp; C: 0 gp; M: 0 gp

APL 4: L: 86 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character)

APL 6: L: 204 gp; C: 0 gp; M: (*cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each)

APL 8: L: 389 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), +1 *scythe* (193 gp per character)

APL 10: L: 172 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), *amulet of health +2* (333 gp per character), +1 *full plate* (137 gp per character), *cloak of resistance +2* (333 gp per character), +1 *keen scythe* (718 gp per character)

APL 12: L: 179 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), *amulet of health +2* (x2) (333 gp per character each), +1 *full plate* (137 gp per character), *cloak of resistance +2* (333 gp per character), +1 *keen scythe* (718 gp per character)

At the far end of the cavern, into what seems like a purposeful recession in the stone at the rear of the cavern is the temple façade. Upon a second glance the recession seems to resemble...a huge skeletal eye-socket.

Development: Should the characters take any of these enemies alive and question them, only the cleric will have any information the characters deem appropriate. The Barbarian(s) are nothing more than a hired thug(s), as is the sorcerer and neither know anything of value beyond that they were hired by a man to take orders from the cleric (Dex) and to hold the cavern against intruders. They were to be paid 500 gold each for their services.

Dex, however, has more insight. Diplomacy fails automatically; Dex is a devout cleric of a *death* god. Nothing any silver-tongued character can say will make him betray his oaths and face Nerull's wrath; for a cleric of a death god there are far *worse* fates than death.

Intimidate can work, though it takes a -5 penalty because of Dex's devotion to Nerull (fates worse than death, again). If successfully intimidated, Dex tells the characters that a Necromancer approached him some time ago with information that suggested a lost temple to Nerull was hidden in the Yatil mountains, but the only clue as to its possible location was a vague reference to Masha'a village. Having only that tidbit to go on, Dex and Ranesh (the necromancer) secretly purchased the Silvermoon mining company so that they could direct excavations using the resources of that company to cover more territory in their search. After the earthquake opened the passageway to the temple, keeping the company in operation was pointless and they shut it down.

He hasn't yet been inside the temple, as he was tasked with protecting the temple from intruders, so he has no idea what may lie beyond the entrance.

Following the completion of the combat against the forces of Nerull (and any questioning that may take place) read the following to the characters:

As you tend to your wounds you notice something that you did not in the heat of battle...bones. Thousands of them lie beneath your feet and cover the entire cavern floor. There is no mistaking it; this was the scene of an epic battle. Into what seems like a purposeful recession in the stone at the rear of the cavern is the temple façade that seems. Upon a second glance the recession seems to resemble...a huge skeletal eye-socket.

A Search check [DC 17] finds a small leather satchel containing a journal; Give them **Players Handout #2**. There is little of value here as the majority of the bodies have been stripped by the Kobolds over time.

About the handout

Knowledge (history) or Knowledge (religion) check [DC 24] (or a Bardic Lore check [DC 29]) tells the characters that Mar Masr was more than just a Mullah; he was also a historian that composed many early epics on the conquests of the True Faith. Obviously his account was never published as the journal remained in the cavern. The characters can find his remains near the satchel, as it's the only corpse that was propped up against a wall. It is a Sense Motive check [DC 15] to determine that he appears to have died in a posture that indicates he was waiting for something.

No knowledge check gives any character insight into the history of Whalid. His name has tragically been forgotten.

The only thing left in the cavern for the characters now is the door.

It is a large stone door that's 12 feet high. It's very heavy requiring a Strength check [DC 20] to pull it open. If any character chooses to break two flasks of lamp oil on the hinges it becomes a Strength check [DC 14].

For the reference of Dwarves, this cavern is approximately 250 feet beneath the surface, though it's deep into the mountain.

A Search check [DC 21] reveals a faded inscription on one of the doorjamb. It's obviously graffiti and not an inscription in the truest sense. It's not in any language the characters can recognize. It seems a smattering of

letters and symbols from a variety of different languages cobbled together to form a brief sentence. A Decipher Script check [DC 24] reveals that the graffiti says something along the following lines:

"look not on the face of the reaper lest ye be judged."

That is a general translation and because of the odd use of signs, it won't get any more specific – it is written in poorly constructed Flan.

There is nothing else of interest at the door.

Development: If the characters elect to move into the temple, advance to **Encounter 6**.

If the characters choose to turn back, and not enter the very heart of evil, advance to the **Conclusion**.

Encounter 5a: Through the Vault

This encounter only happens if the characters choose to investigate the Vault of Heaven, in which the final encounter of "Of Dragons" occurred. Note, it's only a modified version of the above. The only difference between **Encounters 5 and 5a** is that there is no *alarm* spell in the passageway through the Vault of Heaven. The cultists didn't place an alarm spell on this passageway, which means that unless the characters are excessively noisy going down the path, they get the drop on their enemies in **Encounter 5**.

As you enter the cavern, you see off to one side what looks to be a broken battering ram; perhaps the remnant of some ancient trap. You stride deeper into the fissure and you come to its termination – a small circular cavern. By all appearances it seems that no one has been this way for quite some time.

A Spot check [DC 23] (secretly add +2 to the result for any Dwarves present because of their Stone cunning bonus) will reveal a passageway that is concealed by fallen debris. If the passageway is cleared out read the following

The passageway downward is extremely narrow, but any normal humanoid can squeezed through with only some difficulty. As you peer down into it you can hear what sounds like chattering reverberating from below – exactly how far down from which the sound is coming is impossible to tell because of the echo.

A Knowledge (nature) check [DC 10] tells the characters that the chittering is the sound of centipedes, though exactly how many or what size is impossible to determine – any character who participated in Of Dragons may make an Intelligence check [DC 5] to recall the same sounds during that investigation.

If the characters elect to descend into the passageway read aloud the following:

The passageway winds itself deep into the mountain, with hundreds of small offshoots running out of the main passage in a thousand different directions. After what seems to be two or three hundred feet it begins to open into a cavern. On the right is the façade of the temple, and on the other side of the cavern are a few individuals who appear to be waiting for something. A dull grey moss exudes a dim light in the cavern...

If the characters decide to enter the cavern, have them make Move Silently checks versus the enemies Listen checks. The characters have a –5 penalty imposed on their move silently check because of the natural echo. The cavern is bright enough for characters without darkvision to see.

***DM NOTE:** From this point forward Encounter 5a's progression matches that of Encounter 5. For full tactics, loot and development please see Encounter 5.

Encounter 6: Eternal Slumber Disturbed

As the entrance to the temple is breached, every footfall seems to disturb an eternity of silence. The perfectly smooth stone corridor terminates in a circular room about forty feet away. It isn't hard to notice that the room is slightly elevated, and that a step up will be required to get into it. On the opposite side of the room, the corridor is barred from ceiling to floor making it impossible to get through without tampering. Perhaps the most daunting feature of the room is the massive seal that covers nearly the entire floor.

The massive seal is the symbol of Nerull. A Knowledge (Religion) check [DC 12] determines this.

A note about *detect evil*: there is a faint aura of evil pervading the entire temple.

The floor is actually a giant pit trap. The graffiti on the door was actually a warning, but the word 'look' was transposed with the word 'step.' It was a warning from mostly illiterate workman to other mostly illiterate workman to avoid stepping on the visage of Nerull in this room less they meet an untimely end. There are very few spaces upon which to walk to avoid triggering the trap.

APL 2 (EL 2)

🦋**Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; Reflex save [DC 20] avoids; 20 feet deep (2d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC24]; Disable Device [DC 20].

APL 4 (EL 5)

🦋**Pit Trap:** CR 5; mechanical; location trigger; manual reset; Reflex save [DC 20] avoids; 60 feet deep (6d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC 24]; Disable Device [DC 23].

APL 6 (EL 5)

🦋**Pit Trap:** CR 5; mechanical; location trigger; manual reset; Reflex save [DC 20] avoids; 70 feet deep (7d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC 25]; Disable Device [DC 24].

APL 8 (EL 7)

🦋**Well Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; Reflex save [DC 25] avoids; 70 feet deep (7d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC 27]; Disable Device [DC 24].

APL 10 (EL 9)

🦋**Well Camouflaged Pit Trap:** CR 9; mechanical; location trigger; repair reset; Reflex save [DC 30] avoids; 70 feet deep (7d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC 29]; Disable Device [DC 25].

APL 12 (EL 11)

🦋**Well Camouflaged Pit Trap:** CR 11; mechanical; location trigger; repair reset; Reflex save [DC 33] avoids; 70 feet deep (7d6, fall); multiple targets (each character in the room at the time of triggering); Search [DC 29]; Disable Device [DC 29].

If a character falls into the pit, they fall through a natural steam vent, which shoots across the breadth of the pit continuously. The steam also obscures vision

into the pit. There is also a stone of silence on a ledge just below the steam vent that prevents any noise from passing through it. So any scream will be drowned out by it. The characters fall into the pit, right into the clutches of an ooze that has been placed there to devour any person so hapless as to enter its lair.

***DM NOTE:** For the purposes of determining encounter level the pit is considered to be a CR 3 creature.

Creatures

APL 2 (EL 4)

🐉**Darkmantle:** hp 6; see *Monster Manual*)

APL 4 (EL 5)

🐉**Gelatinous Cube:** Huge Ooze Ooze; hp 54; see *Monster Manual*

APL 6 (EL 6)

🐉**Advanced Gelatinous Cube:** Huge Ooze, hp 108; see Appendix One.

APL 8 (EL 8)

🐉**Advanced Black Pudding:** Huge Ooze; hp 161; see Appendix One.

APL 10 (EL 10)

🐉**Advanced Black Pudding:** Gargantuan Ooze; hp 243; see Appendix One)

APL 12 (EL 12)

🐉**Elder Black Pudding:** Gargantuan Ooze; hp 290; see *Monster Manual*.

There is nothing to salvage in the pit. The creatures have devoured anything of value.

***DM NOTE:** In APL 10 and 12 the pudding is considered squeezing and taking penalties as such in the pit. Please apply these penalties, -4 to AC and attack.

If the characters overcome the pit trap they have defeated **Encounter 5** and should be given full experience for the combat with the ooze. Intrinsic to the purpose of the trap was that any hapless creature that fell in would fight the oozes at a disadvantage; if the trap doesn't go off, the encounter is defeated.

Once the trap and the ensuing combat, the characters still must get past the bars to advance deeper into the temple. The mechanism is relatively simple to disable, a Disable Device check [DC 15] pops the mechanism. Likewise, a Strength check [DC 17] works. A crowbar

adds a +2 circumstance bonus to the Strength check if used. A ranged touch attack of AC 5 (versus the bars) can be made to attach a grappling hook to them. There is nothing to which it can be tethered on the corridor side, however.

Encounter 7: The Room of Deeds

Behind the now open cage, the corridor leading deeper into the temple has begun to narrow, and your lights lick off the walls ominously. A malevolent presence is near...though it cannot be pinpointed. It is all around and every sense seems to be tingling at once.

A Spot check [DC 15] alerts the characters to the fact that there are diminutive inscriptions carved into the walls. They are written in Infernal. For ease in drawing, there is no more than one inscription per five foot square.

Square 1's inscription reads "Only the initiated will prosper in the room of deeds"

Square 2's inscription reads "Only those who are in equilibrium with the dark balance of the reaper may enter"

Square 3's inscription reads "Accept the cleansing of the faithful"

A Knowledge (architecture and engineering) check [DC 17] (Dwarf's Stonecunning applies) allows the characters to notice that the floor is actually beginning to get higher, while the ceiling is beginning to get lower. The change is slight, and hard to notice at first, but once it's recognized, it's obvious.

When the characters choose to enter the room read the following

The focal point of this room is clearly the small pedestal in the centre; it appears to be designed to hold a heavy book. The floor of the room seems to slope downward, ending in the centre at the pedestal, which at second glance appears to be surrounded at its base by a circular opening in the floor. The walls are covered with detailed images of gory rituals and historic events, though the two seem to be similar in scope to one another. In some places the floor is stained a faded pink...though what could have caused such a stain isn't evident in the room currently.

The pedestal has a trap on it. Since the characters don't know the bypass code, merely approaching it will likely set it off. If the characters find the trap, and before triggering it use divination to discover the bypass, it's the phrase (in Flan) "truth in pain." The trap is keyed to alignment, and thus only True Neutral characters will not set it off.

APL 2 (EL 3)

✚ **Extended Bane Trap:** CR 3; magic device; proximity trigger (*detect good/law/chaos* 15 foot radius); automatic reset (7 minute delay); spell effect (extended *bane*, 3rd level cleric, [DC 12] Will save negates; Search [DC 27]; Disable Device [DC 27].

APL 4 (EL 4)

✚ **Castigate Trap:** CR 4; magic device; proximity trigger (*detect good/law/chaos* 15 foot radius); automatic reset (7 minute delay); spell effect (*castigate*, 7th level cleric, [DC 16] Fort half; Search [DC 29]; Disable Device [DC 29].

APL 6 (EL 7)

✚ **Widened Castigate Trap:** CR 7; magic device; proximity trigger (*detect good/law/chaos* 15 foot radius); automatic reset (7 minute delay); spell effect (widened *castigate*, 11th level cleric, [DC 17] Fort half; Search [DC 32]; Disable Device [DC 32].

APL 8 (EL 9)

✚ **Widened and Empowered Castigate Trap:** CR 9; magic device; proximity trigger (*detect good/law/chaos* 15 foot radius); automatic reset (7 minute delay); spell effect (widened and empowered *castigate*, 17th level cleric, [DC 18] Fort half; Search [DC 34]; Disable Device [DC 34].

APL 10 (EL 9)

✚ **Widened and Empowered Castigate Trap:** CR 9; magic device; proximity trigger (*detect good/law/chaos* 15 foot radius); automatic reset (7 minute delay); spell effect (widened and empowered *castigate*, 17th level cleric, [DC 18] Fort half; Search [DC 34]; Disable Device [DC 34].

APL 12 (EL 10)

✚ **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset (7 minute delay); spell effect (*wail of the banshee*, 17th level cleric, [DC 23] Fort save negates); multiple targets (up to 17 creatures); Search [DC 34]; Disable Device [DC 34].

After the trap is bypassed, characters may choose to investigate the pedestal. It is made of a different type of

stone (basalt) than the rest of the temple. The pedestal and its pillar seem to be made of one single piece of stone that descends as far down as the characters can see.

(DO NOT DESCRIBE THESE IF THE TABLE HAS MINORS OR OTHERS WHO WOULD OBJECT):

The carvings on the walls are very graphic in their depictions of the rituals that must have taken place here. In some sections a figure larger than the rest seems to be bonding different parts together. He displays clearly a holy symbol of Nerull around his neck and in every scene of flesh-craft he holds in his grasp a large and thickly-bound tome, upon the cover of which is crudely carved the head of an animal. He seems to be directing smaller figures (also brandishing openly symbols Nerull) as they rend the flesh of these victims using scythes.

It also tells the story (in pictures) of victories and subjugation by these clerics as they spread their pestilence across the countryside. A Search check [DC 19] finds a crude map covertly painted beside the images of victory; it was obviously not part of the original drawing as it seems painted on in red ink, and not carved into the stone. Knowledge (Geography) check [DC 15] suggests that this is an ancient map of Ket; some of the topographical features have changed, but the check allows the characters to determine that it is Ket. If the characters are unable to make the check, they get only the following read aloud with no context

Tucked away in one corner of the room, you discover a crudely painted map. It's obviously of a large geographical area. Five points are clearly demarcated on it, but four of them have large red strokes through them; the only one not struck through seems tucked away in what looks to be a large mountain range, and instead of a stroke, is surrounded by a large red circle.

This was the map of the other focal points of Nerull's power in the surrounding regions. The four struck through had been overrun previously, while the circle represents the temple the characters are now in...the last bastion of Nerull's power in the region at that time. The characters have no real way to discover this knowledge, except a Bardic Knowledge check [DC 41].

Beyond the fact there is no sign of the book here there isn't anything else of interest in this room.

Development: If characters at APLs 2-6 set off the trap, allow their enemies in **Encounter 8** (in the room directly ahead) to make a Listen check [DC 10]. If either of them hears the trap go off, they will advance

into that room, and take the fight to the characters instead of the other way around, or they will cast buffing spells and wait for the characters to come to them. At APLs 8-12 the foes in the sanctuary will not leave if they hear the trap sprung.

Encounter 8: Into the Heart of Evil

A note on Encounter 8; it's broken into two sections, high and low. Low takes place in front of tunnel into the temple sanctuary (room A) and high takes place through the tunnel, inside the sanctuary itself (room B). The tunnel is considered to be a CR 4 creature for the purposes of determining EL.

Past the ritual chamber, the ever-narrowing path continues, leading deeper into the heart of the temple. Ahead is another chamber, but oddly there is no continuation of the corridor. Instead, there looks to be a square tunnel where the corridor should be. It's approximately three feet high, and two and a half feet wide. You cannot see where it leads...

Room A

APL 2 (EL 4)

☛ **Fekhri Hassan:** Human Ftr2; hp 19; See Appendix One.

☛ **Mahmoud Hassan:** Human Drd2; hp 14; See Appendix One.

☛ **Manesh:** Riding Dog; hp 13; See Appendix One.

APL 4 (EL 7)

☛ **Fekhri Hassan:** Human Ftr5/OOBI1*; hp 54; See Appendix One.

☛ **Mahmoud Hassan:** Human Drd5; hp 35; See Appendix One.

☛ **Manesh:** Riding Dog; hp 27; See Appendix One.

APL 6 (EL 9)

☛ **Fekhri Hassan:** Human Ftr6/OOBI2*; hp 70; See Appendix One.

☛ **Mahmoud Hassan:** Human Drd6; hp 42; See Appendix One.

☛ **Manesh:** Riding Dog; hp 41; See Appendix One.

Tactics: The presence of the Druid and the Archer is simple; they are a screen to allow the wizard (who

doesn't appear in combat except at APL 12) enough time to break the seal erected by Whalid to the inner sanctuary. The longer they fight, the longer Ranesh has to try and break the seal to the inner sanctuary. The Druid and his animal companion wade into melee trying to form a screen for the archer so that he can use his bow without fear of being attacked in response. Both the animal companion and the Druid are formidable opponents in combat and form a bubble around the archer to prevent characters from circumventing them to attack the archer freely.

Room B

APL 8 (EL 11)

☛ **Fekhri Hassan:** Human Ftr6/OOBI2*/DpSn1*; hp 78; see Appendix One.

☛ **Mahmoud Hassan:** Human Drd9; hp 63; See Appendix One.

☛ **Manesh:** Tiger; Large Animal; 45 hp; See Appendix One.

APL 10 (EL 13)

☛ **Fekhri Hassan:** Human Ftr6/OOBI4*/DpSn2*; hp 102; See Appendix One.

☛ **Mahmoud Hassan:** Human Drd10; hp 70; See Appendix One.

☛ **Manesh:** Tiger, Large Animal; hp 64; See Appendix One.

APL 12 (EL 15)

☛ **Ranesh:** Human Wiz14; hp 85; See Appendix One.

☛ **Mahmoud Hassan:** Human Drd12; hp 84; See Appendix One.

☛ **Manesh:** Tiger, Large Tiger; 80 hp; See Appendix One.

Treasure:

Notes about the tunnel: There are two separate alarm spells cast on the tunnel (one ten feet in and one twenty feet in). Both are mental alarms. If they go off, the Wizard's contingency teleport is cast (see below) and the druid casts a few spells. As well, the druid's tiger animal companion is actively spotting for any creature that is coming through. He cannot, however see them, though he does have the scent ability. A small character less than three feet tall can walk through the tunnel at their normal movement rate without any hindrance. Medium characters can squeeze through the tunnel at half their normal movement, taking a -2 penalty on their move silently

checks. Creatures larger than medium cannot enter the tunnel except through magical means. Exiting the tunnel does NOT provoke an attack of opportunity from anyone inside of the room, but any subsequent movement after the first five feet provokes attacks of opportunity as normal. Only bows that can be fired from prone may be used in the tunnel.

Notes about the sanctuary (room B) APL 8-10: There are a few ongoing spell effects in the sanctuary that need to be taken into account when running the final combat. The room has also had two castings of *Mordenkainen's private sanctum* cast onto it. It essentially blocks vision into the room (including darkvision) and prevents line of sight into the room. It does not, however, block sight OUT of the room, though it does keep sound IN. A full description follows in Appendix 2: New Rules Items. The room is also subject to an *unhallow* effect (as it IS the central chamber in the temple of an evil deity) and provides *freedom of movement* for all evil beings in the room (the animal companion of the Druid qualifying).

Note on the Wizard: He is present at all APLs, but does not factor into combat at any APL but 12. He has a contingency cast on himself that automatically *teleports* him out of the room if he is in any danger. That means if the alarm goes off, he's targeted with weapons or spells, or if enemies pass through the private sanctum. He doesn't factor into EL until APL 12.

Tactics (APL 8-10): The tactics at APL 8-10 are very similar to those of 2-6. The tiger does NOT completely block the entrance to the tunnel with his massive size, however, because it affects his attacks (cover). He prefers instead to hold back and attack characters when they emerge from inside the tunnel. At APL 10, *animal growth* is a forgone conclusion for the Druid to cast on the tiger, and though he takes up most of the room, his new prowess in combat is worth it. Balance the Druid's spell prowess with his combat ability, especially if the animal companion is wounded. He's more likely to heal the animal companion than himself.

Tactics (APL 12): At APL 12 there is the following additional spell effect in place on the sanctuary; the room has had *dimensional lock* cast onto it from a scroll. This spell lasts for days, and prevents all extra-dimensional transport into the room: *teleport*, *dim door*, etc. A full description of barred spells follows in Appendix 2: New Rules Items.

At **APL 12**, the tactics of the enemies are virulent. This room must be held at all costs and anything it takes to do so is done. If the enemies are alerted to the presence

of characters in the tunnel, the wizard will cast *evard's black tentacles*, to pin characters that are in the tunnel. Once the characters are stuck in there he'll use his empowered *lightning bolt*, and try and hit as many of the characters as possible. He also uses his sudden maximize feat to further enhance the damaging power of the spell. He'll then use his heightened *reduce person* to make it even more challenging for the characters to make the grapple check versus the *evard's*. If the lead character should break free, he uses one of his quickened *true strikes* and then launches an empowered *ray of enfeeblement*, followed by an *enervation* to further challenge. He won't use either on anyone grappled by the tentacles, however. If any character should manage to penetrate the room despite the barrage of offensive power displayed by the wizard, he uses his heightened-chained *grease* on their weapons, and those of their fellows in the tunnel. The druid's first two spells are *mass bear's endurance* and *animal growth* on the tiger. He does his best to support the wizard and the tiger, using his healing spells where necessary. He is more likely to heal the tiger than himself. Note that Ranesh wears two rings of Counterspells keyed to *dispel magic* in order to prevent the *dimensional lock* and *private sanctum* from being dispelled, among other things. If the characters choose to circumvent the tunnel and instead build their own (with an adamantine weapon, for example) the Ranesh and Mahmoud will begin buffing for combat.

APL 2: L: 272 gp; C: 0 gp; M: *collar of resistance* +1 (40 gp per character), *bracers of quickstrike* (150 gp per character)

APL 4: L: 453 gp; C: 0 gp; M: dragonhide plate (275 gp per character), +1 *composite longbow* [+3 Str] (216 gp per character), +1 *mithril chain shirt* (175 gp per character), *bracers of quick strike* (150 gp per character)

APL 6: L: 453 gp; C: 0 gp; M: *periapt of wisdom* +2 (333 gp per character), dragonhide plate (275 gp per character), *ring of protection* (166 gp per character), +1 *composite longbow* [+3 Str] (216 gp per character), *bracers of archery*, lesser (416 gp per character), +1 *anti-impact mithril chain shirt* (341 gp per character)

APL 8: L: 387 gp; C: 0 gp; M: *collar of resistance* +2 (200 gp per character), *periapt of wisdom* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), *goggles of night* (1000 gp per character), dragonhide plate (275 gp per character), +1 *composite longbow of shock* (716.5 gp per character), *bracers of archery*,

lesser (416 gp per character), +1 anti-impact mithril chain shirt (341 gp per character)

APL 10: L: 129 gp; C: 0 gp; M: collar of resistance +2 (200 gp per character), periapt of wisdom +2 (333 gp per character), ring of protection +2 (666 gp per character), goggles of night (1000 gp per character), +2 dragonhide plate (591 gp per character), +1 composite longbow of shock (716 gp per character), bracers of archery, lesser (416 gp per character), +1 anti-impact mithril chain shirt (341 gp per character), gauntlets of ogre power (333 gp per character), boots of speed (1000 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: collar of resistance +3 (367 gp per character), periapt of wisdom (333 gp per character), ring of protection (666 gp per character), goggles of night (1000 gp per character), +2 dragonhide full plate (591 gp per character), headband of intellect +6 (3000 gp per character), rings of counterspells (x2) (666 gp per character), robe of bones (200 gp per character)

Following Encounter 8's combat, if the players either choose to enter (APL 2-6), or are already in the sanctuary read aloud the following:

The sanctuary is a very simple room. Unlike the room of deeds that preceded it, it is not decorated with carvings of any kind, nor are there any inscriptions that you can see. There is, however, an indentation on the floor; a slot that something once stood in, but there is nothing remaining. Whatever stood in this slot must have long since disintegrated under the assault of time. There is also a roughly hewn stone opening, obviously not cut with the same precision as the rest of the temple.

A Search check [DC 24] on the slot reveals small fragments of wood from the object that stood there previously, as well as what looks to be drag marks, though they end about three feet outside of the slot.

A Spot check [DC 15] alerts the characters to the fact that there is a shimmering aura that covers the entire opening into the small cave. It bars entry into the cave, though any character who has the half-broken holy symbol of Al'Akbar can pass through this barrier without any difficulty. If the characters come up with an inventive way for more than one of them to enter Whalid's chamber, allow them to do so.

The players also discover among the captured belongings of their fallen foes a letter, give them **Player's Handout #3**.

Should a character attempt to step through the field, advance to **Encounter 9**.

If the characters choose not to enter the field, advance to the **Conclusion**.

Encounter 9: Against the Dying of the Light

This room is a stark contrast from that which you just left. Instead of walls of polished limestone, the walls are hacked with pickaxes, and other instruments. Propped up against one side of the cave is a weary-looking Baklunish human, his form shimmering much in the same way that the barrier across the door was. He smiles when he sees you. "I knew you would come," he said in a quiet voice. "It was Al'Akbar's will. Sit..." He said softly before adding politely, "if you will...I have...so little time."

This is Whalid el'Azib ibn Hamid, Paladin of Al'Akbar; or rather, a spiritual representation of him of this plane of existence. Around his neck is projected an image of the cup and talisman, though only half of it...the other half rests in the possession of the character who entered the cave.

- 1) If the characters ask who this man is, he tells them he is Whalid el'Azib ibn Hamid.
- 2) He was buried here sometime between 150 and 200 years ago by members of the expedition that he led northward in order crush the last vestiges of Nerull's power in Ket. He fell, and his last order was that his remains be placed in the temple in the hopes that his power could prevent a resurgence of evil.
- 3) If the characters ask about the cave in which he is currently, Whalid knows little. He has assumed over the years that this cave was dug out so that his body would rest in a place not in the original temple, but in a place that was still a part of the complex.
- 4) If the characters ask about the final battle, Whalid essentially recounts the last entry on **Player Handout #2**, confirming much of what was written therein.
- 5) If they ask him about Caritas' distraction, he doesn't know whether it was Caritas' intention to distract him or whether he was genuine in his concern. Whalid knows only that Caritas was

bitter that he was not made general, feeling that Whalid's way of being and methods were not in line with the True Faith or in accordance with the path as laid down by Al'Akbar.

- 6) If the characters ask why his name or deeds are not recorded, Whalid has no answer, but is slightly saddened that his name has been forgotten.
- 7) If the characters ask what Ranesh was trying to acquire in the cave, Whalid suggests that it could be nothing other than the large tome that they captured from the room of deeds.
- 8) If the characters ask about the broken holy symbol, he tells them that one half was left here as a memorial and as a protective ward, and the other half was supposed to have been given to his only living relative; a brother. He asks for a description of the man who owned this item. If the characters describe Azib he says with a smile "A spitting image of my youngest nephew." He feels glad that his family has been able to keep it safe for the past many years. He asks the characters what his family thinks of living at Eskandrea. Do they enjoy the holy city? If the characters tell him that his family does not live in the holy city, but instead a small village in the north, he is taken aback; they should have been given a place of honor in the holy town, not be relegated to a small village.

Give the characters a chance to gather as much information, but if it seems that they are out of questions to ask, read the following aloud

Looking up at you the wearied paladin smiles, "I have come to the end of my journey friend," he nodded. "Recover what you can of my belongings and steel yourself for what is to come...I fear that this is only the beginning. Spread what you have learned to all who would hear it; especially those who write our histories...so that the blood of my brothers spilt here in bygone days will not be forgotten by those who...might overlook their sacrifices."

His image flickered for a moment, but then he looked up once more, "This book...is of purest evil." He said as he glanced down to the leather bound tome beside him, "It must be protected at all costs...to my former teachers, it must go...the master clerics and Theologians at Eskandrea University...they shall know what to do."

With his final words, he smiled, and his image faded, leaving behind only an urn full of his earthly

remains, and his other belongings...including the other half of Azib's broken holy symbol.

A Search check [DC 5] reveals the Urn, the half-broken holy symbol (which fits seamlessly with the half already possessed by the characters), Whalid's falchion, some letters of mark from the church of the True Faith (they're still good, though slightly out of date), and a large thickly bound tome that resembles remarkably that tome seen on the walls in the room of deeds.

The characters may retrieve everything from the cave without difficulty, except the urn. If a character attempts to pick up the urn tell them that a chill breeze passes over them and they get a sense that removing it wouldn't be advisable.

Development: When the characters decide it's time to return to the village, let them know that they feel a slight rumble from deep within the earth – if the characters choose to spend the night here, it happens close to midnight instead. It seems that the mountains have shifted again. When they emerge from the temple, let them know that a large rock fall has completely covered the path up to the Vault of Heaven (encounter 5a), and the only way out is through the main fissure. Proceed to **Encounter 10**.

Encounter 10: Paths not easily followed

The air outside the cavern is heavy, and warm. It is a stark contrast from the cool air deep within the mountain. Fifty yards down the path, a group of men seem to be setting up a large tent, just off to the side of the road. The ground outside the tent is littered with dig equipment, and one man more than all the others, seems to be supervising.

If the characters elect to do so, they may bypass the camp completely. They do, however, lose access to the Talisman in so doing.

☛ **Zahr Hassan al'Mullah:** Male Human Exp3/Clr9; hp 57; See Appendix One.

If the characters approach the tent, Professor Hassan al'Mullah, head of the Theology department at Eskandrea University, (one of the foremost experts on the history of the True Faith) will notice them, and will walk out to meet them. He notices (with some great interest) that they are coming from the entrance that leads to the temple.

“Greetings travelers,” he says with a light smile. “I couldn’t help but notice that you emerged from the mountain. Did you...” he trails off, as if thinking about his choice of words, “find what you were looking for?”

The characters now have the opportunity to inform Professor Hassan of the things they discovered in the temple. The most important of which were the items that they removed, which may include

- ◆ The Tome of the Jackal, and the scenes of its use during flesh-craft
- ◆ The journal of Mar Masr which suggests that the history of the foundation of the True Faith has some errors, as this great hero has been forgotten; seemingly purposefully.
- ◆ The scroll tube of orders, though not found in the temple, suggests that there was in fact a purposeful cover-up of Whalid’s deeds.
- ◆ The tomb of Whalid himself, as well as the other half of the broken talisman.

Professor Hassan is particularly interested in the journal of Mar Masr, as well as the scroll tube of orders. He would very much like to keep both for further study.

Professor Hassan is also curious to know about the origins of the broken talisman of Al’Akbar. If told about Azib, and his protection of the “family heirloom,” Professor Hassan excuses himself for a moment, and dart into the tent. He emerges quickly with a rolled up sheet of parchment, and asks the characters to deliver it to Azib on his behalf.

When the characters finish talking to Professor Hassan, if, and only if they haven’t told him about their recovery of the tome he says,

“Before you go, I have one final question...did you see a large book, thickly bound, and carved into it the head of a jackal? If you have recovered such an item, I’m afraid I must confiscate it. Possession of such a book by an individual may be considered unlawful, and recovering it is pivotal to my research.”

Professor Hassan won’t order them to answer under a zone of truth, but if they deny that they obtained a book in the temple, they must make a Bluff check opposed by his Sense Motive, which is +10 (see Appendix One for a full description of Professor Hassan). If they chose to conceal the Tome’s presence and they fail their Bluff check, he orders the Threshers

to divest them of the object. No other action is taken against them so long as they surrender the book without question. If they resist, they are arrested and spend 8 TUs in the stocks for obstructing an official investigation and disorderly conduct.

Two dozen Threshers guard the archaeological team. They don’t interfere with Professor Hassan’s conversation with the characters unless it is requested of them to do so by him.

If they question Professor Hassan about the book, the temple, or the note to Azib, all he says is that the investigation is ongoing and that it’s too early to draw any conclusions based on the evidence available.

Development: When the characters decide to return to Masha’a, advance to the **Conclusion**.

Conclusion

The trip back to Masha’a is uneventful; the frenetic happenings of the last hours in the temple have now passed, leaving only quiet reflection in their wake. Azib is seated on his porch, nervously waiting for news of any discoveries.

If the characters choose to move toward him, read the following

Azib rises, and runs out to greet you. “My friends; my brave and noble friends, what news?”

If the characters met with Zahr Hassan, and give Azib the note, as well as tell him what they found in the temple, read the following

Azib takes the letter, and reads it slowly, seeming to carefully read, and re-read each line so as not to misinterpret its meaning. The emotion on his face undeniable as he read more and more. He looked up as he finished reading, speaking to you in a quiet, but almost reverent tone. “It seems that Professor Hassan al’Mullah believes that I may have some insight into the history of someone that may be a great hero of Ket, and has asked me to come to his camp for an interview to gather details about my talisman. Thank you for bringing this to me, my friends. You have helped me a great deal.” The echoes of barking from around Azib’s house can be heard, as his dog trots out and advances toward the group.

If the characters try and return both halves of the Talisman read the following

Smiling, Azib raised his hands, “Based upon what you have told me, I believe that my stewardship of

this heirloom has passed." He said confidently. "It would be an honor if you would consider having it re-forged so that you might use it to aid you in whatever way the Restorer of Righteousness deems appropriate...though that final decision rests with you."

Stroking the scruff of the dog's neck, Azib continued. "I also feel that it is time my friend and I parted ways." He again rubbed the dog gently, somewhat wistfully. "I believe that his destiny lies along a path upon which I cannot follow. Would one of you consider taking him as a friend and ally? Protecting him in my stead?"

Only one character may leave the table with "Mauler." First preference goes to those characters that played "Of Dragons." If no character at the table played "Of Dragons" the dog should go to a ranger or druid that will take the animal as a companion or to a halfling that will use him as a mount. Preference given to good characters if multiple such characters exist.

"I thank you again, my friends, for...everything." He began to turn away, but took only one step before turning back, "I would consider it a blessing if the Restorer of Righteousness saw fit to allow us to meet again. May he speed your travel to wherever your feet take you."

If the characters don't attempt to return the Talisman, did not meet with Professor Hassan, or turned back before reaching the tomb of Whalid el'Azib, read the following instead

"Thank you for your help, my friends. I would have hoped to have found more answers...but it seems that I have found only more questions regarding the part I may play in this. My past, is as unknown to me as is the future; though I have faith the Restorer of Righteousness will one day show me the path upon which he wishes me to walk. Safe travels."

Note: If the characters did not attempt to return the Talisman, meet with Professor Hassan, or turned back before finding Whalid's tomb, cross *Talisman re-forged* and the riding dog stat block off of the AR.

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 role playing) to each character.

Encounter 1: Tavern Tango

Obtain at least 4 of the 7 available rumors (through any combination of measures)

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter 5: And so it Begins

OR

Encounter 5a: Through the Vault

Defeat the enemies in the cavern

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Encounter 6: Eternal Slumber Disturbed

Overcome the pit trap

APL 2	30 XP
APL 4	75 XP
APL 6	75 XP
APL 8	105 XP
APL 10	135 XP
APL 12	165 XP

Defeat the pit creatures

APL 2	60 XP
APL 4	75 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Encounter 7: The Room of Deeds

Defeat the pedestal trap

APL 2	45 XP
APL 4	60 XP
APL 6	105 XP
APL 8	135 XP
APL 10	135 XP
APL 12	150 XP

Encounter 8: Into the Heart of Evil

Defeat the Wizard and/or his forces

APL 2	60 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP

Discretionary Roleplaying

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 4

All APLS

L: 94 gp; C: 0 gp; M: 0 gp

L: 189 gp; C: 0 gp; M: +1 *heavy steel shield* (95 gp per character)

Encounter 5/5A: And so it Begins/Through the Vault

Loot the Corpses of Fallen Foes

APL 2: L: 54 gp; C: 0 gp; M: 0 gp

APL 4: L: 86 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character)

APL 6: L: 204 gp; C: 0 gp; M: (*cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each)

APL 8: L: 389 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), *+1 scythe* (193 gp per character)

APL 10: L: 172 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), *amulet of health +2* (333 gp per character), *+1 full plate* (137 gp per character), *cloak of resistance +2* (333 gp per character), *+1 keen scythe* (718 gp per character)

APL 12: L: 179 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *calm emotion scrolls* (x2) (25 gp per character each), *vials of corrupt weapon* (x2) (16 gp per character each), *amulet of health +2* (x2) (333 gp per character each), *+1 full plate* (137 gp per character), *cloak of resistance +2* (333 gp per character), *+1 keen scythe* (718 gp per character)

Encounter 8: Into the Heart of Evil

Loot the Corpses of Fallen Foes

APL 2: L: 272 gp; C: 0 gp; M: *collar of resistance +1* (40 gp per character), *bracers of quickstrike* (150 gp per character)

APL 4: L: 453 gp; C: 0 gp; M: *dragonhide plate* (275 gp per character), *+1 composite longbow [+3 Str]* (216 gp per character), *+1 mithril chain shirt* (175 gp per character), *bracers of quick strike* (150 gp per character)

APL 6: L: 453 gp; C: 0 gp; M: *periapt of wisdom +2* (333 gp per character), *dragonhide plate* (275 gp per character), *ring of protection* (166 gp per character), *+1 composite longbow [+3 Str]* (216 gp per character),

bracers of archery, lesser (416 gp per character), *+1 anti-impact mithril chain shirt* (341 gp per character)

APL 8: L: 387 gp; C: 0 gp; M: *collar of resistance +2* (200 gp per character), *periapt of wisdom +2* (333 gp per character), *ring of protection +1* (166 gp per character), *goggles of night* (1000 gp per character), *dragonhide plate* (275 gp per character), *+1 composite longbow of shock* (716.5 gp per character), *bracers of archery, lesser* (416 gp per character), *+1 anti-impact mithril chain shirt* (341 gp per character)

APL 10: L: 129 gp; C: 0 gp; M: *collar of resistance +2* (200 gp per character), *periapt of wisdom +2* (333 gp per character), *ring of protection +2* (666 gp per character), *goggles of night* (1000 gp per character), *+2 dragonhide plate* (591 gp per character), *+1 composite longbow of shock* (716 gp per character), *bracers of archery, lesser* (416 gp per character), *+1 anti-impact mithril chain shirt* (341 gp per character), *gauntlets of ogre power* (333 gp per character), *boots of speed* (1000 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *collar of resistance +3* (367 gp per character), *periapt of wisdom* (333 gp per character), *ring of protection* (666 gp per character), *goggles of night* (1000 gp per character), *+2 dragonhide full plate* (591 gp per character), *headband of intellect +6* (3000 gp per character), *rings of counterspells* (x2) (666 gp per character), *robe of bones* (200 gp per character)

Appendix One: NPCs

ALL APLs

Encounter 1: Tavern Tango

Sayed: Male Baklunish Human Exp3; CR 2; Medium Humanoid; HD 3d6+3; hp 15; Init +2; Spd 30ft.; AC 12, Touch 12, Flat-footed 10; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, Broken table-leg (club)); AL CG; SV Fort +2, Ref +3, Will +3; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Use Rope +11, Profession: Sailor +6, Craft: Rigging +7, Spot +6, Jump +8, Swim +11, Tumble +7, Speak Language Dwarven, Elven, Oeridian, Flan, Ancient Baklunish, Common, Draconic, Ancient Suloise, Rheenee, Sahuagin; Skill Focus: Swim, Skill Focus: Use Rope.

Possessions: Broken table-leg (club)

Encounter 2: When in Ket..

Farzaan Ahmed Said: Male Baklunish Human War2/Exp1/Rgr1; CR 3; Medium Humanoid; HD 2d8+1d8+1d6+8; hp 26; Init +0; Spd 20ft; AC 15 Touch 10, Flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork falchion) SQ wild empathy, favored enemy (humans); AL LN; SV Fort +5, Ref +0, Will +3; Str 15, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Skills and Feats: Handle Animal +4, Jump +2, Climb +2, Ride +5, Sense Motive +6, Search +5, Survival +9; Weapon Focus (falchion), Track, Skill Focus (survival), Close Quarters Fighting*

Possessions: Masterwork falchion, breastplate

* See Appendix 2: New Rules Items

Encounter 3: Old Friends

Azib el'Hamid; Male Baklunish Human Exp3; CR 2; Medium Humanoid; HD 3d6; hp 12; Init +1; Spd 30ft; AC 11, Touch 11, Flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 16, Wis 14, Cha 10.

Skills and Feats: Craft (silver) +12, Appraise +12, Profession (silversmith) +11, Sleight of Hand +7, Concentration +6, Decipher Script +9, Heal +8, Knowledge (geography) +9, Search +9, Swim +6; Skill Focus (Craft Silver), Skill Focus (Profession Silversmith), Skill Focus (Appraise).

Encounter 10

Encounter 10: Paths not Easily Followed

Zahr Hassan al'Mullah: Male Baklunish Human Exp3/Clr9; CR 7; Medium Humanoid; HD 3d6+9d8; hp 57; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5; Atk +5 melee (1d3, unarmed) SA Turn Undead; AL LN; SV Fort +5, Ref +2, Will +11; Str 10, Dex 10, Con 10, Int 14, Wis 19, Cha 14.

Skills and Feats: Sense Motive +10, Profession (archaeologist) +17, Profession (teacher) +13, Knowledge (religion) +17, Knowledge (history) +20, Use Magic Device +10, Concentration +8, Gather Information +8, Appraise +12, Decipher Script +15; Skill Focus (Knowledge (history)), Skill Focus (Decipher Script), Diligent, Improved turning, Skill Focus (Profession (Teacher))

Spells prepared (6/5+1/5+1/4+1/3+1/1+1; Base DC = 14 + Spell Level); 1st - *protection from chaos**, *hide from undead*, *comprehend languages* (2), *detect evil*, *cure light wounds*, 2nd - *calm emotions**, *consecrate*, *cure light wounds*, *augury*, *find traps* (2); 3rd - *magic circle against chaos**, *locate object*, *dispel magic* (2); 4th *order's wrath**, *divination*, *discern lies*, *sending*; 5th *spell resistance**, *true seeing*.

APL 2

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor2; CR 2; Small Humanoid (reptilian); HD 2d4+2; hp 8; Init +2; Spd 30 ft; AC 14, Touch 13, Flat-footed 12; Base Atk +1; Grp -6; Atk or Full Atk -1 melee (1d3-2, dagger) or +3 ranged (1d3-2, sling); SQ Light Sensitivity, darkvision 60 ft; AL CN; SV Fort +1, Ref +2, Will +4; Str 6, Dex 12, Con 12, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +5; Silent Spell.

Spells Known (6/5; Base DC = 13 + Spell Level) 0th - *prestidigitation*, *detect magic*, *daze*, *dancing lights*; 1st - *ray of enfeeblement*, *color spray*

Possessions: dagger, ~~scroll of alarm~~ (4th level caster)

Blagnar: Kobold Bbn1; CR 1; Small Humanoid; HD 1d12+1; hp 13; Init +2; Spd 40 ft; AC 18, Touch 13, Flat-footed 16; Base Atk +1; Grp -1; Atk or Full Atk +4 melee (1d4+2, heavy pick/x4) or Atk +3 ranged (1d3+2, sling).

Skills and Feats: Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2; Power Attack.

Possessions: masterwork heavy pick, masterwork leather armor, masterwork heavy steel shield, sling.

When Raging - Atk +6 melee (1d4+4, heavy pick/x4) AC 16, hp 17; SA Rage; SQ Light Sensitivity, darkvision 60 ft; AL CN; SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Encounter 8: Into the Heart of Evil

Fekhri Hassan: Human Ftr2; CR 2; Medium Humanoid; HD 2d10+6; hp 18; Init +4; Spd 30 ft; AC 18, Touch 14, Flat-Footed 14; Base Atk +2; Grp +5; Atk or Full Atk +5 melee (2d4+4, masterwork falchion/18-20x2) or +7 ranged (1d8+3, masterwork composite longbow [+3 Str]); AL NE; Saves: Fort +5, Reflex +4, Will +2; Str 16, Dex 18, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Craft (bowmaking) +4, Hide +6, Knowledge (religion) +2; Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow),

Possessions: Masterwork composite longbow [+3 Str], masterwork falchion, mithril chain shirt, *bracers of quick strike*, 100 flight arrows.

Mahmoud Hassan: Drd2; CR 2; Medium Humanoid; HD 2d8+4; hp 14; Init +1; Spd 20 ft; AC 14, Touch 11, Flat-footed 13; Base Atk +1; Grp +3; Atk or Full Atk +3 melee (1d10+3, great club) or +2 ranged (1d4+2, sling); SA wild empathy; SQ Nature sense, animal companion; AL NE; Saves: Fort: +9, Reflex +4, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 10;

Skills and Feats: Concentration +4, Handle Animal +4, Listen +4, Spot +4, Survival +4; Power Attack, Weapon Focus (greatclub).

Spells prepared (4/3; DC 14 + spell level) 0th – *light guidance, flare, flare*; 1st – *cure light wounds, magic fang, cure light wounds*.

Possessions: Hide armor, greatclub

Manesh: Riding Dog; CR 2; Medium Animal; HD 2d8+4; hp 14; Init +2; Speed 40 ft; AC 16, Touch 12, Flat-footed 16; Base Atk +1; Grp +3; Atk or Full Atk +4 melee (1d6+3 bite); SQ low-light vision, scent, link, share spells, tricks attack, attack unnatural creatures, come, stay, guard, defend, heel; AL N; SV Fort +6, Ref +6, Will +2; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6;

Skills and Feats: Jump +8, Listen +3, Spot +3, Swim +3, Survival +1; Improved Natural Attack (Bite), Track

Possessions: collar of resistance +1

APL 4

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor4; CR 4; Small Humanoid; HD 4d4+4; hp 16; Init +1; Spd 30ft; AC 14, Touch 13, Flat-footed 12; Base Atk +2; Grp -4; Atk or Full Atk +0 melee (1d3-2, dagger) or Atk +3 ranged [(1d3-2, sling); SQ light sensitivity, darkvision 60'; AL CN; SV Fort +2, Ref +2, Will +5; Str 6, Dex 12, Con 12, Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +5; Silent Spell, Arcane Spell Preparation*.

Spells Known (6/7/4; Base DC = 14 + Spell Level) 0th - *prestidigitation, detect magic, daze, dancing lights*; 1st - *ray of enfeeblement, color spray, reduce person*; 2nd - *summon swarm*

Spells Memorized: 2nd - *silent ray of enfeeblement, silent reduce person*

Possessions: Dagger, ~~scroll of alarm~~ (4th Level Caster), cloak of charisma +2

* See Appendix 2: New Rules Items

Blagnar: Kobold Bbn4; CR 4; Small Humanoid; HD 4d12+4; hp 32; Init +2; Spd 40 ft; AC 20, Touch 13, Flat-footed 18; Base Atk +4; Grp +2; Atk +8 melee (1d6+2, heavy pick/x4) or Atk +5 ranged (1d3+2, sling); SA Rage 2/day; SQ light sensitivity, darkvision, Uncanny Dodge, Trap Sense +1, 60 ft; AL CN; SV Fort +2, Ref +1, Will +0; Str 15, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +5, Move Silently +2, Search +2, Spot +2, Profession (miner) +2; Power Attack, Weapon Focus (heavy pick).

Possessions: Masterwork heavy pick, masterwork chain shirt, masterwork heavy steel shield, sling, cold iron heavy pick

While Raging - Atk +10 melee (1d4+4, heavy pick/x4) AC 18; Hp 40.

Encounter 8: Into the Heart of Evil

Fekhri Hassan: Human Ftr5/OOBI1*; CR 6; Medium Humanoid; HD 6d10+18; hp 54; Init +5; Speed 30 ft; AC 20, Touch 15, Flat-footed 15; Base Atk +6; Grp +9; Atk +9 melee (2d4+4, masterwork falchion/18-20) or +13 ranged (1d8+6, +1 composite longbow [+3 Str]); Full Attack +9/+4 melee (2d4+4, masterwork falchion/18-20) or +13/+8 ranged (1d8+4/x3, +1 composite longbow [+3 Str])

or +11/+11/+6 ranged (1d8+4/x3, +1 *composite longbow* [+3 Str]); SA ranged precision +1d8; AL NE; SV Fort +7, Reflex +11, Will +5; Str 16, Dex 20, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (bowmaking) +6, Hide +9, Knowledge (religion) +2, Move Silently +8; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Possessions: +1 *composite longbow* [+3 Str], masterwork falchion, +1 *mithril chain shirt*, *bracers of quick strike*, 100 flight arrows

* See Appendix 2: New Rules Items

Mahmoud Hassan: Human WarI/Drd4; CR 4; Medium Humanoid; HD 1d8+4d8+10; hp 35; Init +1; Spd 30 ft; AC 20, Touch 12, Flat-footed 19; Base Atk +4; Grp +5; Atk or Full Atk +6 melee (1d10+3, great club) or +5 ranged (1d4+2, sling); SA wild empathy, woodland stride, wild shape; SQ trackless step, venom immunity, animal companion; AL NE; SV Fort: +9, Ref +4, Will +11; Str 14, Dex 13, Con 14, Int 10, Wis 18, Cha 10;

Skills and Feats: Concentration +9, Handle Animal +4, Knowledge (nature) +3, Listen +10, Spot, +10, Survival +5; Combat Reflexes, Power Attack, Weapon Focus (greatclub)

Spells prepared (5/4/3; Base DC = 14 + spell level) oth – *light, guidance, flare, flare*; 1st – *cure light wounds, cure light wounds, magic fang, longstrider*; 2nd – *barkskin, bear's endurance, cat's grace*.

Possessions: Masterwork dragonhide full plate

Manesh: Riding Dog; CR 4; Medium Animal; HD 4d8+8; hp 28; Init +2; Speed 40 ft; AC 23, Touch 13, Flat-footed 20; Base Atk +3; Grp +6; Atk +7 melee (1d6+3, bite); SQ low-light vision, scent, link, share spells, evasion, tricks attack, attack unnatural creatures, come, stay, guard, defend, heel, seek; SV Fort +8, Ref +9, Will +6; Str 16, Dex 16, Con 15, Int 2, Wis 12, Cha 6;

Skills and Feats: Jump +8, Listen +3, Spot +3, Swim +3, Survival +3; Improved Natural Attack (Bite), Track, Iron Will

Possessions: *collar of resistance* +2, chain shirt barding

APL 6

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor5; CR 5; Small Humanoid; HD 5d4+5; hp 20; Init +1; Spd 30 ft; AC 14, Touch 13, Flat-footed 12;

Base Atk +2; Grp -4; Atk +0 melee (1d3-2, dagger) or Atk +3 ranged (1d3-2, sling); SQ Light Sensitivity, darkvision 60ft; AL CN; SV Fort +2, Ref +2, Will +5; Str 6, Dex 12, Con 12, Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +5; Silent Spell, Arcane Spell Preparation*

Spells Known (6/7/5; Base DC = 14 + Spell Level) oth – *prestidigitation, detect magic, daze, dancing lights*; 1st – *ray of enfeeblement, color spray, reduce person, magic missile*; 2nd – *summon swarm, glitterdust*

Spells Memorized - 2nd – *silent ray of enfeeblement, silent reduce person*

Possessions: Dagger, ~~*scroll of alarm*~~ (4th Level Caster), *cloak of charisma* +2, *scroll of haste*

* See Appendix 2: New Rules Items

Blagnar: Ogre BbnI/FtrI; CR 5; Large Giant; HD 4d8+1d12+1d10+30; hp 63; Init +1; Spd 50ft; AC 19, Touch 10, Flat-footed 18; Base Atk +5; Grp +17; Atk +13 melee (2d6+12, scythe/x4) or Atk +7 ranged (1d8+8, javelin); Space/Reach 10/10; SA Rage 1/day; SQ darkvision 60ft, low-light vision; AL CN; SV Fort +13, Ref +2, Will +3; Str 26, Dex 12, Con 20, Int 4, Wis 14, Cha 6.

Skills and Feats: Listen +9; Power Attack, Cleave, Intimidating Rage*, Destructive Rage*

Possessions: Masterwork scythe, masterwork chain shirt (Large), 5 masterwork javelins, and cold iron scythe

While Raging - Atk +15 melee (2d6+15, scythe/x4), AC 15; hp 77.

* See Appendix 2: New Rules Items

Dex: WarI/Clr5; Male Baklunish Human; CR 5; Medium Humanoid; 1d8+5d8+12; hp 43; Init +1; Spd 20 ft; AC 19, Touch 11, Flat-footed 18; Base Atk +4; Grp +4; Atk +5 melee (2d4, masterwork scythe/x4) or +5 ranged (1d8, light crossbow); SA cast evil spells at +1 caster level; AL NE; SV Fort +8, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Knowledge (History) +6, Knowledge (Religion) +4, Spellcraft +4, Swim +2; Maximize Spell, Reach Spell, Skill Focus (concentration)

Spells prepared (5/4+1/3+1/2+1; Base DC = 14 + spell level) oth – *create water* (3), *detect magic* (2); 1st – *protection from good**, *shield of faith* (2) *bane, bless*; 2nd – *invisibility**, *cure moderate wounds, bear's endurance*,

bull's strength; 3rd - *magic circle against good**, *cure serious wounds*, *wind wall*

Possessions: Masterwork full plate, +2 *periapt of wisdom*, masterwork scythe, 2 *scrolls of calm emotions*, 2 iron holy symbols, 2 *vials of oil of corrupt weapon*

Encounter 6: Eternal Slumber Disturbed

Advanced Gelatinous Cube: Huge Ooze; CR 5; HD 8d10+64; hp 108; Spd 15 ft; AC 4, Touch 4, Flat-footed 3; Base Atk +6; Grp +14; Atk +4 melee (1d6 plus 1d6 acid, slam); Full Atk +4 melee (1d6 plus 1d6 acid, slam); Space/Reach 15/10; SA Acid, engulf, paralysis; SQ blindsight 60ft, immunity to electricity, ooze traits, transparent; SV Fort +9, Ref -3, Will -3; Str 10, Dex 2, Con 26, Int -, Wis 1, Cha 1.

Encounter 8: Into the Heart of Evil

Fekhri Hassan: Male Baklunish Human Ftr6/OOBl2*; CR 8; Medium Humanoid; HD 6d10+2d8+24; hp 70; Init +5; Spd 30 ft; AC 20, Touch 15, Flat-footed 15; Base Atk +8; Grp +11; Atk +12 melee (2d4+4, masterwork falchion/18-20) or +16 ranged (1d8+6, +1 *composite longbow* [+3 Str]/x3); Full Attack +12/+7 melee (2d4+4, masterwork falchion/18-20) or +16/+11 ranged (1d8+6/x3, +1 *composite longbow* [+3 Str]) or +14/+14/+9 ranged (1d8+6/x3 +1 *composite longbow* [+3 Str]); SA ranged precision +1d8; SQ close combat shot; AL NE; SV Fort +8, Ref +10, Will +8; Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowmaking) +6, Hide +9, Knowledge (religion) +2, Move Silently +9, Spot +4; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Possessions: +1 *Composite longbow*, masterwork falchion, *bracers of archery*, +1 *anti-impact mithril chain shirt**, 100 flight arrows

* See Appendix 2: New Rules Items

Mahmoud Hassan: Male Baklunish Human War 1/Drd6; CR 6; Medium Humanoid; HD 1d8+6d8+14; hp 49; Init +1; Spd 30 ft; AC 20, Touch 12, Flat-footed 19; Base Atk +5; Grp +6; Atk +7 melee (1d10+3, great club) or +6 ranged (1d4+2, sling); SA wild empathy, woodland stride, wild shape; SQ trackless step, venom immunity, animal companion; AL NE; SV Fort: +9, Ref +4, Will +11; Str 14, Dex 13, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +4, Knowledge (nature) +6, Listen +10, Survival +5; Combat Reflexes, Natural Spell, Power Attack, Weapon Focus (greatclub).

Spells prepared (5/4/4/3; Base DC = 14 + spell level); 0th - *light, guidance, flare, flare*; 1st - *cure light wounds, cure light wounds, cure light wounds, magic fang*; 2nd - *barkskin, bear's endurance, cat's grace, lesser restoration*; 3rd - *cure moderate wounds, spikes**, *greater magic fang*

Possessions: *periapt of wisdom* +2, masterwork dragonhide full plate, *ring of protection* +1

* See Appendix 2: New Rules Items

Manesh: Riding Dog; CR 4; Medium Animal; HD 6d8+12; hp 48; Init +3; Spd 40 ft; AC 25, Touch 13, Flat-footed 22; Base Atk +4; Grp +7; Atk +8 melee (1d6+4, bite); SQ low-light vision, scent, link, share spells, evasion, devotion, tricks attack, attack unnatural creatures, come, stay, guard, defend, heel, seek, down; SV Fort +9, Ref +9, Will +7; Str 17, Dex 17, Con 15, In 2, Wis 12, Cha 6;

Skills and Feats: Balance +4, Hide +4, Listen +9 Move Silently +8, Swim +11; Improved Natural Attack (Bite), Iron Will, Track, Improved Toughness

Possessions: *Collar of resistance* +2, chain shirt barding

APL 8

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor7; CR 7; Small Humanoid; HD 7d4+7; hp 28; Init +1; Spd 30 ft; AC 14, Touch 13, Flat-footed 12; Base Atk +2; Grp -4; Atk +0 melee (1d3-2, dagger) or Atk +3 ranged (1d3-2, sling); SQ light sensitivity, darkvision 60ft; AL CN; SV Fort +2, Ref +2, Will +5; Str 6, Dex 12, Con 12, Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +8, Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +7; Silent Spell, Arcane Spell Preparation*, Rapid Spell*

Spells Known (6/7/7/5; Base DC = 14 + Spell Level); 0th - *prestidigitation, detect magic, daze, dancing lights*; 1st - *ray of enfeeblement, hold person, reduce person, magic missile, true strike*; 2nd - *bull's strength, glitterdust, invisibility*; 3rd - *wind wall, fly*

Spells Memorized: 2nd - *silent ray of enfeeblement, silent true strike*

Possessions: Dagger, ~~*Scroll of Alarm* (+4 Level Caster)~~, *cloak of charisma* +2, *scroll of haste*.

* See Appendix 2: New Rules Items

Blagnar: Ogre Bbn1/Fgr1/FrBr2; CR 7; Large Giant; HD 4d8+1d12+1d10+2d12+40; hp 87; Init +1; Spd 50 ft; AC

19, Touch 10, Flat-footed 18; Base Atk +7; Grp +19; Atk +16 melee (2d6+13, scythe/x4) or Atk +9 ranged (1d8+8, javelin); Full Attack +16/+11 melee (2d6+13, scythe/x4) or Atk +9 ranged (1d8+8, javelin); Space/Reach 10/10; SA Rage 1/day, Frenzy 1/day; SQ darkvision 60ft, low-light vision; AL CN; SV Fort +16, Ref +2, Will +3; Str 26, Dex 12, Con 20, Int 4, Wis 14, Cha 6.

Skills and Feats: Listen +11; Power Attack, Cleave, Destructive Rage*, Diehard Intimidating Rage, Supreme Cleave.

While Frenzied **and** Raging Atk +21 melee (2d6+20, scythe/x4) AC 13, hp 101 or Full Atk +21/+21/+16 melee (2d6+20 scythe/x4) AC 13, HP 116;

Possessions: +1 scythe, masterwork chain shirt (large), 5 masterwork javelins, cold iron scythe

* See Appendix 2: New Rules Items

Dex: War1/Clr7; Male Baklunish Human; CR 7; Medium Humanoid; 1d8+7d8+16; hp 57; Init +1 (Dex); Spd 20 ft; AC 19, Touch 11, Flat-footed 18; Base Atk +5; Grp +4; Atk +5 melee (2d4, masterwork scythe); Atk +5 ranged (1d8, light crossbow); SA cast evil spells at +1 caster level; SQ trickery and evil; AL NE; SV Fort +9, Ref +3, Will +10; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +14, Knowledge (history) +7, Knowledge (religion) +5, Spellcraft +4, Swim +2; Maximize Spell, Reach Spell, Skill Focus (concentration), Divine Spell Power*

Spells prepared (6/6+1/4+1/3+1/2+1; Base DC = 15 + spell level); 0 - *create water* (4), *detect magic* (2); 1st - *protection from good**, *protection from good*, *shield of faith* (2), *resurgence bane*, *bless*; 2nd - *invisibility**, *cure moderate wounds*, *bear's endurance*, *bull's strength*, *shatter*; 3rd - *magic circle against good**, *cure serious wounds*, *prayer*, *dispel magic*; 4th - *unholy blight**, *dismissal*, *reach cure moderate wounds*

Possessions: Masterwork full plate, *periapt of wisdom* +2, masterwork scythe, 2 iron holy symbols, 2 *scrolls of calm emotions*, 2 *vials of oil of corrupt weapon*

* See Appendix 2: New Rules Items

Encounter 6: Eternal Slumber Disturbed

Advanced Black Pudding: Huge Ooze; CR 8; HD 14d10+84; hp 161; Spd 20ft, Climb 20ft; AC 3 touch 3, flat-footed 3; Base Atk +10; Grp +22; Atk +12 (2d6+5 plus 2d6 acid, slam); Full Atk +12 (2d6+5 plus 2d6 acid, slam); Space/Reach 15/10; SA acid, constrict 2d6+5 plus 2d6 acid, improved grab; SQ blindsight 60ft, split, ooze traits; SV Fort +9, Ref -2, Will -2; Str 18, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills and Feats: Climb +11

Encounter 8: Into the Heart of Evil

Fekhri Hassan: Male Baklunish Human Ftr6/OOBI2*/DpSn2*; CR 10; Medium Humanoid; HD 6d10+4d8+30; hp 86; Init +9; Spd 30 ft; AC 20 Touch 15, Flat-footed 15; Base Atk +10; Grp +13; Atk +14 melee (2d4+4, masterwork falchion) or +18 ranged (1d8+6 plus 1d6 electricity, +1 *composite longbow of shock* [+3 Str]/19-20x4); Full Attack +14/+9 melee (2d4+4, masterwork falchion) or +19/+14 ranged (1d8+6 plus 1d6 electricity, +1 *composite longbow of shock* [+3 Str]/19-20x4) or +17/+17/+12 ranged (1d8+6 plus 1d6 electricity, +1 *composite longbow of shock* [+3 Str]/19-20/x4); SA ranged precision +1d8, keen arrows, concealment reduction 10%, projectile improved critical +1; SQ close combat shot; AL NE; SV Fort +10, Ref +13, Will +8; Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 8;

Skills and Feats: Craft (bowmaking) +6, Hide +11, Knowledge (religion) +2, Move Silently +12, Spot +10; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Improved Initiative

Possessions: +1 *composite longbow of shock* [+3 Str], masterwork falchion, *bracers of archery*, +1 *anti-impact mithril chain shirt**, 100 flight arrows

* See Appendix 2: New Rules Items

Mahmoud Hassan: Human War1/Drd8; CR 8; Medium Humanoid; HD 1d8+8d8+16; hp 56; Init +2; Spd 30 ft; AC 20, touch 14, flat-footed 21; Base Atk +7; Grp +9; Atk +9 melee (1d10+3, great club) or +9 ranged (1d4+2, sling); Full Atk +10/+3 melee (1d10+3, great club) or +10/+5 ranged (1d4+2, sling); SA wild empathy, woodland stride, wild shape; SQ trackless step, venom immunity, animal companion; AL NE; SV Fort: +9, Ref +5, Will +11; Str 14, Dex 14, Con 14, Int 10, Wis 21, Cha 10;

Skills and Feats: Concentration +15, Handle Animal +6, Knowledge (nature) +13, Listen +18, Survival +12; Combat Reflexes, Elephant's Hide*, Natural Spell, Power Attack, Weapon Focus (greatclub).

Spells prepared (6/6/4/4/3; Base DC = 14 + Spell Level) 0th - *light*, *light*, *guidance*, *flare*, *flare*, *flare*; 1st - *cure light wounds*, *cure light wounds*, *cure light wounds*, *cure light wounds*, *magic fang*, *faerie fire*; 2nd - *barkskin*, *bear's endurance*, *cat's grace*, *lesser restoration*, *spider climb*; 3rd - *cure moderate wounds*, *spikes**, *greater magic fang*, *protection from energy*, *wind wall*; 4th - *cure serious wounds*, *cure serious wounds*, *flame strike*, *flame strike*; 5th - *animal growth*, *cure critical wounds*, *insect plague*;

Possessions: Periapt of wisdom +2, +1 dragonhide full plate, ring of protection +1, goggles of night

* See Appendix 2: New Rules Items

Manesh: Tiger; CR 4; Large Animal; HD 6d8+18; hp 45; Init +3; Spd 40 ft; AC 16, Touch 11, Flat-footed 16; Base Atk +6; Grp +17; Atk +12 melee (1d8+6, claw); Full Atk +12 melee (1d8+6, 2 claws) and +7 melee (2d6+3, bite); Space/Reach 10 ft/5 ft; SA Improved Grab, pounce, rake 1d8+3; SQ low-light vision, scent, link, share spells, tricks attack, attack unnatural creatures, come, stay, guard, defend, heel; SV Fort +11, Ref +11, Will +7; Str 23, Dex 15, Con 17, In 2, Wis 12, Cha 6;

Skills and Feats: Balance +6, Hide +3, Listen +1, Move Silently +9, Spot +1, Swim +11; Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will

Possessions: Collar of resistance +2

APL 10

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor9; CR 9; Small Humanoid; HD 9d4+27; hp 54; Init +1; Spd 30 ft; AC 14, Touch 13, Flat-footed 12; Base Atk +4; Grp -2; Atk +2 melee (1d3-2, dagger) or Atk +5 ranged (1d3-2, sling); SQ light sensitivity, darkvision 60 ft; AL CN; SV Fort +2, Ref +2, Will +5; Str 6, Dex 12, Con 14, Int 10, Wis 12, Cha 20.

Skills and Feats: Concentration +12, Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +7; Silent Spell, Arcane Spell Preparation*, Rapid Spell*, Improved Toughness

Spells Known (6/7/7/7/5; Base DC = 15 + Spell Level); 0th - *prestidigitation, detect magic, daze, dancing lights*; 1st - *ray of enfeeblement, hold person, reduce person, magic missile, true strike*; 2nd - *bull's strength, glitterdust, invisibility, see invisibility*; 3rd - *wind wall, fly, invisibility sphere* 4th - *summon monster IV, invisibility, greater*;

Spells Memorized: 2nd - *silent ray of enfeeblement, silent true strike*; 3rd - *silent see invisibility (2), silent bull's strength*; 4th - *silent invisibility sphere, silent wind wall*

Possessions: Dagger, ~~scroll of alarm~~ (4th Level Caster), cloak of charisma +2, scroll of haste

* See Appendix 2: New Rules Items

Blagnar: Ogre Bbn1/Ftr1/FrBr4*; CR 9; Large Giant; HD 4d8+1d12+1d10+4d12+60; hp 126; Init +1; Spd 50 ft; AC

19, Touch 10, Flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d6+13, scythe/19-20/x4) or Atk +11 ranged (1d8+8, javelin); Full Atk +18/+13 melee (2d6+13, scythe/19-20/x4) or Atk +11 ranged (1d8+8, javelin); Space/Reach 10/10; SA Rage 1/day, frenzy 2/day; SQ darkvision 60ft, low-light vision, deathless frenzy; AL CN; SV Fort +21, Ref +6, Will +8; Str 27, Dex 12, Con 22, Int 4, Wis 14, Cha 6

Skills and Feats: Listen +11; Power Attack, Cleave, Destructive Rage*, Intimidating Rage*, Supreme Cleave, Diehard, Iron Will

Possessions: +1 keen scythe, masterwork chain shirt (Large), 5 masterwork javelins, *amulet of health* +2, cold iron scythe, *cloak of resistance* +2

While Frenzied **and** Raging - Atk +23 melee (2d6+20, scythe/19-20x4); Full Atk +23/+23/+18 melee (2d6+20, scythe/19-20x4); AC 13; hp 144.

* See Appendix 2: New Rules Items

Dex: War1/Clr9; Male Baklunish Human; CR 9; Medium Humanoid; 1d8+9d8+20; hp 71; Init +1; Spd 20 ft; AC 20, Touch 11, Flat-footed 19; Base Atk +6; Grp +6; Atk +6 melee (2d4, masterwork scythe) or +7 ranged (1d8, light crossbow); Full Atk +6/+1 melee (2D4, masterwork scythe); SA cast evil spells at +1 caster level; AL NE; SV Fort +10, Ref +4, Will +12; Str 10, Dex 12, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +16, Knowledge (history) +8, Knowledge (religion) +6, Spellcraft +4, Swim +2; Maximize Spell, Reach Spell, Skill Focus (concentration), Divine Spell Power (Maximize)*,

Spells prepared (6/6+1/5+1/4+1/3+1/2+1; Base DC = 15 + spell level); 0th - *create water (4), detect magic (2)* 1st - *protection from good**, *protection from good, shield of faith (2), resurgence bane, bless*; 2nd - *invisibility**, *restoration (lesser), bear's endurance, bull's strength, remove paralysis, shatter*; 3rd - *magic circle against good**, *cure serious wounds (2), prayer, dispel magic*; 4th - *unholy blight**, *dismissal, reach cure moderate wounds, freedom of movement*; 5th - *dispel good**, *break enchantment, flame strike*

Possessions: +1 full plate, periapt of wisdom +2, masterwork scythe, 2 iron holy symbols, 2 vials of oil of corrupt weapon, 2 scrolls of calm emotions

* See Appendix 2: New Rules Items

Encounter 6: Eternal Slumber Disturbed

Squeezing Advanced Black Pudding: Gargantuan Ooze; CR 10; HD 18d10+144; hp 243; Spd 20 ft, Climb 20 ft; AC -2, touch -2, Flat-footed -2; Base Atk +13; Grp +33; Atk +10 melee (3d6+8 plus 3d6 acid, slam); Full Atk +10 melee (3d6+8 plus 3d6 acid, slam); Space/Reach 15ft/10ft; SA acid, constrict 2d6+8 plus 2d6 acid, improved grab; SQ Blindsight 60 ft, split, ooze traits; SV Fort +14, Ref +1, Will +1; Str 27, Dex 1, Con 26, Int -, Wis 1, Cha 1;

Skills and Feats: Climb +15

Encounter 8: Into the Heart of Evil

Fekhri Hassan: Male Baklunish Human Ftr6/OOBI4*/DpSn2*; CR 12; Medium Humanoid; HD 6d10+6d8+36; hp 102; Init +9; Spd 30 ft; AC 20, Touch 15, Flat-footed 15; Base Atk +12; Grp +16; Atk +17 melee (2d4+6, masterwork falchion) or +21 ranged (1d8+7 plus 1d6 electricity, +1 composite longbow of shock [+4 Str]/19-20x4); Full Atk +17/+12/+7 melee (2d4+6, masterwork falchion) or +21/+16/+11 ranged (1d8+7 plus 1d6 electricity, +1 composite longbow of shock [+4 Str]/19-20x4) or +19/+19/+14/+9 ranged (1d8+7 plus 1d6 electricity, +1 composite longbow of shock [+4 Str]/19-20x4); SA ranged precision +2d8, keen arrows, concealment reduction 10%, projectile improved critical +1; SQ close combat shot; AL NE; SV Fort +9, Ref +14, Will +9; Str: 18, Dex: 20, Con: 16, Int: 10, Wis: 12, Cha: 8;

Skills and Feats: Craft (bowmaking) +5, Hide +10, Knowledge (religion) +2, Move Silently +10, Spot +12; Far Shot, Greater Weapon Focus (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Possessions: +1 composite longbow of shock [+4 Str], masterwork falchion, gauntlets of ogre power, bracers of archery, +1 anti-impact mithril chain shirt*, boots of speed, 100 flight arrows

* See Appendix 2: New Rules Items

Mahmoud Hassan: Male Baklunish Human War 1/Drd10; CR 10; Medium Humanoid; HD 1d8+10d8+20; hp 70; Init +2; Spd 30 ft; AC 22, Touch 14, Flat-footed 20; Base Atk +8; Grp +10; Atk +10 melee (1d10+3, great club) or +9 ranged (1d4+2, sling); Full Atk +10/+5 melee (1d10+3, greatclub) or +10/+5 ranged (1d4+2, sling); SA wild empathy, woodland stride, wild shape; SQ trackless step, venom immunity, animal companion; AL NE; SV Fort: +9, Ref +5, Will +11; Str 14, Dex 14, Con 14, Int 10, Wis 21, Cha 10.

Skills and Feats: Concentration +15, Handle Animal +6, Knowledge (nature) +13, Listen +18, Survival +12;

Combat Reflexes, Elephant's Hide*, Natural Spell, Power Attack, Weapon Focus (greatclub).

Spells prepared (6/6/5/4/4/3; Base DC = 15 + Spell Level); 0th - *light, light, guidance, flare, cure minor wounds, flare*; 1st - *cure light wounds, cure light wounds, cure light wounds, cure light wounds, magic fang, faerie fire*; 2nd - *barkskin, bear's endurance, cat's grace, lesser restoration, spider climb*; 3rd - *cure moderate wounds, spikes*, greater magic fang, protection from energy, wind wall*; 4th - *cure serious wounds, cure serious wounds, flame strike, flame strike*; 5th - *animal growth, cure critical wounds, insect plague*;

Possessions: periapt of wisdom +2, +1 dragonhide full plate, ring of protection +1, goggles of night

* See Appendix 2: New Rules Items

Manesh: Tiger; CR 4; Large Animal; HD 8d8+24; hp 64; Init +3; Spd 40 ft; AC 17, Touch 12, Flat-footed 16; Base Atk +7; Grp +18; Atk +13 melee (1d8+7, claw); Full Atk +13 melee (1d8+7, 2 claws) and +8 melee (2d6+3, bite); Space/Reach 10 ft/5 ft; SA Improved Grab, pounce, rake 1d8+3; SQ low-light vision, scent, link, share spells, evasion, tricks attack, attack unnatural creatures, come, stay, guard, defend, heel, down; SV Fort +12, Ref +13, Will +8; Str 24, Dex 16, Con 17, In 2, Wis 12, Cha 6;

Skills and Feats: Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +1, Swim +11; Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will

Possessions: Collar of resistance +3

APL 12

Encounter 5 or 5a: And so it Begins/Through the Vault

Jimah: Kobold Sor10; CR 10; Small Humanoid; HD 10d4+30; hp 60; Init +1; Spd 30 ft; AC 14, Touch 13, Flat-footed 12; Base Atk +4; Grp -2; Atk +2 melee (1d3-2, dagger) or +5 ranged (1d3-2, sling); SQ light sensitivity, darkvision 60 ft; AL CN; SV Fort +2, Ref +2, Will +5; Str 6, Dex 12, Con 14, Int 10, Wis 12, Cha 20.

Skills and Feats: Concentration +14, Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +2, Search +2, Spot +2, Profession (miner) +2, Spellcraft +7; Silent Spell, Arcane Spell Preparation*, Rapid Spell*, Improved Toughness.

Spells Known (6/7/6/6/6/4; Base DC = 15 + Spell Level); 0th - *prestidigitation, detect magic, daze, dancing lights*; 1st - *ray of enfeeblement, hold person, reduce person, magic missile, true strike*; 2nd - *bull's strength, glitterdust, invisibility, see invisibility*; 3rd - *wind wall, fly,*

invisibility sphere; 4th - *summon monster IV, greater invisibility*; 5th - *summon monster V*.

Spells Memorized: 2nd - *silent ray of enfeeblement, silent true strike*; 3rd - *silent see invisibility (2) silent bull's strength*; 4th - *silent invisibility sphere, silent wind wall*; 5th - *silent greater invisibility, silent summon monster IV, rapid summon monster IV (2)**

Possessions: Dagger, ~~scroll of alarm (4th Level Caster)~~, cloak of charisma +2, scroll of haste

* See Appendix 2: New Rules Items

Blagnar: Ogre Bbn1/Ftr1/FrBr5*; CR 10; Large Giant; HD 4d8+1d12+1d10+5d12+66; hp 139; Init +1; Spd 50 ft; AC 19, Touch 10, Flat-footed 18; Base Atk +10; Grp +22; Atk +19 melee (2d6+13, +1 keen scythe/19-20/x4); Full Atk +19/+14 melee (2d6+13, +1 keen scythe/19-20/x4); Space/Reach 10ft/10ft; SA Rage 1/day, frenzy 3/day; SQ darkvision 60ft, low-light vision, deathless frenzy; AL CN; SV Fort +21, Ref +6, Will +10; Str 27, Dex 12, Con 22, Int 4, Wis 14, Cha 6

Skills and Feats: Listen +12; Improved Power Attack, Cleave, Destructive Rage*, Intimidating Rage*, Supreme Cleave, Diehard, Iron Will

Possessions: +1 keen scythe, masterwork chain shirt (large), amulet of health +2, cold iron scythe, ring of counterspells (dispel magic), cloak of resistance +2

While Frenzied **and** Raging - Atk +24 melee (2d6+20, +1 keen scythe/19-20/x4); Full Atk +24/+24/+19 melee (2d6+20, +1 keen scythe/19-20/x4); AC 13; hp 157.

* See Appendix 2: New Rules Items

Gwardok: Ogre Bbn1/Ftr1/FrBr5*; CR 10; Large Giant; HD 4d8+1d12+1d10+5d12+66; hp 139; Init +1; Spd 50 ft; AC 19, Touch 10, Flat-footed 18; Base Atk +10; Grp +22; Atk +19 melee (2d6+13, +1 scythe/19-20/x4); Full Atk +19/+14 melee (2d6+13, +1 scythe/19-20/x4); Space/Reach 10ft/10ft; SA Rage 1/day, frenzy 3/day; SQ darkvision 60ft, low-light vision, deathless Frenzy; AL CN; SV Fort +21, Ref +6, Will +10; Str 27, Dex 12, Con 22, Int 4, Wis 14, Cha 6

Skills and Feats: Listen +12; Improved Power Attack, Cleave, Destructive Rage*, Intimidating Rage*, Supreme Cleave, Diehard, Iron Will

Possessions: +1 scythe, masterwork chain shirt (large), amulet of health +2, cold iron scythe, cloak of resistance +2

While Frenzied **and** Raging - Atk +24 melee (2d6+20, +1 scythe/19-20/x4); Full Atk +24/+24/+19 melee (2d6+20, +1 scythe/19-20/x4); AC 13; hp 157.

* See Appendix 2: New Rules Items

Dex: War1/Clr10; Male Baklunish Human; CR 10; Medium Humanoid; 1d8+1d8+22; hp 78; Init +1; Spd 20 ft; AC 21, Touch 11, Flat-footed 20; Base Atk +4; Grp +4; Atk +5 melee (2d4, masterwork scythe) or +5 ranged (1d8, light crossbow); SA Cast Evil Spells at +1 Caster Level; AL NE; SV Fort +10, Ref +4, Will +13; Str 10, Dex 12, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +16, Knowledge (history) +8, Knowledge (religion) +6, Spellcraft +4, Swim +2; Maximize Spell, Reach Spell, Skill Focus (concentration), Divine Spell Power (Maximize)*

Spells prepared (6/6+1/6+1/4+1/4+1/3+1; Base DC = 16 + spell level); 0th - *create water (4), detect magic (2) 1st - protection from good*, protection from good, shield of faith (2), resurgence bane, bless*; 2nd - *invisibility*, restoration (lesser), bear's endurance, sound burst, bull's strength, remove paralysis, shatter*; 3rd - *magic circle against good*, cure serious wounds (2), prayer, dispel magic*; 4th - *unholy blight*, dismissal, reach cure moderate wounds, freedom of movement (2) 5th - dispel good*, break enchantment, flame strike (2)*

Possessions: +1 full plate, periapt of wisdom +2, masterwork scythe, 2 iron holy symbols, 2 vials of oil of corrupt weapon, rod of silence

* See Appendix 2: New Rules Items

Encounter 8: Into the Heart of Evil

Ranesh: Male Human Wiz14; CR 14; Medium Humanoid; HD 13d4+39+14 temporary; hp 99; Init +2; Spd 30 ft; AC 16, Touch 12, Flat-footed 14; Base Atk +7; Grp +6; Atk +6 melee (1d4-1, dagger) or +9 ranged (1d8, light crossbow); Full Atk +6/+1 melee (1d4-1, dagger) or +9 ranged (1d8, light crossbow); AL NE; SV Fort +7, Ref +6, Will +9; Str 8, Dex 14, Con 16, Int 27, Wis 12, Cha 8

Skills and Feats: Concentration +20, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (religion) +25, Listen +10, Spellcraft +25, Tumble +11; Combat Casting, Chain Spell*, Empower Spell, Heighten Spell, Quicken Spell, Scribe Scroll, Sudden Empower*, Sudden Maximize*, Twin Spell*

Spells prepared (4/6/6/6/6/4/4/3; Base DC = 18 + Spell Level); 0th - *ghost sound, resistance, light, ray of frost*; 1st - ~~alarm, alarm~~, lesser sonic orb, magic missile, ~~mage armor~~, enlarge person; 2nd - *scorching ray, scorching ray, false life, blur, blur, resist energy*; 3rd - *empowered ray of enfeeblement, heroism, lightning bolt, empowered scorching ray, dispel magic, fly*; 4th - *enervation, enervation, Evard's black tentacles, Evard's black tentacles, mass reduce person, empowered*

lightning bolt; 5th – *quickened true strike, quickened true strike, quickened true strike, twinned magic missile*; 6th – *mass bull's strength, heightened empowered lightning bolt (DC 22), disintegrate, ~~imbue familiar with spell ability~~*; 7th – *heightened chain grease (DC 22 primary target, 18 per target thereafter), heightened mass reduce person (DC 25), ~~energy immunity~~**

Possessions: Headband of intellect +6, dagger, light crossbow, ring of counterspells (dispel magic), ring of counterspells (dispel magic), spellbook, scroll of enlarge person, scroll of scorching ray, ~~scroll of dimensional lock~~, robe of bones

* See Appendix 2: New Rules Items

Nary; Toad Familiar; CR -; Diminutive Animal; HD 13; hp 37; Init +1; Spd: 5 ft; AC 22, Touch 15, Flat-footed 21; Base Atk +7; Grp -15; SQ Improved evasion, share spells, empathic link, SR 18; AL NE; SV Fort +4, Ref +5, Will +10;

Skills and Feats: Hide +21, Listen +9, Spot +4;

Imbued Spells: 2nd – *mirror image*; 3rd – *empowered ray of enfeeblement, haste*; 4th – *wind wall*

Mahmoud Hassan: Male Baklunish Human War 1/Drd12; CR 12; Medium Humanoid; HD 1d8+1d8+24; hp 84; Init +2; Spd 30 ft; AC 24, Touch 14, Flat-footed 22; Base Atk +10; Grp +12; Atk +12 melee (1d10+3, greatclub) or +12 ranged (1d4+2, sling); Full Atk +12/+7 melee (1d10+3, greatclub) or +12/+6 ranged (1d4+2, sling); SA wild empathy, woodland stride, wild shape; SQ trackless step, venom immunity, animal companion; AL NE; SV Fort: +10, Ref +8, Will +12; Str 14, Dex 14, Con 14, Int 10, Wis 21, Cha 10;

Skills and Feats: Concentration +17, Handle Animal +7, Knowledge (nature) +15, Listen +20, Survival +15; Combat Reflexes, Elephant's Hide*, Natural Spell, Power Attack, Weapon Focus (greatclub), Lightning Reflexes

Spells prepared (6/7/5/5/4/4/2; Base DC = 15 + Spell Level); 0th – *light, light, guidance, flare, cure minor wounds, flare*; 1st – *cure light wounds, cure light wounds, cure light wounds, cure light wounds, magic fang, faerie fire, longstrider*; 2nd – *barkskin, bear's endurance, cat's grace, lesser restoration, spider climb*; 3rd – *cure moderate wounds, spikes*, greater magic fang, protection from energy, wind wall*; 4th – *cure serious wounds, cure serious wounds, flame strike, flame strike*; 5th – *animal growth, cure critical wounds, insect plague, baleful polymorph*; 6th – *mass bear's endurance, fire seeds.*

Possessions: periapt of wisdom +2, +2 dragonhide full plate, ring of protection +2, goggles of night.

* See Appendix 2: New Rules Items

Manesh: Tiger; CR 4; Large Animal; HD 10d8+30; hp 80; Init +3; Spd 40 ft; AC 19, Touch 12, Flat-footed 16; Base Atk: +9; Grp +20; Atk +15 melee (1d8+7, claw); Full Atk +15 melee (1d8+7, 2 claws) and +10 melee (2d6+3, bite); Space/Reach 10 ft/5 ft; SA Improved Grab, pounce, rake 1d8+3; SQ low-light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +12, Ref +13, Will +8; Str 25, Dex 17, Con 17, In 2, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +4, Listen +11, Move Silently +10, Swim +11; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will.

Possessions: Collar of resistance +3

Appendix Two: New Rules Items

Arcane Spell Preparation [General], as presented in *Tome and Blood*

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or bard, this means you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it, or change it. A prepared spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

Reach Spell [Metamagic], as presented in *Complete Divine*

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The Spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Rapid Spell [Metamagic], as presented in *Complete Divine*

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action may be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time with a casting time measured in rounds can be cast in rounds can be cast in one full round. Rapid spells with casting times measured in minutes can be cast in one minute, and rapid spells with casting times measured in hours can be cast in one hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Close Quarters Fighting [General], as presented in *Complete Warrior*

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with the Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close Quarters Fighting as a one of his fighter bonus feats.

Spikes [Spell] as presented in *Complete Divine*

Conjuration

Level: Cleric 3, druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As brambles, except that the affected weapon gains a +2 enhancement bonus on its attack, and its threat range is doubled.

Anti-Impact Armor as presented in *Complete Warrior*

Armor with the anti-impact quality is designed to cushion the blow from massive blunt traumas. Anti-impact armor doesn't give extra protection against weapon damage (beyond its AC bonus), but bludgeoning damage that affects all or most of the entire body (such as constriction and falling damage) is halved.

Faint Abjuration: CL 4th; Craft Magic Arms and Armor, *feather fall*; Price +2,000 gp.

Resurgence [Spell] as presented in *Complete Divine*

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of resurgence can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beat's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word: stun*), then *resurgence* won't help the subject recover.

Divine Metamagic [Metamagic], as presented in *Complete Divine*

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Castigate [Spell] as presented in *Complete Divine*

Evocation (Sonic)

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 feet

Target: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise you deafen foes of the same alignment for 1d4 rounds (Save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic, good, evil) take one point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A Fortitude saving throw is allowed for half damage from this spell.

Chain Spell [Metamagic] as presented in *Tome and Blood*

Prerequisite: Any other metamagic feat.

Benefit: You can chain any spell that has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by four.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Sudden Maximize [Metamagic], as presented in Miniatures Handbook

Prerequisite: Any other metamagic feat

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you can cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat if you have it.

Sudden Empower [Metamagic], as presented in Miniatures Handbook

Prerequisite: Any other metamagic feat

Benefit: Once per day, you may apply the Empower Spell feat to any spell you can cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat if you have it.

Elephant's Hide [Wild], as presented in Complete Divine

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you current have. The effect lasts for 10 minutes.

Twin Spell [Metamagic], as presented in Tome and Blood

Prerequisite: Any other metamagic feat

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such

as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all of the effects of both spells individually and receives a saving throw for each if applicable.

As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example an untwinned form of the spell doesn't negate only half of the twinned spell).

A twinned spell uses up a slot four levels higher than the spell's actual level.

Intimidating Rage [General], as presented in Complete Divine

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when its not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus you gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus to Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

Destructive Rage [General], as presented in Complete Divine

You can shatter barriers and objects when enraged.

Prerequisites: Rage or frenzy ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate immobile objects.

Dimensional Lock [Spell], as presented in Tome and Blood

Abjuration

Level: Sorc/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Target: 15 ft. radius emanation centered on a point in space

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald field that completely blocks physical extra-dimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *maze*, *phasing*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like and psionic abilities. Once the spell is in place, extra-dimensional travel into or out of the area is not possible.

The *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms such as the basilisk's gaze. It also does not prevent summoned creatures from disappearing at the end of a summoning spell.

Energy Immunity [Spell], as presented in *Tome and Blood*

Abjuration

Level: Sorc/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire, sonic. The spell protects the recipient's equipment as well. *Energy immunity* absorbs only damage. The recipient could still suffer unfortunate side effects, such as drowning in acid, (since drowning damage results from the lack of oxygen), being deafened by a sonic attack, or being encased in ice.

Note: *Energy immunity* overlaps (and does not stack with) endure elements, resist elements, and protection from elements. If a character warded with *energy immunity* and one or more of the other spells, the *energy immunity* spell makes the others irrelevant.

Imbue Familiar with Spell Ability [Spell], as presented in *Tome and Blood*

Universal

Level: Sorc/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to your familiar. If you are a sorcerer, you imbue your familiar with spells you know how to cast.

You can imbue a maximum of one spell per three levels. The maximum level of the spells imbued is one-third of your level, rounded down (max 5th). Multiple castings of the same spell do not increase these limits.

The transferred spell's variable characteristics (range, duration, area, etc) function according to your level.

Once you cast *imbue familiar with spell ability* on your familiar, you cannot prepare a new 6th level spell to replace it until the familiar uses up the transferred spells or is slain. (If you are a sorcerer, you simply cannot cast *imbue familiar with spell ability* again until the familiar uses the spells.) In either case the spell slots you transfer are not available until your familiar uses them.

If the transferred spells require foci or material components, the familiar must have them to use the spells. Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Deepwood Sniper [Prestige Class] as presented in *Masters of the Wild*

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow)

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Bowyer) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no proficiency with any weapon or armor. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet * 1.5 + 100).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per found deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against an opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic* weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage * 3 on a critical hit instead does damage * 4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *Dungeon Master's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists

for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Ex): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Ex): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Frenzied Berzerker [Prestige Class] as presented in *Complete Warrior*

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berzerker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses – it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug-she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berzerkers often lead warbands that include a variety of character types-and even other frenzied berzerkers. Some such groups turn to banditry

and brigandage; other serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berzerker is the most obvious herald of troubled times.

The frenzied berzerker's path is unsuited for most adventurers-a fact for which the peace lovers of the world can be thankful. Because of their tradition love for battle, orc and half orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarf barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berzerker's devaluation of the self. Spellcasting

characters and monks almost never become frenzied berzerkers.

NPC frenzied berzerkers often lead tribal warbands or raiders made up of fighters, barbarians, or other martial classes. Some fall in with humanoids or even giantish tribes, but not all frenzied berzerkers turn their chaotic strength to evil. A few have found homes in small villages or in rural areas, acting as members of the settlement's defenses. Most people give even such well-intentioned frenzied berzerkers a wide berth, however, and they often find themselves wandering alone in the wilderness.

Hit Die: d12

Requirements

To qualify to become a frenzied berzerker, a character must fulfill the following criteria:

Alignment: Any nonlawful

Base Attack Bonus: +6

Feats: Cleave, Destructive Rage*, Intimidating Rage*, Power Attack

(*New Feats found in Chapter 3 of *Complete Warrior*)

Class Skills

The frenzied berzerker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the frenzied berzerker prestige class.

Weapon and Armor Proficiency: Frenzied berzerkers gain no proficiency with any weapon or armor.

Frenzy (Ex): A frenzied berzerker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and, if she makes a full attack action, gains a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste or other effects that grant additional attacks.) However, she also takes a -4 penalty to Armor Class and takes 2 points of non-lethal damage per round. A frenzy lasts for a number of rounds equal to 3+the frenzied berzerker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a DC 20 Will save once per round as a free action. Success ends the frenzy immediately; failure means it continues. The

effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berzerker levels she acquires (but she can't ever use the ability more than once in any encounter). The character can enter a frenzy as a free action. Even though this takes no time, she can only do it during her turn, not in response to another's action. In addition, if she takes damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of this ability left. To avoid entering a frenzy in response to a provoking effect the character must make a Will save (DC 10+points of damage taken since last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence- based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Combat Expertise, item creation feats, or metamagic feats. She can use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berzerker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berzerker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends-at which point the character is exhausted, not merely fatigued.

Diehard: A frenzied berzerker gains Diehard as a bonus feat even if she does not meet the prerequisites.

Supreme Cleave: At 2nd level and higher, a frenzied berzerker can take a five foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level and higher, a frenzied berzerker can scorn death and unconsciousness while in a frenzy. As long as her frenzy continues, she is not treated as disabled at 0 hit points, nor is she treated as dying at –9 to –9 hit points. Even if reduced to –10 hit points or less, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, a frenzied berzerker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat (or +3 for every –1 if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the normal effects of Power Attack.

Inspire Frenzy (Su): Beginning at 6th level, a frenzied berzerker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all willing allies within 10 feet of her gain the benefits and disadvantages of frenzy as if they had that ability themselves. The frenzy of affected allies lasts for a number of rounds equal to 3+ the frenzied berzerker Constitution modifier, regardless of whether or not they remain within 10 feet of her.

A frenzied berzerker gains one additional use of this ability for every two additional frenzied berzerker levels she acquires, though the ability is still usable only once per encounter.

Greater Frenzy (Ex): Starting at 8th level, the character's bonus to Strength during a frenzy becomes +10 instead of +6.

Supreme Power Attack: A 10th-level frenzied berzerker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls when using the Power Attack feat (or +4 for every –1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the effects of Power Attack or Improved Power attack.

Tireless Frenzy: A 10th-level frenzied berzerker no longer becomes fatigued after a frenzy, though she still takes the non-lethal damage each round it lasts.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Frenzy 1/day, Diehard
2 nd	+2	+3	+0	+0	Supreme Cleave
3 rd	+3	+3	+1	+1	Frenzy 2/day
4 th	+4	+4	+1	+1	Deathless Frenzy
5 th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6 th	+6	+5	+2	+2	Inspire Frenzy 1/day
7 th	+7	+5	+2	+2	Frenzy 4/day
8 th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9 th	+9	+6	+3	+3	Frenzy 5/day
10 th	+10	+7	+3	+3	Inspire frenzy 3/day, tireless frenzy, supreme power attack

Order of the Bow Initiate [Prestige Class] as presented in *Complete Warrior*

When asked “What is Truth?,” an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer’s progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of a bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are often encountered teaching others the ways of archery or wandering the lands looking for true challenges to their skill.

Hit Die: d8

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill the following criteria:

Base Attack Bonus: +5

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either.)

Class Skills

The Order of the Bow initiate’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4 of the *Player’s Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack using a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate’s ranged precision only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra damage stacks with sneak attack damage. Treat the initiate's ranged precision as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by 1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square without provoking an attack of opportunity.

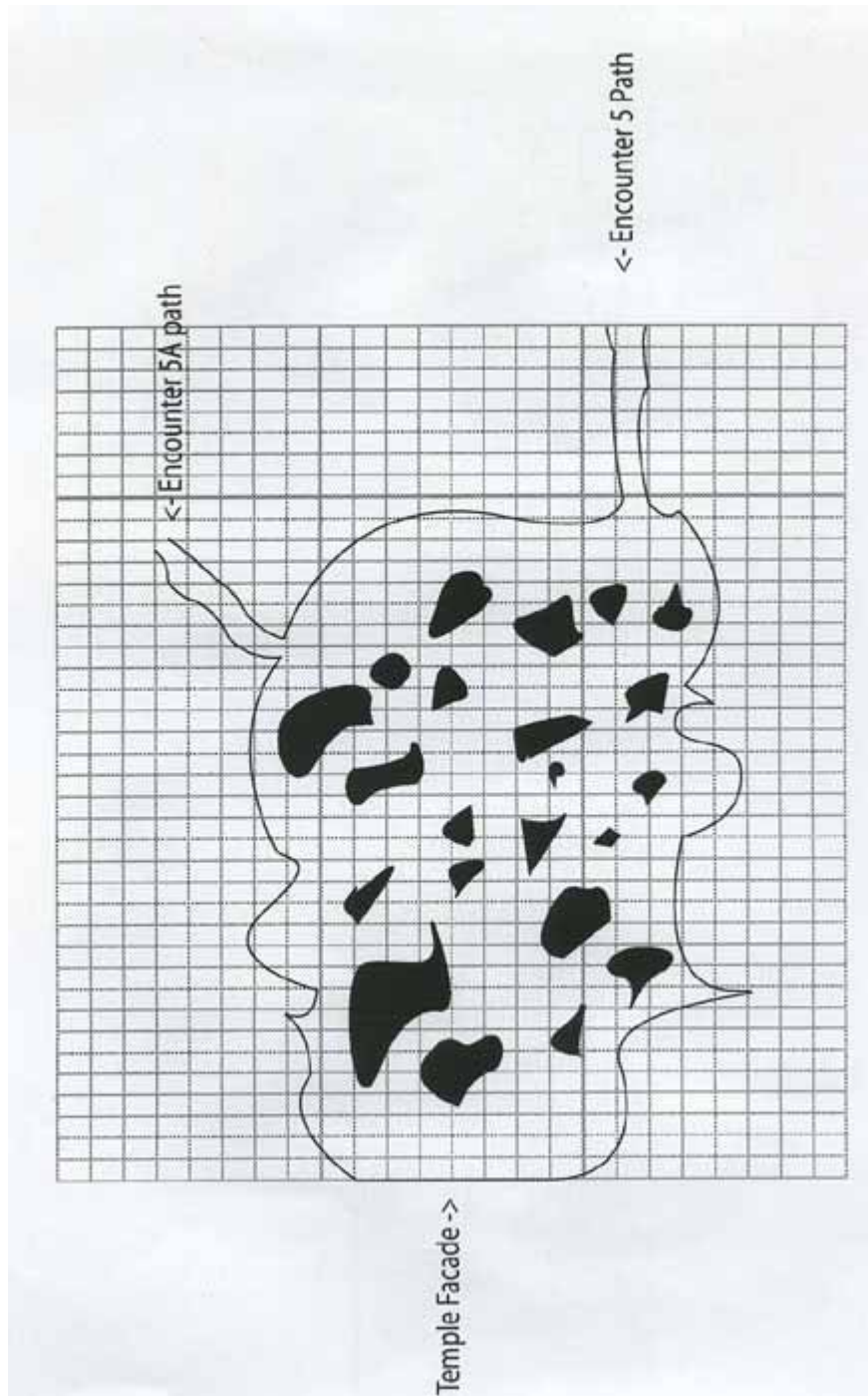
Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

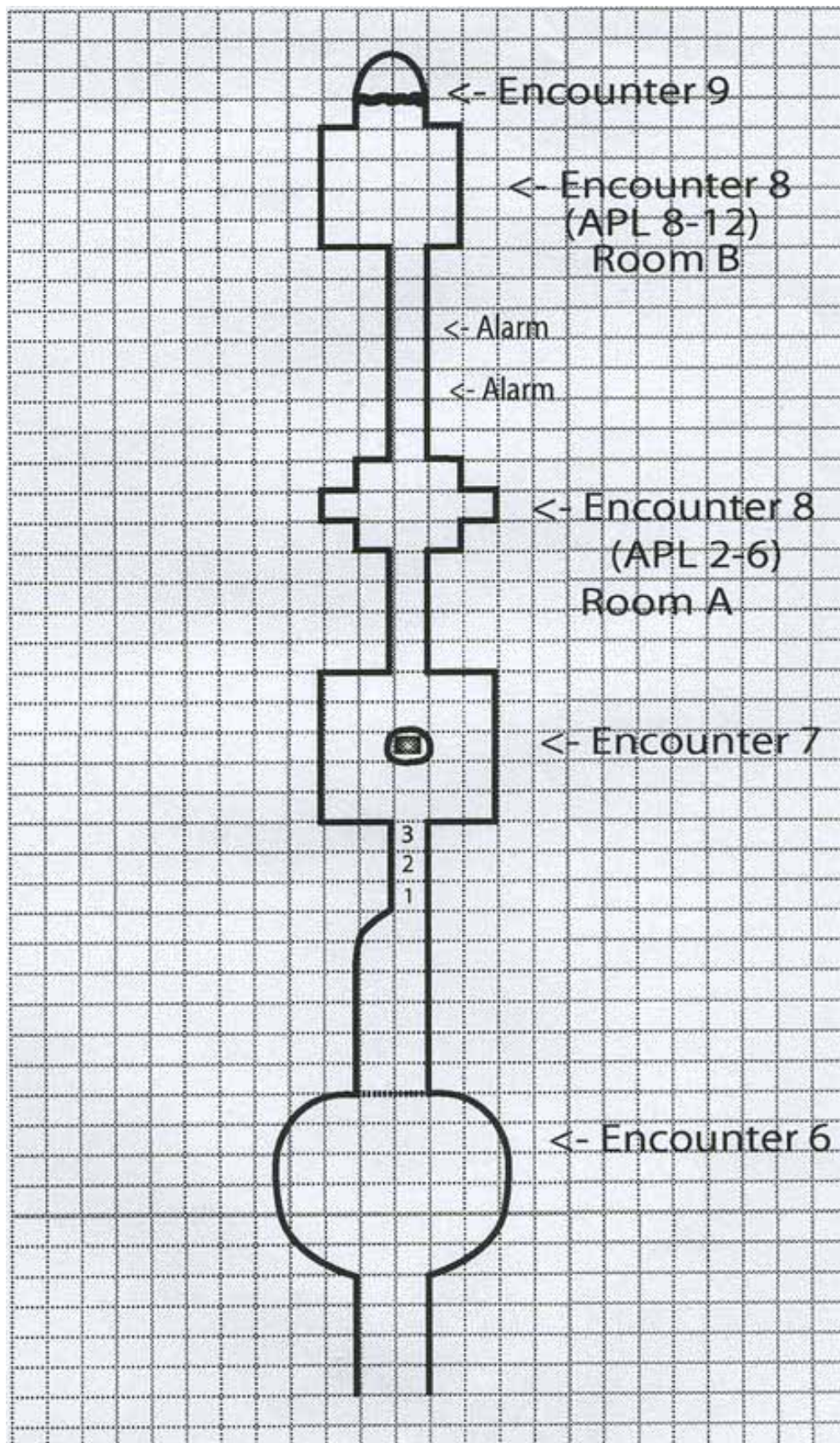
Sharp Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see Chapter 3 of Complete Warrior) even if he does not meet the prerequisites.

Extended Precision (Ex): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks if he has the ability) at a range of up to 60 feet.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged precision +1d8
2 nd	+2	+0	+3	+3	Close combat shot
3 rd	+3	+1	+3	+3	Ranged precision +2d8
4 th	+4	+1	+4	+4	Greater Weapon Focus
5 th	+5	+1	+4	+4	Ranged precision +3d8
6 th	+6	+2	+5	+5	Sharp-Shooting
7 th	+7	+2	+5	+5	Ranged precision +4d8
8 th	+8	+2	+6	+6	
9 th	+9	+3	+6	+6	Ranged precision +5d8
10 th	+10	+3	+7	+7	Extended precision

Appendix Three: Maps





Player's Handout #1

//////////broken text

//////////... infidels have begun preparing for their last stand. We had hoped that you would not be detected until far later, but it was not meant to be. You must strike hard and strike fast for our foes are massing in the west and though we know not exactly when they will reinforce their position in the north, we know for certain that the time it will take them will be measured in days, not weeks. Be cautious.

I know, my brother, you disapprove of your old rival's ascension to command, but we the Mullahs had no option, Whalid was //////////

The text breaks off here

Players Handout #2

Excerpts from the Journal of Mar Masr, Mullah of the True Faith

Reaping, 3: The trip north was hard. It was less of a troop movement and more of a forced march, though nobody had the courage to say it. Our commander's second says it shouldn't take more than a week to get to the mountains; I'm unconvinced.

Two weeks later: We can see the mountains in the distance now, it shouldn't take more than a day or two to reach the temple. We're stripping down to the essentials now; we're only allowed to carry our armor, our falchions, and enough food to last two days. The survivors will come back for the rest of the food for the march south.

One day later: We've just been told that the infidels have built a camp just across the bog, and should be ready for battle when the order was given. Say what you want about those flesh-worshipping sons of death they aren't stupid. Our cavalry is going to be useless through that mire. Commander Whalid came to our tent to see how our nerves were holding; I think he was going to do that for all of the men. He won't get much sleep tonight, but the men will know he's behind them.

One day later: We've pushed them back into the cavern, but we lost many men to their seemingly limitless horde. We're pushing forward. If I don't survive, I hope that this history of our deeds will somehow find its way home so that no one will forget what happened here. May Al'Akbar protect us.

Same Day: We have taken the temple, but not without great cost. Our great commander was struck down on the steps of the temple as he single-handedly prevented their clerics from moving forth and raising our fallen brothers to fight against us. He faced hundreds of creatures of all kinds but he was imbued with the righteous might of the restorer and could not be hindered. As our enemies were diverted, we regained our strength...the moments he spared us were not wasted. It was then that a creature of purest evil emerged from the foul temple; he wore a dark cloak, and had a long green beard...it was as if his skin was pulled taut over his bones after having been dried out for all time! He was tall, double the size of Whalid and that scythe...that Scythe glowed malevolently in the dim light of the cavern, as if it had a will of its own. He opposed Whalid with great skill and their battle raged for what seemed like an eternity; Whalid was in a frenzy his blade finding his foe often – if such a creature could bleed, I would say he bled a river on those steps! But he possessed such an evil power; he touched Whalid, and our General cried out, as if his very life force was being drained from him. And then it was Caritas that cried out, and Whalid turned to look at his second in command; it was then that the Scythe did its work, driving deep into the breastplate of our General. When it did a great white light burst forth from Whalid, bathing the cavern. It was as if a holy dam had burst forth from his chest to stem the tide of evil. While the creature was confused, Whalid grabbed the Scythe, pinning the creature momentarily while he raised his falchion and struck down the evil creature. It was only then that we conquered our fear and were buoyed by his strength, dispatching the now leaderless sons of death. Though, I will not escape this place of evil – I have been afflicted by some great unknown curse that cannot be cured by any of our restorative magic. I will stay here so as to do no harm to my fellows on the journey south to Eskandrea. I will give this account to Caritas so that the deeds of General Whalid el'Azib' Paladin of Al'Akbar will never be forgotten. My only regret is that I will not see his funeral pyre ...it will burn brightly.

Player's Handout #3

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