

KET7-04

5th Name

A One-Round Dungeons & Dragons® Living Greyhawk™ Ket Regional Adventure

by Andrew Jaremkow

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The buried shall rise, and the hidden shall wake, while the foolish man dies, and the learned man quakes. The fire in the skies shall lay waste to the land, should the delvers in dreams fail to make their last stand.

A one-round regional adventure set in Ket for characters level 1-14 (APLs 2-12). This adventure concludes the series begun with KET4-05 *The Oracle* and KET5-06 *Lesser Children*.

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find

the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round Regional adventure set in Ket. All characters with a home region of Ket pay 1 Time Unit, all others pay 2 TU.

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

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

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before the play date

While it goes without saying that every DM should carefully prepare for every adventure, this module especially requires complete preparation well ahead of the play date. There is a lot of story background to enable to DM to roleplay well, several of the combat maps are large, and two of the combat encounters involve a lot of NPC combatants (14-18 in the first combat encounter, and 8-9 in the third.) If the DM's preparations are haphazard, both roleplaying and combat encounters will be choppy and slow. Not only for the enjoyment of the players, but also to keep the adventure to a 4-hour time limit, the DM should:

- Read the adventure several times. Understand the storyline.
- Study the author's notes about the various combats and tactics
- Prepare maps ahead of time, especially the first and second combat encounters.
- Use the resources provided by the author in the indices (spellcasting charts, NPC counters, etc.)

Once the table has gathered

As with any Living Greyhawk adventure, the DM should ascertain all of the following before the adventure:

- Is anyone crafting magic items? A MIC must be completed before the adventure begins.
- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Check PCs' lifestyle and upkeep.
- Does anyone have outstanding Lawbreaker status (formerly Warrant of Ket)?

In addition, this adventure will also require the following information:

- Have any of the PCs played **Ket4-05 Oracle**, or **Ket5-06 Lesser Children**? These PCs will have met Shahaf al Fashar, the Chief Enforcer of the Archons, who appears again in this adventure.
- Do any of the PCs belong to the Archons metaorganization? Shahaf will recognize them even if they have not played the above adventures.
- Those who played **KET4-05 Oracle** are aware of the series of questions and answers they recovered from an ancient subterranean oracle (**Player Handout #1**), including the "names of opening" which play a large part in this adventure.
- Those who played **KET5-06 Lesser Children** have already been to the site of this adventure, and may recognize dimensional distortions and mind-warping powers similar to those they have encountered before. They may also recall local people who were infested with strands of alien life that riddled their bodies, and slowly consumed them from within.
- In addition, you should record the Will saving throw bonuses of each of the PCs. These will be used in the decision-making process later in the adventure.

ADVENTURE BACKGROUND

ANCIENT HISTORY

This story is the culmination of a series of adventures that rest on the premise that some ancient, powerful, and hostile beings still exist in the world today, lingering on long after the majority of their kind have vanished. The decline of their strange races occurred in the long cold aeons before civilization arose, but a few of the great ancients endured, and the early humanoid races walked in the shadow of their crumbling dwellings. Yet, with time, even these last withdrew from the world, to walk in the spaces between names, or to rest beneath the hills, dreaming of the dreadful places from which they came.

As aeons passed the mystic rulers of a forgotten race of humanity sensed the power of one of these ancient creatures stirring in its stony cyst, and they flocked to the site of its burial, growing powerful in the strange aura of the place. The greatest of these men, who called themselves the priest-kings, resolved to become mightier yet by digging towards this source of power. They exerted their art, enslaving entire tribes and placing them under the command of cruel taskmasters, who drove the unfortunate wretches to tunnel deep under the hills in search of the priest-kings' goal.

After decades of effort the miners had hewn a staircase deep into the stone, and broken through into a series of bleak caverns that formed the very antechamber of the great beast below. The priest-kings rejoiced, and, gathering harems of their finest slaves as offerings, descended beneath the hills to face the source of their power.

Alas for the priest-kings! There were already other beings down in the depths; beings of great intellect and exceptional arcane skill, whose bodies slept while their minds roamed the peripheries of the universe. These sleepers knew all too well what lay hidden under the hills, and the risks the meddlesome new visitors posed should they wake the beast. The sleepers had already devoted centuries to ensuring the great beast slumbered uninterrupted for their own ends, and they would brook no interference from these ignorant upstarts. With an act of will they raised the hills higher yet, burying the entrance to the tunnel under tons of rock, and sealing the priest-kings inside for eternity.

The trapped priest-kings struggled to escape, but their efforts were futile. Their powers were insufficient to break through the new layers of stone. Their followers had fled, and no rescue came from outside. The sleepers had returned to their silent voyages, and ignored them utterly. All they could do was sit in the dark, feeding on

strange growths and sipping the unwholesome fluids that seeped from the cyst of the great beast. All they could do was eat, drink, and breed...

RECENT HISTORY

As the millennia rolled past the story of the priest-kings was largely forgotten, but from time to time the great beast would stir in its chamber, and its lesser children would wake and walk the land. New cults sprang up in the wake of each reemergence, and each time the faded and distorted memories were preserved a few generations longer.

Seventy-seven years ago a group of learned and utterly amoral men, who call themselves the Black Cabal, pieced together enough fragments of these ancient histories to predict the awakening of one of the buried horrors. Seeking to partake of the ancient beast's power, the Cabal composed a plan where they would take the role of its priests, worshippers, and allies. Let the ancient being cast down powers, sunder kingdoms, and shatter the strength of mankind! Surely, they reasoned, those who helped would be rewarded with positions of authority, elevated above other men, and placed at the helm of nations...

So, with great discretion, the Cabal began to seek the exact location of the lair of the ancient beast. Decades of careful research passed fruitlessly, until the year 594 when one of their members discovered an ancient oracle hidden under the mountains in northern Ket. An adventuring expedition was sent to the oracle, seeking valuable new knowledge, and it returned with the answers to six important questions (See **Player Handout #1**), including the location of the "hidden gate" to the chamber of the ancient beast. Unfortunately, the plan to silence the adventuring party failed, and the authorities of Ket became aware of the Cabal's activities. (*These events took place in the adventure **Ket4-05 Oracle**.*)

Study of the oracle's answers led the Cabal to the foothills of the Barrier Peaks, where they found strange and unnatural creatures were already afoot, terrifying the local tribesmen. By the spring of 595 the Cabal had located the site of the gate the oracle had spoken of, although the gate itself remained hidden. In their hurried efforts to find the gate they attempted to summon one of the beast's lesser children, and beseech it for help, but at the critical moment the adventurers intervened again, defeating the agents of the Cabal, and driving off the lesser child. However, as it was fated, the hidden gate was revealed during the struggle with the lesser child. (*These events took place in the adventure **Ket5-06 Lesser Children**.*)

CURRENT EVENTS

The aftermath of these events in southwestern Ket left the authorities in Lopolla with a sense of unease. Although the Cabal seemed to have been defeated, a large number of the local population had witnessed the event, and it was possible that word of the location of the gate would somehow reach the surviving members of the Black Cabal. Furthermore, whatever was buried under the hills might still emerge to cause more problems, especially if it was as ancient and powerful as research suggested.

Accordingly, the Archons maintained periodic surveillance of the hidden gate, and their diviners and researchers worked as best they could, amid other crises, to learn more about the potential threat.

What the Archons did not realize, was that (yet again) one of their number was a traitor. In CY594 the vicious infighting with the evil Vaste, and the self-inflicted massacre under the influence of *dedicari* dust, led to a state of chaos among the remaining Archons in Lopolla. In the confusion a member of the Black Cabal was able to infiltrate the organization by assuming the identity of Fardid (far-DEED) ibn Fazel, one of the older, more reclusive, members of the Archons. Since the original Fardid (now conveniently deceased) had no family, and only a few elderly acquaintances, it was possible for the new Fardid to take his place while attracting relatively little attention. When the new Fardid arrived in Lopolla, quietly “coming out of retirement” to provide what assistance he could, there was nobody there who could recognize that this bent old man was the wrong person. His credentials were accepted, and he was put to work on the tasks at hand.

The original Fardid was a diviner of modest ability, and the new Fardid performed the same role, becoming accepted as a competent and useful assistant by the other diviners. As such, he became involved in the search for more information about the Oracle’s answers to the Black Cabal. Over the next two and a half years he was able to discretely feed information to the Cabal, effectively ensuring they had all the information that was in Ket’s hands, as well as what they had learned themselves.

One of the primary concerns for the investigators on both sides was the Oracle’s answer to the sixth question. The Cabal had asked the Oracle for the four names of opening, which would call the great ancient one, and the Oracle had provided them. It had also told them that there was an unknown fifth name, without which the first four would lead to widespread disaster. Researchers on both sides hunted for the name: the Cabal wanting it for themselves, and the Archons wanting to make sure the Cabal didn’t get it.

TODAY

In the early hours of this morning, the Archons finally found the 5th name. Under continuous subtle prodding from Fardid, one of the senior diviners tried *contact other plane*, reached too far, and met something utterly alien. His consciousness wavered as he asked his question, and the answer he got in reply blew out his sanity like a match. He fell to the floor, tearing at his flesh and screaming one name over and over again.

Fardid was already in action before the man hit the floor. His first poisoned dagger-stroke felled the other assistant, and the next half dozen frantic blows fell on the screaming diviner. Seconds later, Fardid was gone, *teleporting* away to meet the rest of the Cabal.

Now, as the PCs are hastily summoned to assist the Archons, the Black Cabal have *teleported* to the site of the hidden gate, and are burrowing into the hillside in search of the great ancient beast that lies sleeping under the foothills of the Barrier Peaks.

WEATHER

The adventure begins in Lopolla, capital city of Ket, in the month of Flocktime (May). The weather is fair and warm.

ADVENTURE SUMMARY

Introduction: The PCs are summoned by the Archons in great haste, and have a few short minutes to understand the situation, interpret the clues in the divining chamber, and prepare for battle.

PART A: THE REARGUARD

1: Fight at the Cliff. Combat encounter. The PCs teleport to the site of the hidden gate, where they are immediately ambushed by the Cabal’s rearguard.

PART B: INTO THE HILLS

2: The Descent. Roleplaying encounter. The PCs descend the long stair the priest-kings carved into the mountains millennia ago.

3: The Warrens of the Priest Kings. Combat encounter. The PCs find the degenerate remains of the priest-kings themselves, now infested with horrid alien life.

4: The Chamber of the Sleepers. Roleplaying encounter. The PCs discover the chamber where the Sleepers once dwelt.

5: The Seal Chamber. Roleplaying encounter. The PCs discover the Black Cabal, frozen in time, trying to

reach the seal that will release the ancient beast, and discover that the awakening of the beast is unstoppable.

PART C: WAKING DREAMS

Interlude: Information for DM on how to adjudicate the next four encounters.

6: The Scalding Swamp. Roleplaying encounter. The PCs enter the mind of the great ancient beast and fight their way through a vile dream-swamp.

7: The Abyssal Depths. Roleplaying encounter. The PCs are plunged into the ocean depths as the dream continues.

8: The Polar Wastes. Roleplaying encounter. The next stage of the dream takes the PCs to the frozen heights of the arctic mountains.

9: The Dread City. Combat encounter. The PCs catch up to the Black Cabal in the last part of the dream, and must defeat them before the Black Cabal uses the wrong 5th Name, which will release the beast as a mighty earth-shaking explosion.

Aftermath: The PCs have to deal with the manner of the Beast's leave-taking—either as a monumental fireball, or a gentler release of energy. The PCs can then return to Lopolla, to recover after the soul-shaking encounter with the great beast.

INTRODUCTION

Since the adventure begins with a sudden early morning summons from the Archons, there is no time for the PCs to make any special preparations (buying equipment, visiting NPCs, casting auguries, eating heroic feasts, etc.) before events are underway. Once spell lists are complete the adventure begins!

THE SUMMONS

You can still hear the harsh voice ringing in your ears...

"Arise! Arise to the Defense of Ket!"

It's only been minutes since you were rudely woken by the urgent summons of the Threshers, and now you're galloping through the misty dawn-lit streets of Lopolla, fully armed and armored, accompanied by a patrol of hard-faced young soldiers.

Your horse's hoof beats echo in the empty streets as you clatter into the square in front of the Hall of the Archons, where other patrols are converging on

the brightly lit front entrance, escorting armed adventurers.

"Bring them in quickly!" calls a heavy-set man, "and send them to the first diviner's quarters." Attendants hurry from his side to help you dismount, and guide you into the bustling corridors within.

The doors begin to shut behind you as low mournful horn calls rise into the sky, sending warnings into the rising dawn.

IN THE HALLS OF THE ARCHONS

Once the PCs are safely inside the halls of the Archons they can briefly introduce themselves as they are hustled along. The halls are brightly lit and full of activity, as robed Archons, sometimes accompanied by fully armed guards, hurry from room to room.

The PCs' guides can't tell them anything at this point, ("Sorry sir, couldn't say...") but they quickly lead the PCs to a scrying chamber on the third floor, where Fardid's betrayal took place.

The heavy oak doors of the room are closed behind you, shutting out some of the commotion from the halls below.

The chamber is of modest size, perhaps twenty feet on a side, and packed with people: you and your adventuring companions, four mullahs of the True Faith, a number of fully armed soldiers, and several robed Archons, including the heavyset man from the front gate.

The floor is smeared with blood that has been hastily wiped up with a tapestry torn from the wall. The corpse of a slender young man lies unattended in one corner, his hideous grey-hued face contrasting sharply with the dark russet blood stain on his pale robes.

Two of the mullahs are bent over the struggling form of a bearded old man, whose bare chest and face are covered in dried blood. His bulging eyes roll wildly in their sockets, as his head thrashes from side to side. Spittle flies from his lips as he howls and babbles on the cold stone floor. "The NAME! Oh, gods, the dreadful Name!"

The heavyset man the PCs saw at the front gate is Shahaf al Fashar, the chief enforcer of the Archons (automatically recognizable by any member of the Archons, or any PC who played **Ket4-05 Oracle** or **Ket5-06 Lesser Children**), and he is the ranking official present. He is currently in earnest conversation with the some of the other Archons, which gives the PCs a minute (no more) to hastily appraise the situation:

- Wizards and sorcerers quickly recognize the room as a scrying chamber of some sort. It contains a number of large wall-mounted maps of Ket and the Flanaess, three large silver mirrors of exceptional quality, and a ball of crystal in an ornate brass stand.
- The man on the floor (Kariman ibn Khazar, Wizard 14, and First Diviner) is physically unharmed, but PCs can spot the recently healed scars of half a dozen severe dagger wounds on his blood-covered torso, as well as the scars of deep gouges (consistent with self-inflicted scratches) on his face. He does not respond to questioning, and appears to be completely insane.
- The corpse of the young man (Lathal ibn Lathal, formerly Wizard 5) has one stab wound in its chest, but a DC 15 Heal check suggests it's in a place that shouldn't be immediately fatal. A further DC 22 Heal check, however, reveals that the grey color of his face is consistent with wyvern venom poisoning.

A minute later Shahaf finishes talking to the other Archons, nods decisively, and calls the room to order.

"Pay attention" calls the heavy-set man, clapping his fleshy hands twice, and all the Archons immediately fall silent. He turns his tiny close-set brown eyes on you.

"I am Shahaf al Fashar, chief enforcer of the Archons. I have been authorized by the Beygraf to summon you in the defense of Ket. Do any of you object?"

PCs who object completely are escorted out, subjected to several hours of intensive questioning, and play no further role in the adventure.

PCs who insist that they can't do anything evil, unethical, etc., are answered with a curt nod, and the statement "You will have no objection."

(Note that Shahaf recognizes any PCs who have participated in **Ket4-05 Oracle**, or **Ket5-06 Lesser Children**, any members of the Archons, and any Ketite citizens of 8th level or higher, and he addresses them by name.)

Once all the PCs have agreed to continue, he proceeds.

"I'll be very brief. For roughly two years now, we have known that there is a being of great power buried beneath the Banner Hills. We know almost nothing about it, save that it has endured longer than our gods, it is utterly indifferent to our fate, and it is slowly waking up."

"We were not the first to learn of this ancient beast. There is a group called the Black Cabal, which

is trying to aid its wakening. They think they can ally themselves with it, but everything we have learned tells us they are wrong."

"We Ketites have faced agents of the Cabal twice before." Shahaf hefts a roll of parchment (Player Handout #1) in his fleshy fist. "The first time we met we captured the record of their meeting with an ancient oracle. It told us where to look for the beast, but more importantly, it told us this..."

Shahaf unrolls the parchment. "The Cabal thought they needed to call four 'names of opening' to work with the beast. But the Oracle said otherwise:

The names you will call are Kuabris, Defrabax, Rexulon and Reisabrax, but you will damn the countryside to ruin if you voice them, and the ancient one attends your call, for Crypsis did not know them all, and the unutterable fifth name knows no breath. That missing name may be your death.

"That missing name has prevented the Cabal from acting for two years, for fear of death if they call the beast without it."

At this point Shahaf pauses to rub his eyes, and he sags somewhat, seeming suddenly tired.

"So, for two years we have sought the name ourselves, either to destroy the record before the Cabal could find it, or to somehow lay an ambush for them as they searched."

"And this morning, when our first diviner finally managed to find the name, and was somehow driven mad in the process, we found that the Cabal had been present among us all along"

"Fardid ibn Fazel, may all the gods curse his name as a traitor, struck down his fellow assistant, and then slew the first diviner, before fleeing with the fifth name."

Shahaf lifts his fleshy head and stares levelly at each of you in turn.

"The Cabal has all five names now. You must go to the lair of the ancient beast, defeat the Black Cabal, and prevent them from releasing this thing against us."

FURTHER INVESTIGATIONS

At this point the PCs will almost certainly have more questions, but Shahaf is called away for a moment, and he passes the PCs to one of his officials.

"I'm sorry sir," says a slender man of perhaps thirty-five years, bowing deferentially, and whispering in Shahaf's ear. Shahaf, listens, nods, rises, and turns to you.

"Excuse me for a moment" he says, and then hands you the scroll of parchment he read from earlier. "You may want to review this," he says, and then gestures to the messenger. "I'm sure my assistant Gnathis here can provide you with any more information you need."

"Ah, yes.." says Gnathis, looking around as Shahaf takes his leave. "Well, where to begin?"

Gnathis will give the PCs a copy of the Oracle's answers (**Player Handout #1**), and with his help the PCs can learn the following, either through personal observation, or by questioning those who are present:

Kariman ibn Khazr, First Diviner

- Kariman ibn Khazar, the First Diviner, was found dead of multiple stab wounds. He had numerous self-inflicted scratches on his face, and had severely damaged his eyes. There was no evidence that he had attempted to defend himself from the stabbing.
- The Mullahs of the True Faith raised Kariman from the dead, at which point he was lucid.
- Kariman had no recollection of his murder, or the murder of his assistant Lathal. He only recalled working with his assistants Fardid and Lathal to contact a being deep in the outer planes (using *contact other plane*), in an attempt to learn the fifth name.
- When asked what he had found, Kariman suddenly screamed "Yanethos!", and fell into his current state of spastic insanity.

Lathal ibn Lathal, Assistant Diviner

- Lathal ibn Lathal, a young wizard and promising diviner, was found dead with a single shallow dagger wound in his side. His corpse shows evidence of severe wyvern venom poisoning.
- The mullahs used *Speak with Dead* to question the body, which said:
- Lathal and Fardid were assisting Kariman in attempt to gain information from an outer plane.
- It was Fardid's suggestion that they make the final attempt so late at night.
- Fardid had shown Kariman some arcane notes before the attempt.
- As Kariman was completing the spell he suddenly yelled "Yanethos!", and collapsed in a fit.
- Fardid struck Lathal in the side with a dagger immediately afterwards.

Fardid ibn Fazel

- Fardid is a bulky stoop-shouldered old Baklunish man (mid 70s), whose bald head is fringed with thin grey hair. He is a wizard of very modest skill.
- Fardid has been a member of the Archons for over half a century, although most of that time has been spent living reclusively near Molvar.
- Fardid returned to Lopolla to help rebuild after the Dedicari Dust disaster of 594.
- Fardid has acted as assistant to the First Diviner for nearly two years now.
- The Archons do not know how long Fardid has been actively collaborating with the Black Cabal
- *Note: the Archons are not yet aware that Fardid is actually an imposter. The PCs may be able to prove this with divination spells such as commune, which can confirm that the real Fardid died in 594.*

Events during and after the Murders

- Two Archons working late (2:00 AM) in chambers at the far end of the floor heard Kariman yell "Yanethos!", followed by incoherent shouting.
- By the time they arrived and forced the doors open the shouting had stopped.
- They found the bodies of Kariman and Lathal, but no sign of Fardid.
- So far they have been unable to scry on Fardid, and he is the only member of the Cabal they know well enough to track magically.
- No sign of any intruders has been found.
- The entire process of raising alarms, searching for intruders, summoning mullahs, recognizing the problem, contacting the government, gathering adventurers, and explaining the situation has taken four hours.
- It is now the sixth hour of the morning (6:00 AM)

The Lair of the Ancient Beast

- The lair of the ancient beast is located in a sparsely settled portion of the Banner Hills, in Durva Province in southwest Ket.
- There is little in the region except the homes of scattered shepherds and bandits.
- The nearest settlement large enough to have officials is the village of Akkaraf, roughly a dozen miles away.
- The hidden gate itself is deep inside a granite cliff-face, on one of the hillsides.
- The Archons did not excavate the gate, and left it securely buried.

- The “dimensionless chamber of the great ancient beast” is presumably located even deeper under the hills.

The Archons’ current plans

- The Archons are alerting their forces across Ket to prepare for the defense of the realm against whatever emerges from the lair of the great ancient beast.
- Two archon wizards are preparing to teleport the PCs to the “hidden gate”, in the Banner Hills.
- Shahaf hopes the PCs can ambush the Cabal as they arrive at the gate, if they move quickly enough.
- If asked why the Archons can’t immediately put a powerful strike team of war-wizards onto the ground, Shahaf snaps “Because they’re all busy down south, aren’t they?” He shuts up thereafter, realizing he’s said something he shouldn’t, and moves on to other points.

THE REVELATION

At some point during the questioning, the PCs learn a dreadful truth: the name Yanethos is not the actual 5th Name of Opening. It is only the name of the keeper of the 5th Name. At some point, most likely when the names of opening are being discussed the mad diviner suddenly reacts.

“Yanethos?” The raving madman on the floor turns his spittle-soaked face towards you. “Yanethos! Oh, you fools!” His eyes roll back in his skull ‘till only the whites are visible. “Yanethos is only the handmaiden, the servant, the doorkeeper!” Every muscle in his spazzing body jerks into tension. “Oh gods! AGNATHEMON!!!!”

Agnathemon is the true 5th Name of Opening, and when Kariman voices it there is a dreadful thunderclap from the heavens, a moment of sickly darkness fills the room, and everyone in earshot must make a DC 27+APL Will Save or be dazed for a round. Not even a *silence* spell will prevent the sounding of the unforgettable fifth name... A moment later the PCs hear the faint sound of howling and barking across the city, as every dog in Lopolla reacts in terror and alarm to the sounding of the 5th name.

Once they recover, the reaction of most of the bystanders is one of relief (the Cabal don’t have the real fifth name, so they can’t use it to deal with the great beast), but Shahaf’s reaction is one of horror. The Cabal doesn’t have the real fifth name, but they think they do, and when they use the wrong name they will damn the countryside to ruin!

Shahaf’s fat swarthy face goes white. “Teleporters!” he bellows, “Report to the divining chamber immediately!”

He turns swiftly to face you, as two more Archons blink into existence behind him. “We have no time at all! They have the wrong name, and they’re going to use it! That means ruin for the land if they succeed in reaching the chamber of the beast.”

He stabs a meaty finger at the map. “Get to the gate now, and do what it takes to stop them!”

TELEPORTING INTO BATTLE

With that, the two Archons prepare to teleport the PCs directly to the cliff face that contains the hidden gate. Each Archon is using *greater teleport*, and can carry four medium-sized creatures. In addition, both Archons have *contingency* spells in place, which will *teleport* them back to safety the moment they suffer any damage or are otherwise incapacitated.

If the PCs are large-sized for some reason, or have large animal companions, they may exceed the teleporting capacity of the Archons. If the PCs cannot solve the problem themselves, the Archons can arrange for the casting of *reduce person* or *reduce animal*. However, if the PCs do use this solution, bear in mind that the caster is not going with them, and the spell cannot be turned off by the recipient. The affected creatures will remain reduced for the full duration of the spell (1 minute for *reduce person*, and 3 full hours for *reduce animal*) unless it is dispelled sooner.

The PCs may be reluctant to jump directly to the hidden gate, for fear of an ambush, and it is important that the PCs be given an opportunity to express this concern, without obviously triggering the meta-game suspicions of the players. Asking a simple question such as:

“We can carry you right to the cliff face where the gate is hidden, sir,” says the shortest of the two Archons. “Are you all ready to proceed?”

Just before teleportation is usually enough to confirm whether the PCs have any objections.

Sahaf will initially resist any calls to teleport to other locations, since he is worried about possible delays, but the teleporters can arrive as much as 300 yards away from the hidden gate, if the PCs insist. Unfortunately, the Archons have not studied the utterly unremarkable terrain in the region in enough detail to put the PCs further away. The next closest feature they know well enough to teleport to is the village of Akkaraf, which is roughly 12 miles away.

Once any objections are dealt with the PCs are hustled on their way with one final word from Shahaf.

"At this hour, as our foes prepare to release ruin upon us, know this: the Beygraf has authorized you to use lethal force. Strike hard in the defense of Ket!"

And with a snap and a pop the PCs are gone...

PART A: THE REARGUARD

1: THE FIGHT AT THE CLIFF

THE GEOGRAPHY:

The PCs arrive on a flat grassy area set into the side of a lightly treed hill, at the foot of a tall granite cliff. (See **Map #1**.) A broad fan-shaped area of fresh clay lies at the foot of the cliff, where the Cabal has tunneled their way into the stone using a combination of *rock to mud* and *move earth*. The different terrain types have the following effects:

Cliff: The western edge of the open ground backs against a steep cliff of ancient twisted granite that rises from the clearing at a slope of nearly 80 degrees. (Each 5-foot cliff square, therefore, is 25 feet tall.) People can scale the cliff with a DC 25 Climb check. The hill continues above the cliff, but at a much gentler slope, like the surrounding hills, which can be walked on normally.

Clay: the broad area of clay is not a movement obstacle. The clay is firm enough that people can travel across it without undue difficulty. However, it is still soft enough that anyone moving across it will leave clear footprints, and invisible creatures can be revealed in this way. The Cabal is aware of this, and is on the lookout for such signs. The clay has also kept a record of all the people who have walked into the cave mouth, and the PCs can use tracking skills to find this information after the combat is over.

Slopes: The flat ground the PCs arrive on is surrounded by steeply sloping hills. This terrain slopes roughly five feet in every fifteen. Medium sized creatures in the first square downslope can stay out of view by lying prone. Those in the second square can stay out of view by crouching down, and those three or more squares downslope are below the level of the flat ground, even when standing. People fighting on the slope will have high and low ground bonuses, as appropriate.

Trees: There are two modest wooded areas extending up the eastern slope and onto the flat ground. These are composed of small wiry evergreen trees, which are fifteen feet tall. The tough lower branches extend to ground level, making it very difficult for creatures to pass through them. Consider each tree square to be

completely filled with heavy undergrowth (*Dungeon Masters Guide* page 87: four times normal movement cost, 30% concealment, no running or charging, +5 to tumble DCs, etc.), as well as providing normal tree-trunk effects.

There are no other exceptional terrain features to contend with. The sky is clear, the spring air is cool, and the sun is just clearing the hilltops in the east.

THE FOE:

As the PCs are about to discover, the Cabal have not only reached site of the gate, they have also opened it, entered, and left a rearguard behind to engage any pursuing forces. The rearguard is hidden under a pair of *false vision* spells (cast from scrolls) to protect them from scrying attempts, and guarded by an *anticipate teleportation* spell, to warn them of sudden guests.

Unfortunately, the Cabal does not have a large number of combat capable troops at their disposal, and the best of these have already descended into the depths of the earth. All that remains are a number of their lesser followers, who are primarily elderly academics, bespectacled theoreticians, and other dabblers in the obscure and the occult. These are weak arcane spellcasters, without any significant melee capability whatsoever.

The leaders of the Cabal felt (coldly, but probably correctly) that even if they invested in defensive magic items, their followers would be able to accomplish very little with their own powers. As a result, the Cabal has spent the last of their resources outfitting these men with the cheapest offensive capability they could find. They have been hastily trained with a variety of second-rate offensive spells, and a few of them bear a motley assortment of magical devices: wands with one or two charges left, severely depleted *necklaces of missiles*, and mismatched assortments of other trinkets. As a result, the staying power of this force is miniscule, and their sole hope of victory lies in a thunderous opening barrage.

The members of the rearguard are not an organized unit, and they are dressed in an assortment of mundane clothing – everything from arcane hooded robes, to functional tunic and treads. It is not possible to determine the strength of the individual casters by their outward appearance.

PREPARATIONS:

Since the Cabal is expecting pursuit, they have made a number of preparations to receive the expected onslaught.

Leaders' Preparations: The most important preparation was the casting of an *anticipate teleportation* spell (110' diameter, from scroll) on the commander of the rearguard. This gives the rearguard 1 round of warning of the arrival of the PCs, which they can use to run for cover, ready spells, grab weapons, and otherwise prepare for combat.

The main members of the Cabal did not stop to make any other prepared defenses. They dug their tunnel, and proceeded into the cliff the moment the passage was cleared, pausing only to seal the passage behind them with a *wall of stone* placed 20 feet from the entrance.

Rearguard's Preparations: The members of the rearguard have had nearly three hours to make preparations, but they are not experienced combatants, and they have spent most of their time arguing about what to do, rather than actually doing anything. As a result, their defensive preparations are incomplete.

So far, they have lit a small fire at the foot of the *wall of stone*, and laden it with green branches, which are producing copious quantities of thick white smoke. The rearguards hope that any attackers will be reluctant to enter the smoke-filled tunnel, and will stay outside where they can be engaged. The smoke has filled the entire passage, reducing visibility inside to 5'. Targets within 5 feet have 20% concealment, and targets further away are fully concealed, and cannot be located by sight.

The rearguard have also started making trenches, felling trees, and dragging logs and boulders to build walls to hide behind, but manual labor is not something these argumentative old men are good at, and very few of these defenses are ready. You may distribute the following obstacles around the battlefield as you see fit:

APL 6: 2 x 10' long felled tree obstacles, 1 x 10' long +4 wall

APL 8: 3 x 10' long felled tree obstacles, 1 x 10' long +4 wall, 1 x 10' long +8 wall

APL 10: 4 x 10' long felled tree obstacles, 2 x 10' long +4 walls, 1 x 10' long +8 wall

APL 12: 4 x 15' long felled tree obstacles, 2 x 10' long +4 walls, 2 x 10' long +8 walls

Most of the completed walls are waist high, and provide +4 cover. A few are five feet tall, and are actually equipped with loopholes providing +8 cover. (See the *Players Handbook* page 150-152 for full descriptions of cover.) The best wall is usually on the top of the cliff face, and the remainder of the obstacles are distributed around the battlefield in a somewhat haphazard fashion.

The "felled tree obstacles" are low piles of felled tree trunks and severed branches that haven't been made into walls yet. These act like rough terrain, costing double

movement and preventing people from charging across them.

DEPLOYMENT:

Unless requested to do otherwise, the Archon teleporters arrive in the center of the flat area, on the broad spread of clay. The Archons are 20 feet apart, and the PCs are arranged around them.

The rearguard is arranged in a ragged circle around the center of the open area where the PCs are expected to arrive. The majority of the rearguard is on the flat ground, but at least one or two begin on top of the cliff. Individual members of the rearguard are usually well dispersed (more by accident than design), and there is at least 15 feet between them unless they are sharing the same piece of cover.

TACTICS

The rearguard's tactics are relatively simple:

Round 0: The *anticipate teleport* spell warns the rearguard that their foes are approaching.

- Half the rearguard ready combat actions.
 - ¼ ready to attack the PCs the moment they arrive.
 - ¼ ready to disrupt PC spellcasters. Some ready to interrupt the first spell, some ready to interrupt the second spell, etc.
- Half of the rearguard are out of position, and spend the round downing tools, running to cover, and pulling out wands or weapons.

Round 1: Members of the rearguard who have readied to attack begin bombarding the PCs the moment they arrive, using their most potent spells or items. The remainder follow suit on their initiative.

Round 2 onwards: The rearguard keeps blasting away at the PCs, trying to stay clear of melee combatants as best they can.

COMBAT LIMITATIONS:

The Cabal does not concentrate all their fire on a single opponent! The members of the rearguard are not experienced combatants, they have not worked together before, and they are not a well coordinated team. Their attacks are hasty and haphazard, and they tend to engage the closest individual threat, rather than concentrating all their firepower on specific foes.

If they are engaged by melee combatants their natural inclination is to withdraw and break contact, so long as this is not suicidal. Members of the rearguard

who are reduced to less than one quarter of their hit points will run away from the fight in an attempt to save themselves. The entire rearguard breaks and flees when there are three or fewer Cabalists still active.

Note that if the PCs choose to teleport in several hundred yards away they arrive outside the *anticipate teleportation* zone, and the Cabal do NOT get any warning of their arrival, and have no readied actions.

APL 6 (EL 9)

Rearguard A & B (2): wizard 3/ expert 2; hp 15; Appendix 1.

Rearguard C & D (2): wizard 2/ expert 3; hp 20; Appendix 1.

Rearguard E to K (7): wizard 1/ expert 1; hp 9; Appendix 1.

Rearguard L to N (3): expert 3; hp 14; Appendix 1.

APL 8 (EL 11)

Rearguard A & B (2): wizard 5/ expert 1; hp 21; Appendix 1.

Rearguard C & D (2): wizard 4/ expert 3; hp 26; Appendix 1.

Rearguard E & F (2): wizard 3/ expert 1; hp 15; Appendix 1.

Rearguard G to N (8): wizard 1/ expert 5; hp 25; Appendix 1.

APL10 (EL 13)

Rearguard A & B (2): wizard 6/ expert 3; hp 32; Appendix 1.

Rearguard C & D (2): wizard 5/ expert 5; hp 37; Appendix 1.

Rearguard E to K (7): wizard 3/ expert 5; hp 31; Appendix 1.

Rearguard L to Q (6): wizard 2/ expert 3; hp 20; Appendix 1.

APL12 (EL 15)

Rearguard A & B (2): wizard 6/ expert 7; hp 48; Appendix 1.

Rearguard C to F (4): wizard 5/ expert 9; hp 53; Appendix 1.

Rearguard G to R (12): wizard 3/ expert 5; hp 31; Appendix 1.

RUNNING THE COMBAT

This is a complex encounter, particularly at high APLs, due to the very large number of NPCs involved, the use of a large number of readied actions, and the fact that all the NPCs are spellcasters. It is essential that the DM prepare for this encounter in advance, if it is to run smoothly and rapidly.

Preparing the map in advance, and choosing the location of the different defenses are valuable time-saving measures.

While it would be most realistic to run the NPCs on individually rolled initiatives, this is not only time consuming, but it also runs the risk of having large numbers of NPCs acting together, while the PCs are unable to react, and can only grit their teeth and endure the barrage. Instead, divide the NPCs into groups of two or three, and distribute the groups uniformly throughout the initiative order, so the NPCs alternate with the PCs.

Example: at APL 8 there are 16 NPCs. Before the game begins the DM decides which four are readied to attack the moment the PCs arrive, and places them at the beginning of the initiative order. He divides the remaining 12 NPCs up into 6 groups of two for later use.

When the combat begins, and the PCs' initiative has been determined, the groups of NPCs are inserted into the initiative order, so they act in alternation with the PCs. (PC #1, NPC group #1, PC #2, NPC group #2, etc.) The DM then notes which four NPCs will ready to disrupt spellcasters. Initiative preparation is now complete.

Since the NPCs are acting throughout the initiative order, the PCs will always have a chance to react to developing crises, rather than having a dozen or more NPCs act in a row. This keeps the players continuously active, and is a much less risky (and more enjoyable) situation.

Two play aids have been included in the appendices:

1. **Spell and equipment charts** have been provided for each APL, separately listing all the spells and expendable items of each individual NPC. As play progresses you can track spell use and hit point loss on the chart to prevent confusion about which of the many NPCs has used what. The charts also list the basic damage of each spell, and the range of each spell, to save calculation time.
2. **NPC counters** have been printed, with the first initial of each NPC on them. These can be cut out and used to identify miniatures (preventing questions like "Which of the dozen identical orcs is really Wizard B?"), or in place of miniatures if you have none. Start each round with all the counters face up, and turn them face down when the NPCs have completed their actions for the round, to help track initiative status.

AFTER THE BATTLE

Once the PCs have routed the opposition they can examine the battlefield, and find the following information:

- The broad clay area around the mouth of the tunnel is still soft and fresh. A DC 15 Knowledge (nature) or Knowledge (geography) check suggests it has only been exposed for two to three hours.
- Casual observation shows that there are a number of intermingled humanoid tracks leading across the clay and into the tunnel. Use of Survival with the track feat can reveal that:
 - DC 10 – approximately 10-18 people entered the tunnel.
 - DC 18 – thirteen people entered the tunnel
 - DC 25 – roughly half were wearing armored footgear.
- The half-finished trenches contain an assortment of mismatched shovels, and two sturdy picks. These can be used to break through the wall of stone in the tunnel in fifteen minutes, if the PCs have no other means of defeating the obstacle.
- A DC 15 Spot Check reveals an expended scroll caught in a nearby bush, with “Ant Telpt” scrawled on the back in Draconic.
- A DC 20 Search Check reveals a tiny platinum and crystal hourglass tucked away in the pocket of the leader of the rearguard.

The PCs can question any foes they have captured, providing they wish to spend the time doing so. (Make a note of the actual time it takes to conduct the questioning, and deduct it from any long-duration spells that are in operation.) The members of the Cabal are fanatically devoted to their cause, and they are convinced that they cannot possibly fail at this stage. They refuse to answer questions, and taunt the PCs continuously about the PCs’ impending doom at the hands of the Great Beast. Only intimidation or magical compulsion will force the captives to cooperate at this stage. The captives get a circumstance bonus of +6 to their level check to resist verbal intimidation, due to their fanatically high morale, but this is negated if the PCs provide a very convincing threat of physical violence.

Once the captives have been convinced to speak, the PCs can learn the following:

- The Cabal’s leader, the seven senior brothers, and five armored mercenaries entered the tunnel.
- They entered nearly 3 hours ago (~ 3:30 AM), sealing the way behind themselves with a *wall of stone*.
- There is a staircase leading down behind the wall of stone, which none of the rearguard have descended.

- The leader and senior brothers are powerful wizards, but their names and abilities are unknown (part of the Cabal’s obsessive secrecy).
- The mercenaries are “some brutes in armor with swords and bows”.
- “Our leaders will speak the words, wake the great beast, and become masters in its name!”

TREASURE

The rearguard’s treasure is mostly composed of expendable items (mundane and magical), and the best of it is likely to have been consumed in the fight. The PCs can recover the remainder, but since there are so many NPCs to search it will take time to search every body (28 minutes at APL 6 and 8, 34 minutes at APL 10, and 36 minutes at APL 12). If the PCs leave treasure behind it will be destroyed at the end of the adventure, and will not be recoverable.

APL 6: Loot 202 gp (each NPC carries 1 acid, 2 alchemist’s fire, 1 flash pellet, 1 smokestick, 1 tangle foot bag, and 1 tindertwig); Magic 183 gp: 24 *moonsilver shards* (4 gp each), *necklace of missile spheres* (3 x 2d6 spheres, 25 gp each), *wand of burning hands* (2 charges, 4 gp each); Total 384 gp.

APL 8: Loot 202 gp (each NPC carries 1 acid, 2 alchemist’s fire, 1 flash pellet, 1 smokestick, 1 tangle foot bag, and 1 tindertwig); Magic 227 gp: 22 *moonsilver shards* (4 gp each), *necklace of missile spheres* (3 x 2d6 spheres, 25 gp each, 1 x 3d6 sphere, 38 gp), *wand of burning hands* (2 charges, 4 gp each), *wand of scorching ray* (1 charge, 15 gp); Total 429 gp.

APL 10: Loot 245 gp (each NPC carries 1 acid, 2 alchemist’s fire, 1 flash pellet, 1 smokestick, 1 tangle foot bag, and 1 tindertwig); Magic 536 gp: *elixir of fire breath* (92 gp), *javelin of lightning* (125 gp), 23 *moonsilver shards* (4 gp each), *necklace of missile spheres* (2 x 2d6 spheres, 25 gp each, 3 x 3d6 spheres, 38 gp each), *wand of burning hands* (2 charges, 6 gp each), *wand of fireball* (1 charge, 19 gp), *wand of scorching ray* (2 charges, 15 gp each); Total 781 gp.

APL 12: Loot 260 gp (each NPC carries 1 acid, 2 alchemist’s fire, 1 flash pellet, 1 smokestick, 1 tangle foot bag, and 1 tindertwig); Magic 2 *elixirs of fire breath* (92 gp each), 2 *javelins of lightning* (125 gp each), 24 *moonsilver shards* (4 gp each), *necklace of missile spheres* (4 x 2d6 spheres, 25 gp each, 4 x 3d6 spheres, 38 gp each), 2 *wands of burning hands* (2 charges per wand, 6 gp each), *wand of fireball* (1 charge, 19 gp), *wand of scorching ray* (2 charges, 15 gp each); 857 gp; Total 1117 gp.

PART B: INTO THE HILLS

2: THE DESCENT

Note: for a schematic overview of the layout of all the subterranean spaces, please see **Map #2**.

THE TUNNEL

The Cabal's newly dug tunnel extends straight into the cliff face for a distance of 75 feet. The tunnel is 10 feet wide and 10 feet tall, with smooth mud-streaked walls. The floor is covered in a 6" deep layer of soft clay, heavily marked with the tracks of the Cabal. A *wall of stone* (2" thick, hardness 8, hp 30) has been emplaced 20 feet down the tunnel, as noted above, and a small fire of wet green branches smolders at the base of the wall, filling the start of the tunnel with smoke.

THE LONG STAIR – THE BEGINNING

Once the PCs have broken through the wall of the stone they can advance further into the tunnel made by the Cabal, which connects to the top of a long crude stairway hacked into the depths of the rock. The smooth walls of the newly made tunnel are distinctly different from the worked stone of the stairway, and the contrast is obvious to the PCs.

The smooth mud-streaked walls of the tunnel come to a sudden end at a carved sandstone archway that seems to be embedded in the surrounding granite. All is still and silent on the far side of the archway, where steep rough-hewn stairs plunge downwards into the cool darkness below. The walls and ceiling of the stair are stained black with soot, and not a sound nor breath of wind escapes from the gloomy depths of the hills.

The stairs (and caverns below) have no natural light sources, and the darkness is absolute. The air is still and cool, with no obvious currents. The archway is the original ornamental arch that the slaves of the priest-kings carved around the entrance to the stairway. It was buried intact when the sleepers raised the hills to seal the stair, and has only been revealed by the Cabal's excavations.

The stairway itself is between four and eight feet wide, is barely tall enough for a standing man, and descends very steeply at an angle of nearly 50 degrees. (Normal stairs are usually around 35 degrees.) The passage bends left and right, following weaknesses in the rock, which makes it impossible to see more than 50 or 60 feet down the stair at the best of times. The stairs are quite irregular, which makes the prolonged descent an

awkward and tiring affair, and the stairs count as difficult terrain for movement purposes.

The interminable stairway continues to descend, one crude irregular tread after another, taking you further and further away from the safe sunlit lands above, and delivering you into the realm of eternal night.

PCs who take the time to examine the stonework in more detail may make a DC 17 Knowledge (architecture and engineering) check to determine that most of the tool-marks seem to be consistent with the use of stone hammers, and the extensive soot-stains are consistent with the practice of cracking the stone by heating it with fires, and then quenching it with water. These are very early mining techniques.

PCs may also attempt a DC12 Survival check with the Track feat to find the recent footsteps of members of the Black Cabal. Traces of their muddy footprints are visible near the top of the stairs, but the traces get fainter as they descend, and after several hundred feet the mud has worn off, and there is no further trace of the Cabal.

DREAMWAVES

As the PCs continue to descend they encounter the first signs that the great ancient beast is restless. As the beast twists and turns in its near-waking state its vast alien consciousness is causing distortions in the local reality.

The first wave happens when the PCs are roughly four hundred feet down the stair (just over 4 minutes for a walking party).

A brief subtle ripple flickers up the length of the stair, like a momentary shimmer in the air above sun-heated stone.

The first wave has no detrimental effect on the PCs, although it may make them nervous.

The second wave occurs when the PCs are just over 2300 feet (roughly 24 minutes) below the surface.

The ripple comes rushing up the stairs towards you again, almost as if the stone steps were flexing underfoot, and a momentary dizziness troubles you as it passes.

The PC with the lowest Will saving throw bonus (recorded at the start of the adventure during *Preparation for Play*) is automatically dazed for 1 round, but suffers no other ill effects.

As the party continues to descend, dwarven PCs, (or other creatures with similar abilities) realize that they are

no longer entirely certain how far below ground they are. The proximity of the buried beast is loosening the relationship between local reality and external reality, and the stair may not be exactly where or when it should be...

The third wave arrives after another 17 minutes of descent, at a depth which is somehow unclear.

This time the ripple is much more distinct, and the entire stair bends like a rope given a rapid flick of the wrist. You can feel a nauseating sensation as the wave stirs your innards and sets your head buzzing, and the sudden lurch threatens to knock you off your feet.

The three PCs with the lowest Will saving throw bonuses are automatically dazed for 1 round, and must make a DC 2+APL Balance check. Those who fail slip and fall prone due to the distortions that twist the steep stair, and suffer 1d4 points of non-lethal damage.

The PCs may try to identify the nature of the dreamwaves with a variety of divinations, but with little chance of success. Reality is bending near the buried monstrosity as it begins to wake after aeons of sleep, and there is little precedent for the event. The waves do not radiate magic, are not illusionary, and do not possess alignments. Knowledge skills are similarly unrevealing. However, PCs who fought the Lesser Child in **KET5-06 Lesser Children** can spot similarities between the dimensional distortions caused by the Lesser Child, and the fluctuations they have just observed.

The exact timing of the waves is not critical, and the DM should feel free to adjust them as necessary for dramatic effect, giving them a gradually accelerating pace.

THE LONG STAIR – THE END.

Around the time of the third dreamwave the PCs may make a Spot check to notice changes to the stair. PCs with stonecunning or Knowledge (architecture and engineering) may add a +5 circumstance bonus to their roll. The PC with the highest result is the first to notice the following:

The change has been so gradual that it was almost imperceptible, but it's now clear that the rough stairs underfoot are smoother than they were before, and the center of each tread is slightly worn down. The thick sooty coating that stained the walls and ceiling has changed too. Although the ceiling is still dark, the walls are almost bare, and the coarse-grained dark stone is clearly visible.

It is not difficult to guess the cause of the erosion: someone has been using the lower stairs. The degenerate descendants of the priest-kings, living on the fluids and growths in the lower caverns, produced countless inbred generations as the centuries flowed by. The aimless shuffling wanderings of these dwellers in the dark have slowly worn the granite steps to smoothness, and wiped the soot from the walls. It is not possible for the PCs to judge how long this wear took, or how many people it would have taken to cause it, since it could be the result of light traffic for a very long time, or heavy traffic for a shorter time.

The wear on the stairs becomes more severe as the party continues to descend, until the stairs are completely smooth and severely eroded, so much so that the final portion of the stair is little more than a slightly rippled chute.

3: THE WARRENS OF THE PRIEST-KINGS

THE DESCENDANTS

After approximately 51 minutes, the long dark stair finally comes to an end at the first of a series of irregular caverns, which housed the descendants of the priest-kings, the sleepers, and the seal of the great beast.

The worn stair opens into a cold and bleak little cavern that is devoid of light or life. Every surface is worn and smooth, and numerous crannies and crevices lead further down into the darkness.

This small cavern is roughly 12' x 18' x 7' in size. Initially, the caverns were a series of small open spaces linked by a network of cracks, but they were slowly enlarged by the descendants of the priest-kings.

The PCs could easily waste an hour squeezing into tiny side passages, but if they follow the largest tunnel (the only one capable of easily passing an armored man) it only takes 12 more minutes to descend into the main dwelling chamber of the Descendants (**Map #3**), which is a much larger space (roughly 65' x 75' x 10') with numerous side caves and passages. The PCs can detect the main dwelling chamber by smell, before they can see into it.

The slaughter-house stench of congealing blood and spilled offal gives gut-twisting warning of what lies in the cavern before you.

It is about 40' further, around a sharp corner, before observers can see into the cave.

Bloody heaps of limp bodies lie in worn hollows in the stone, their pallid flesh cut by sword strokes and pierced with arrows. Crimson traces trickle into the cavern from surrounding passages, and dark droplets fall from openings in the ceiling, proving that the carnage is not limited to this chamber alone.

Here lie the last descendants of the priest-kings, poor blind stupid wretches, slaughtered by the Cabal's men-at arms and carelessly tossed into heaps in the caverns that imprisoned them for centuries.

The irregular stone of the chamber has been worn smooth by the Descendants. There are numerous passages leading out of the chamber, and there are openings in the ceiling, and pits in the floor, that lead to smaller dwelling spaces above and below. There are no items of any sort in the chambers. Clothing has decayed, tools have worn away, and even precious stones have been ground into dust with the passage of time.

There are numerous bloody tracks and drag marks in the room, some from bare feet, and some from people in footgear (no track check required). A DC 20 Survival check with the Track feat can confirm the presence of roughly a dozen people in footgear, of which (DC 27) at least five were in armor. A second check near the edges of the chamber can confirm (DC 12) that a large number of people left through the large passage on the far side of the cavern, and (DC 15) traces of blood suggest that some people went in and out of the other surrounding passages.

The Descendants were killed approximately two hours ago. Casual examination shows that the scrawny hairless bodies are short and stooped, standing only 4 to 5 feet tall, and their limbs are bent and twisted. The heads are small, with micro cephalic crania and blind shrunken eyes, veiled by translucent eyelids that have been fused shut since birth. There are twenty-four bodies in the main chamber, and a further nine in the surrounding spaces (18 adult males, 9 adult females, 4 boys, and 2 girls).

Closer examination reveals that the Descendants' teeth have been reduced to simple grinding pegs, and a DC 10 Heal check shows that the Descendants were severely malnourished. Anyone examining the wounds may make a DC 12 Spot or Heal check to notice a mottled greenish hue to the flesh, caused by fine hair like structures running through the tissue, rather like strands of fungus running through a moldy loaf or rotting log. PCs who played **KET5-06 Lesser Children** may attempt a DC 12 Knowledge (local - VTF) or Intelligence check to recall that some villagers in the vicinity were riddled

with thicker cord-like strands of alien sinew, in a similar way.

THE FOURTH DREAM-WAVE

After the PCs have had a few minutes to examine the chamber and the remains, the next dreamwave passes through the caves, and turns the infested corpses of the Descendants into a hideous mass of hungry alien life.

Another wave of distortion rushes towards you, and the world buckles like a sheet of iron under the blacksmith's hammer. The distortion doesn't pass by this time, and the rocks around you groan and creak under the ongoing strain. Your vision blurs and warps, and the bloodstained piles of corpses seem to waver and loose form, until you realize that they are loosing form, melting and melding into a fibrous green mass that heaves and churns and erupts into the air in a whirling cloud of flying tendrils!

The dream-wave ends after about 30 seconds, although the PCs cannot judge this with any accuracy, save to say that this wave lasted much longer than previous ones. All creatures in the caverns (including the alien life) are automatically dazed while the dream-wave is ongoing, and the horrible transformation is underway. There is no risk of falling down this time, since the PCs are on relatively level ground at this point, unlike the previous dream-wave where they were on the steep stairs.

TENDRIL SWARMS

Once the dream-wave has passed the piles of bodies are replaced with masses of churning strands that whirl through the air like a storm of searing threads. These clouds of alien tendrils act like mindless swarms, seeking to burrow into and devour as much fresh flesh as possible.

In addition to their conventional swarm abilities (swarm damage, distraction, etc.) the tendril swarms are surrounded by a cloud of microscopic threadlike fibers that extend in a 15-foot radius around the main body of the swarm. These tiny living threads burrow into the flesh of nearby creatures, creating a fierce burning and itching sensation, and may paralyze their victim. It is very obvious to the victims that this effect is happening at a distance from the main body of the swarm, and the increase in pain should be pointed out to the PCs whenever they come within 15 feet of the swarms. Paralysis saves are made at the beginning of each PC's turn (not during the swarm's turn), and any time they enter a new paralysis zone during their movement.

Paralyzed victims who are engulfed by the main body of the swarm are rapidly infested by the revolting

alien tendrils, which worm through their flesh causing severe Constitution damage.

Since the tendril swarms are a side effect of the dimensional distortions of the great ancient beast in these specific peculiar circumstances, and have never been seen before, nothing concrete is known about them. However, characters with ranks in Knowledge (dungeoneering) may be able to figure out some information based on what they know of other creatures.

Knowledge (dungeoneering)

DC Result

- | | |
|----|--|
| 16 | These are obviously swarms of some type. This result reveals all swarm traits. |
| 21 | Severing the long slender strands may not hamper them very much. Crushing or smashing the tendrils may be the most effective way to incapacitate them. |
| 26 | The strands may be able to dig into flesh, which would destroy their victim's health with great speed. |
| 31 | You cannot recall any source of information or lore that specifically describes what you see. |

APL6 (EL 7)

Tendril Swarm* (1): hp 45; *Appendix 1*

APL8 (EL 9)

Tendril Swarms* (3): hp 45; *Appendix 1*

APL10 (EL 11)

Tendril Swarms* (6): hp 45; *Appendix 1*

APL12 (EL 13)

Tendril Swarms* (10): hp 45; *Appendix 1*

Combat begins with regular initiative, and no surprise on either side. The swarms do not all act on the same initiative. They use individual initiative at AP L6 and APL 8, and act in groups of 2 or 3 at APL 10 and 12.

The majority of the swarms begin in the three main hollows in the cavern floor, where the majority of the bodies lie. The remainder arrives from the direction of slain bodies in the outer caverns. Swarms arriving from the outer caverns spend 1 move action to enter the map, and may then move normally with their second action. The creatures are unintelligent, and act in a simple stimulus and response fashion, seeking to consume as

much fresh flesh as possible, while avoiding natural hazards such as severe fires.

If the swarms are blocked from their prey by walls or similar solid obstacles they can usually find their way around through the numerous small side passages in 2d4+2 rounds, by trial and error exploration.

4: THE CHAMBER OF THE SLEEPERS

The most heavily worn passage exiting the Descendants' main dwelling chamber descends, after only two minutes of travel, into the Chamber of the Sleepers. This cave is roughly 80' x 50' x 15', and is currently unoccupied.

The low winding tunnel makes a sharp left turn, before opening into a chamber that is unlike any of the plain spaces that came before.

Every available surface of the walls and floor is covered in irregular carved markings that swoop and swirl aimlessly in baffling and incoherent patterns. Four rounded rectangular hummocks of stone rise from the floor in the center of the chamber, their sides covered with the same curvilinear markings that cover the cavern walls, and a single passage, decorated in the same way, leaves the far side of the cave beyond them.

Strangest of all are the four deep alcoves in the walls that are piled to the ceiling with twisted yellow bones...

THE WALLS

The carved walls of the cave are a testament to the sad and bitter decline of the Priest-Kings. When they were first trapped underground the Priest-Kings attempted to wake the sleepers, to compel or plead with them for release, and they carved many mystic runes and arcane symbols on the stone of the chamber as they worked their futile magic. All was in vain.

Their sons labored too, and their grandsons after them, but comprehension faded with each generation, and research became ritual, ritual became custom, and custom became instinct, until, when light and art at last failed, the fallen remainder of the mighty priest-kings scratched and scrawled on the walls of their prison in blind illiterate incomprehension.

PCs examining the chamber can find no end of meaningless markings – swirls and scratches, scars and scribbles. Those who make a DC 20 Spot check can find occasional markings that were not obliterated by later carving – crude stick figures, parts of geometrical shapes, and what may have once been strings of characters. Those who make a DC 30 Spot check notice a few scratched

*Other than a different appearance, Tendril Swarm is identical to a Dread Blossom Swarm from *Monster Manual III*.

marks in one upper corner of the room, which the scrawling of later generations did not entirely destroy. No living man recalls the tongue, but the use of *comprehend languages* reveals what remains:

... the childre... ..re like beasts..
... none can learn t..e light...
... am very old.. sick...
...gods hel.... them all...

THE BIER OF THE SLEEPERS

The four oblong mounds of stone in the center of the chamber are the biers where the sleepers rested through the ages, guarding the seal of the great ancient beast while their restless minds voyaged amid the wonders and mysteries of the space between names. The biers have been carved so deeply and so often that they are little more than rounded hummocks, except in the area where the sleepers once rested. Now that the sleepers have arisen there are pristine areas of smooth stone on the top of each bier, where they once lay. These areas are clearly in the shape of a reclining humanoid roughly 6 ½ feet tall.

THE BONES

The side chambers contain thousands of bones from generations of Descendants. A DC 12 Heal check confirms that the lowest layer of bones is entirely human, and a DC 16 check confirms that many were female (with severe tooth loss from prolonged child-bearing, no less). However, bones higher up the pile show signs of the progressive degeneracy that afflicted later generations – small orbits, reduced cranial capacity, diminution of stature, change in tooth pattern, etc. A DC 18 Spot check reveals tooth-marks on many of the bones. Although it isn't possible to precisely date the bones, a DC 22 Heal check suggests the youngest are many hundreds of years old. (The more recent generations of Descendants were subject to such complete cannibalization that even the bones were smashed and consumed.)

TRACKS

There are a few marks from the Cabal's bloody footprints scattered around this room, which can be identified with a DC 18 Survival check with the Track feat. The blood had largely dried and worn off the Cabal's feet before they left this room, and the faint traces in the exit tunnel are much harder to detect, requiring a DC 28 Survival check with the Track feat.

THE FIFTH DREAM-WAVE

Another dreamwave strikes while the PCs are in the Chamber of the Sleepers. This wave (and any subsequent

waves) is prolonged events that bend the world around the PCs, making the stones shudder and shriek. PCs are automatically dazed by the wave, which causes brutal head-pains, the all the PCs except the two with the best Will saves are stunned and knocked to the ground by the violence of the wave's passage.

Additional waves may be added as desired for dramatic effect, steadily increasing the frequency and severity of the waves to increase the sense of danger and urgency among the PCs.

5: THE SEAL CHAMBER

The only exit from the Chamber of the Sleepers leads descends for another three minutes, before opening up once more. The final cavern is the lowest of all, and it contains the mighty seal that guards the dimensionless chamber of the great ancient beast.

The calm yellow radiance of motionless lantern light illuminates a strange scene of motionless human figures, which face an enormous disc-shaped stone seal embedded in the far wall of the cave, amid loathsome grey growths that seem to sprout from the walls.

Thirteen men – five powerful armored warriors and eight robed and hooded wizards – advance in battle array, frozen in mid-stride, as if they were leaning into a great wind. Their strained faces are raised towards their leader, who stands unmoving, with one arm outstretched to touch the oily green stone of the unearthly seal.

Four tall grey-hued figures stand apart at the rear of the cave, with their arms folded on their chests, and their heads bowed in concentration.

The cavern is slightly trapezoidal in shape, and roughly 70' x 50' x 15' in size.

THE SEAL ITSELF

The seal is a disc-shaped mass of oily green unidentifiable stone, roughly eight feet in diameter, set knee high in the far wall of the cave. An eye-straining pattern of jagged curving lines is graven in its face, but there is no sign of text or other characters on the stone. PCs who use *detect magic* or similar spells find the seal has an overwhelming aura of magic, of a new and unrecognizable school.

The entire cave wall that the seal is embedded in bulges towards the center of the room, and fine cracks and hairline fractures radiate from the seal into the surrounding rock. PCs with stonecunning, or similar abilities, can sense that the rock is under enormous

pressure, and after a few minutes of observation the PCs can see signs that the seal is disintegrating (see below).

FOOD AND DRINK

Dark rosey grey-green growths sprout from around the edges of the seal, spreading and branching outwards, and a tepid milky fluid dribbles from the cracks in the rock and collects in pools on the floor. These strange alien growths and nameless fluids are what sustained the offspring of the priest-kings throughout the centuries. Any PCs who sample the fare find that the liquid is terribly bitter, and the astringent taste of the tough gritty growths makes it almost impossible to choke down a mouthful. Nevertheless, these food sources can sustain life if there is no alternative. This unwholesome diet accelerated the degeneracy of the Descendants, and accounts for the alien matter that infested their bodies.

The growths also served to clear the air, consuming the exhalations of those who dwelled in the surrounding caves. The Descendants tended these growths as best they could, and the PCs can observe signs of human “fertilizer” smeared on the stones around the base of the growths.

THE CABAL

The men in the room are the leaders of the Black Cabal, and their mercenary guard. All the members (5 warriors, 7 wizards, and the leader) are utterly motionless, frozen in time by the Sleepers, and the PCs are free to move up to the closest of them, and examine them without any risk of interference. Their bodies and possessions are rigidly immobile, down to the smallest hair, and cannot be moved or damaged in any way. There are no holy symbols, heraldic devices, or other marks of allegiance on any members of the Cabal. Their faces, however, show signs of great strain: their eyes are wide, their nostrils flare, and their faces are contorted in expressions of terror, horror, anguish, and disgust.

Detect magic reveals that a strong aura of transmutation magic surrounds the figures (from the magic that holds them motionless), masking any underlying auras they may have.

THE SLEEPERS

The four tall figures at the back of the room are the Sleepers, who have risen from their rest to delay the waking of the great ancient beast.

The Sleepers resemble slender 6 1/2 foot tall humans in overall proportion. They are dressed in floor-length hooded grey robes, although the hoods are currently folded back to reveal bald grey heads with long grey beards and stern expressions of concentration. Every part of the Sleepers is the same medium grey color, and they

may initially be mistaken for statuary, since they are completely motionless when first spotted.

The Sleepers are impervious to physical or magical effects. If they are struck by a weapon calculate the physical damage normally, but apply it directly to the weapon. If they are struck by magic, energy, or supernatural events there is simply no effect.

The Sleepers do not react to the PCs at first, but once the PCs address the Sleepers, approach the seal, or advance among the Cabal they begin to speak.

A deep four-part voice echoes through the cave.

“The time of the waking of the great beast is upon us. The instruments of fate are at hand. Will their choices soothe that which is closest, or their failure bring ruin to the land?”

The Sleepers communicate audibly, in a deep sonorous voice, but they do not use their mouths to do so, and they remain motionless while speaking.

Most of the Sleepers’ attention is devoted to keeping the great ancient beast dormant for a few moments longer, and keeping the Cabal locked in temporal suspension, but they can still answer a few short questions.

What is happening with the beast?

“The great ancient beast is waking. It has been delayed, but it cannot be stopped.

Can we stop the Cabal?

“You are too late to stop this cabal – they have already entered the waking dream of the great beast, bearing the hidden words of opening. We have only delayed them, that you might play your fated role in the manner of the leave-taking.

Gentle or grief-making?

Calm or Vindictive?

Placid or Cruel?

Exodus or Revenge?

You stand beside the hinge of fate, where wise men act, while fools debate...”

Why did the Sleepers not stop the Cabal before they entered the Dream?

“One is the wind, the other the rudder, and either is useless, while missing the other.”

Can we save the land from ruin?

“Enter the dream of the great ancient beast: become hinge and pivot, become crux and fulcrum. Become focus. Become fate.”

How do we enter the dream?

“Eye and mind and seal combined, in patterns dire, in line entwined, making will and self unbind, entering the mighty mind.”

Most of the Sleepers’ answers are couched in a similarly cryptic tone, and they rarely give a direct answer to the PCs.

TWO MINUTES AND COUNTING...

Unfortunately, there is not enough time for the PC’s to conduct a prolonged questioning. Once the PCs have asked a few questions the Sleepers suddenly move for the first time:

The robed figures groan, and their stern grey expressions become even graver. Each of them buckles slightly, as if they are stooping under a very great load.

“The seal starts to break. The great beast will wake.”

There is a sudden sharp cracking noise, and a dark fracture splits one edge of the previously unblemished seal. In the shocked silence that follows a curved shard of oily green stone rattles to the ground, and lies rocking below the damaged seal.

The great beast will wake and burst out of its sealed chamber two minutes after this warning, causing widespread destruction unless the PCs enter the dream.

The PCs now have three possible courses of action:

1. Flee the scene
2. Stand around indecisively
3. Enter the dream

Those who try to flee on foot are impeded by a series of increasingly severe dreamwaves, and then are caught in the explosion as the great beast erupts from its dimensionless chamber. Those who *teleport* away can make their escape, provided they go far enough.

Those who stand around see the sleepers become more and more strained, while increasingly severe dreamwaves roll through the caves, until the sleepers suddenly vanish, the seal buckles, and the PCs are caught in the explosion.

Those who wish to enter the waking dream of the great ancient beast can do so, as the Sleepers have hinted, by advancing towards the seal, and concentrating their minds upon the horrid curving pattern engraved on its face, which seems to draw the eyes to move along the sweeping length of its carved lines.

As the PCs feel their world start to fade they are given one final critical piece of advice by the Sleepers:

“Remember this well”, the four voices say in stern unison “as you enter the overwhelming mind of the great ancient beast”.

“Struggle against the dream! Resist the dream, fight it in any way you can, push forward towards the seal, and never surrender yourself to fate for as long as your sanity lasts....”

The sleepers’ advice is the key to rapid progress in the dream

PART C: WAKING DREAMS INTERLUDE

SANITY INSIDE THE DREAM

Once the PCs have entered the dream their consciousness is exposed to the dreadful power of the vast and utterly alien mind of the beast. The crushing power of its being threatens to overwhelm the minds of the PCs, and the PCs only have a limited time before their individuality vanishes in the raging sea of chaotic thought.

Individuals with strong, stable, well-balanced personalities are the most likely to retain their sanity in the mind of the great ancient beast. Follow these steps to determine how long a PC (or any other creature) can operate in the dream.

- 1) Add up each PC’s natural mental base scores (Int + Wis + Cha). Do not include stat bonuses from spells or magic items in this sum.
- 2) Divide this result by three, rounding up.
- 3) This value is the PC’s sanity score, and it represents the number of rounds the PC can stay in the waking dreams of the great beast without suffering mental damage.
- 4) The PC loses one point of sanity at the start of each round they spend in the waking dream.

- 5) If the PC no longer has any sanity points remaining they take 1 point of damage to each of their mental stats (Int, Wis, Cha) sanity at the start of each round they spend in the waking dream.

Example: Arcayne the Wizard has an unmodified Intelligence of 18, a Wisdom of 12, and a Charisma of 10. His sanity score is $(18+12+10) \div 3 = 13.3$, which rounds up to 14. He could therefore spend 13 rounds in the dream before suffering mental damage. At the start of his 14th round in the dream, when his sanity score dropped to 0, he would suffer 1 point of damage to Int, Wis, and Cha. He would suffer an additional point of damage to each stat at the start of each subsequent round he remained in the dream.

As their sanity points decline the PCs can feel strange thoughts gathering at the edges of their mind, tempting them with illogical conclusions, strange delusions, and unsettling unwholesome urges. These mental aberrations increase in frequency and force as ability damage sets in, until the PC's entire personality breaks down into gibbering fragments, when one of their mental stats reaches zero.

The DM may, if desired, prepare some secret notecards describing these mental delusions, and hand them out to the PCs to role-play as their sanity score drops. ("Your secret thoughts are being tasted by ghostly formless creatures of ectoplasm and aether!" etc.) These suggestions should not impose combat penalties, but do allow great scope for inventive role-playing.

DAMAGE IN THE DREAM

Any physical damage the PCs suffer in the dream is not "real" damage. The PCs' actual bodies remain in the chamber with the sleepers, unharmed by dream events. Therefore, despite the damage they will take, it is not possible for the PCs to die of wounds or Con loss in the dream, and their equipment is safe from destruction.

However, mental damage (i.e., ability damage to Int, Wis, or Cha, or various types of insanity), and the discharge of magical energy in the dream IS real. Spells, charges, and single use items such as potions and scrolls must be marked off as normal if they are used in the dream.

The PCs may suspect that their real bodies are safe, but they have no way to prove it at this point, without using divination magic. If the PCs do "die" in the dream they seem to be dead in all respects, until they return to the real world alive and well. This is not to say that the "death" is without consequence. Dream-deceased PCs earn the AR award "Died in a Dream", which has unpleasant consequences later on.

PROGRESS THROUGH THE DREAM

The dreams of the great ancient beast change rapidly, shifting from place to place and scene to scene without apparent reason. As the PCs enter the dream the beast's thoughts rest on ancient hidden cities in strange hostile environments. The PCs must endure three stages of the beast's waking dream, with three different hostile environments, before they find the Cabal trapped in the fourth and final dream stage.

Although time in the dream needs to be tracked, it is not necessary to enter initiative to keep the pace of the adventure moving quickly, follow this simple procedure each round:

- 1) Remove one point of sanity from all creatures.
- 2) Apply damage and resolve saving throws from environmental hazards.
- 3) Go around the table and ask each player what their PCs are doing that round.

Each of the first three dream stages lasts for four rounds, but the PCs can move from stage to stage sooner, saving time and sanity, if they take certain actions.

Approach the seal: The only constant feature in the dream stages is the seal, which is present as a translucent image some distance from the party. The seal is only an image, and has no physical substance. If the entire party comes within 10 feet of the seal the dream stage ends when the round is over. (If PCs try to use the words of opening at the seal, they find the words stick in their throats, and cannot be spoken yet.)

Resist the environment: PCs who resist the hostile environment and take steps to overcome its obstacles, either magically or physically, will shorten the duration of each dream stage. Each effective action they take will reduce the duration of the dream stage by one round, to a minimum of one round.

Example: one of the dream stages is set in the dark ocean depths, and would normally last four rounds. In the first round Arcayne the Wizard casts a light spell, so the party can see where they are going. This action reduces the dream duration by 1 round. Next, Balto the Priest casts water breathing, and shares it with the entire party, so they don't have to hold their breath. This action also reduces the duration by 1 round. (Even though it affected multiple people, it was still only one action.) The dream stage will now last only $4-1-1 = 2$ rounds.

It is possible for enough PCs to take effective action in the first round to reduce the dream stage duration to 1 round. A list of effective actions is provided for each dream stage, but creative players can certainly come up with more at the DM's discretion. Bear in mind that it is the *action* which causes the reduction in dream time, and pre-existing effects (such as spells cast in previous dream stages, or continuously active magic items) do not reduce the dream's duration.

Each time an effective action is taken the wavering translucent image of the seal becomes more stable, more opaque, and better defined. This is a very important clue for the PCs, since it gives them valuable feedback that their actions to resist the dream are having an impact on more than just their personal safety. The change is distinctly visible to the naked eye, and occurs immediately after a PC completes the effective action. Be sure to tell the players about this change each time it happens.

Switching between stages: When the PCs move from one dream to the next there are a number of changes. Most of the conditions (blindness, deafness, fatigue, exhaustion, sickness, nausea, numbness) that were caused by the previous dream stage are removed, and only damage (hp and ability) and sanity loss are retained. The PCs' positions also change, and no matter how dispersed they were before, they are now grouped together again, as described at the beginning of each section. If the PCs left any items behind in a previous stage, they are unavailable for the remainder of the dream.

6: THE SCALDING SWAMP

The PCs begin standing side by side in a group, up to their calves in mud at the edge of a steaming pool of water.

The world seems to bend around you, and with a dizzying rush you find yourself standing calf deep in blistering filthy grey mud. An endless undulation of low mudbanks and scum-choked pools stretches to the horizon, under a vast mottled sun that glows with a livid orange radiance in the hazy sky. The stagnant air wraps around you like a choking cloak, brutally hot and humid, and filled with the gut-wrenching stench of decay that rises from the vast swamp around you.

Noxious plumes of steam rise from the surface of the sluggish water, and clouds of insects writhe and twist in the air like dark smoke. Every swollen leaf of the bloated low-lying vegetation is crawling with the vermin, and your bodies are coated with their biting stinging forms.

The dim shape of the seal is visible ahead of you, like a semi-transparent mirage rippling above the steaming waters. Vast irregular stone blocks, some of them dozens of yards on a side, lie awash in the foul water near the seal. Far beyond, the indistinct towering shapes of colossal structures stand wrapped in the noxious vapors that rise continually from the swamp.

As you stand gasping in the choking air, four faint voices whisper a single word across the swamp: "Resist!"

The swamp is one part low mudbanks, rising 1 to 2 feet above the water, and two parts shallow pools, that are 3 feet deep. The air temperature is 130° F (54° C), with 100% humidity, and very low oxygen content. The water temperature ranges from 160°F (71°C) to 190°F (88°C), depending on APL, and is capable of causing burns. The heavy steam rising from the hot water makes vision difficult (-1 to Spot checks per 10 feet).

The native vegetation is composed of irregular clumps of dark sprawling slimy plants, many of which are succumbing to rot and decay. All the plants are alien to the PCs, and the insects are similarly unrecognizable.

Duration: 4 rounds ○ ○ ○ ○

Distance to Seal: 400 feet (straight line, 1/3 through mud, 2/3 through water) or 800 feet (staying entirely on the mud).

Hazards:

Decay (damage): the filthy disease-ridden environment of the swamp causes extremely rapid decay. Any creature with open wounds (i.e., unhealed physical damage) at the beginning the round notices that the wounds are festering rapidly, causing 1 hp of damage per round.

Insect Swarms (damage): the entire swamp is clouded by countless gnat-like stinging insects. Exposure to the insects causes 1 hp (APL 6 or 8) or 2 hp (APL 10 or 12) of damage each round. There is a limitless supply of insects in the swamp, and they will fill any areas from which they have been removed at the start if the following round, unless they are somehow kept out.

Fatigue (Con check): the 100% humidity, steam, and oppressive heat make it extremely difficult to breathe in the swamp. Unprotected PCs breathing the air must make a DC 2+APL Con check every round, with a +4 bonus for the Endurance feat. Those who fail become fatigued. PCs that are already fatigued become exhausted.

[Fatigued: -2 Str, -2 Dex, no run, no charge. Exhausted: -6 Str, -6 Dex, movement ½ speed.]

Stench (Fort Save): the dreadful reek of the swamp may sicken the PCs. Unprotected PCs breathing the air must make a DC 6+APL Fort save at the start of every round, or become sickened. PCs who are already sickened become nauseated. [Sickened: -2 attack, weapon damage, saves, skill & ability checks. Nauseated: single move action per round only.]

Terrain Limitations:

Mud banks: The mud banks are difficult terrain (double movement cost, no five foot steps, no running), and the PCs must make a DC 8 Strength check to break free of the mud at the start of each movement action, or they remain immobile. There is no straight-line path from the PCs to the seal. PCs traveling towards the seal on foot have to spend 800' of movement, as they walk around large pools in their path.

Scalding Water: The swamp water is hot enough to scald. PCs who wade into the water suffer 1 hp (APL 6), 2 hp (APL 8), 3 hp (APL 10) or 4 hp (APL 12) of lethal damage every round. Those who immerse themselves (swimming, hiding from insects, etc.) suffer double damage. PCs wading in the water are considered to be on difficult terrain, but do not require Strength checks to move. PCs may swim in the water at normal rates.

Effective Actions: the following are examples of effective actions to resist the swamp environment. Each action reduces the duration of the dream stage by 1 round, to a minimum of 1 round.

- Overcoming movement limitations with spells (*water walk, freedom of movement, fly*) or equipment (opening a folding boat)
- Protecting people from the scalding water (*protection from energy, resist energy*).
- Protecting people from heat exhaustion (*endure elements*) or removing the resulting fatigue (*lesser restoration*).
- Attempts to guard against the stench (noseplugs, filters, etc.), or removing the sickness or nausea caused by the stench (*healing lorecall*).
- Driving away the insects with spells (*repel vermin, gust of wind*, area effects, etc.) or insect repellants, or completely coating the body with mud.
- Curing festering wounds (*cure* spells) or attempting to clean them (Heal skill).

This list is not exhaustive. Other effective actions are possible at the DM's discretion.

7: THE ABYSSAL DEPTHS

When the Abyssal Depths dream begins the PCs are standing side by side in a group, underwater on the bottom of the sea-floor. The PCs are all holding their breath. The following effects from the Scalding Swamp are removed: fatigue, exhaustion, sickness, nausea, and decay. All damage remains in effect, and sanity loss continues.

The dreadful swamp vanishes with a wrench, and you are plunged into an underwater world of crushing darkness.

Bitter salt water surrounds you, pressing into your mouth and nose, and a brutal pressure compresses every part of your body. Your limbs ache, your ribs bend inwards as your lungs begin to collapse, your heart struggles to beat in your chest, and the searing pain in your head is like some devilish torturer is driving ice-picks into your ears.

The seal lies ahead of you, blurred and indistinct, glowing with a faded yellow-green radiance like the crushed remains of a firefly. It is the only source of light in the utter blackness that surrounds you.

And from far below, four faint eerie voices join in a long deep-toned groan: "Resist..."

The PCs are eight to twelve miles underwater, standing on a slender rocky outcropping that projects from the edge of deeper a chasm in the sea-floor. The ground is irregular stone, covered with a thin layer of ooze, and studded with jagged boulders and low outcroppings. Flame-based light sources are immediately extinguished underwater, but PCs with magical light or darkvision can get a blurry impression of the terrain underfoot. Those who advance towards the seal can see over the edge of the outcropping, and into the chasm below.

A weaving constellation of silent moving lights lies in the chasm below you. Single pale sparks, slow pulsing clusters, and lithe strings of stars glide and twist through the depths with slow cold deliberation. Their paths outline vast dark irregular shapes, arranged in a pattern that must be deliberate, but whose purpose is impossible to describe.

The tops of the enormous structures, and their cold alien attendants, are a quarter mile below the PCs.

Duration: 4 rounds ○ ○ ○ ○

Distance to Seal: 200 feet

Hazards:

Drowning: the PCs should easily be able to hold their breath for the duration of the dream stage, but if they cannot hold their breath for some reason (unconsciousness, etc.) they will drown, following the normal drowning rules on *Dungeon Masters Guide* page 304. *[Hold breath: 2 x Con rounds before any penalties.]*

Pressure (damage): the extreme crushing pressure at these great depths damages the body, causing 1d4 (APL 6), 1d6 (APL 8), 1d8 (APL 10) or 1d10 (APL 12) points of **non-lethal** damage every round. (Roll once for the entire party.) If the PC's lungs are full of fluid (due to water breathing) the damage is halved.

Deafness (Fort save): the eardrums are particularly vulnerable to the pressure, and PCs must make a DC 8+APL Fort save when they are first exposed to the pressure to avoid being deafened by burst eardrums. *[Deafened: 20% spell failure for spells with verbal components.]*

Terrain Limitations:

Underwater movement: this stage takes place underwater, and all normal rules for holding breath, swimming, and underwater movement and combat are in effect. *[Swim checks: 1/4 speed. Walking on the bottom: 1/2 speed. Swim speed: full speed.]*

Darkness: There is no light in the immediate area, and all ground-based movement rates are halved in the dark. PCs moving across the rocky seafloor without illumination must make a DC 10 Balance check to avoid stumbling and losing 10 feet of movement. The PCs cannot read scrolls, or perform other visual tasks such as targeting ranged spell recipients without a light source.

Verbal communication problems: the PCs cannot talk while holding their breath, which means they cannot cast spells with verbal components, or activate items that require command words while holding their breath. If the PCs wish to speak underwater they may, but each round of speech reduces the time they can hold their breath by an extra round, as the air rushes out of their mouth. As anyone who has tried speaking underwater knows, the sounds that you can make are a largely inarticulate bubbling sound. This is unsuitable for spellcasting, and causes a 50% chance of spell failure.

Visual problems: it is difficult to see clearly underwater, and PCs without goggles or similar devices cannot distinguish fine details such as written text.

Effective Actions: the following are examples of effective actions to resist the underwater environment. Each action reduces the duration of the dream stage by 1 round, to a minimum of 1 round.

- Providing means to breathe underwater (*water breathing*).
- Providing means to move underwater (freedom of action, wearing swim fins, removing heavy armor to swim, etc.)
- Protecting against the intense pressure (hiding in an *Aparatus of Kwalish*).
- Providing means to see underwater (sunrod, light, *true seeing*, goggles).
- Curing burst eardrums (*cure blindness / deafness*)
- Switching to weapons suited for underwater use (spears, tridents, etc).

This list is not exhaustive. Other effective actions are possible at the DM's discretion.

8: THE POLAR WASTES

When the Polar Wastes dream begins the PCs are standing in a single line (order determined randomly) on a narrow cliffside ledge, hanging on to the cliff face with both hands. The following effects from the Abyssal Depths are removed: deafness, drowning, wetness. All damage remains in effect, and sanity loss continues.

The world bends a third time, and the momentary relief from the abyssal pressures is quickly swept away by the howling winds that scream and shriek around the icy mountain peak your party is clinging to. A vast mountain chain of cruel black crags and glacier-choked valleys lies spread beneath you, extending to the horizon in endless bleak array in the dim grey light. The sun is a pale white speck, brushing the far horizon, and tenuous sheets of auroral green and red wave and ripple in the darkening skies overhead.

Knives of wind-blown ice and snow slash like sabers, stripping sensation from your exposed flesh, and the biting cold pierces you to the bone. The translucent seal is almost within reach now, hovering a mere fifty feet away at the mountain's peak, but the gale batters and beats at you, nearly driving you off the slippery cliffside ledge, and casting you down into the valley below.

The wind drives stinging particles of ice into your watering eyes, but even so you can see the blurred outlines of dark blocky shapes frozen into the translucent blue ice of the valley floor. They extend for miles, lifeless and motionless in their frigid

prison, preserved from a time when their makers' world was a younger, warmer place.

And all the while, amid the shrieks and howls of the wind, four voices hiss: "Resist!"

The PCs stand in a line on a narrow (6" wide) icy ledge that angle upwards at a 65-degree angle. The mountainside rises in a short cliff on their right, and descends on their left to the valley floor half a mile below. The temperature is -60°F (-51°C). The wind, which is blowing almost exactly from the direction of the seal, is traveling nearly 90 miles an hour.

Duration: 4 rounds ○○○○

Distance to Seal: 50 feet

Hazards:

Extreme Cold (damage): the extreme cold and wind chill causes 1d4 (APL 6), 1d6 (APL 8), 1d8 (APL 10) or 1d10 (APL 12) points of lethal damage to exposed PCs each round. (Roll once for the entire party.) PCs in cold weather gear suffer half damage.

Numbness (Con check): the extreme cold also causes loss of muscular power and control. PCs must make a DC 3+APL Con checks every round, or suffers a cumulative -2 circumstance penalty to all Strength and Dexterity based skills. PCs in cold weather gear gain a +4 circumstance bonus to this check, as do PCs with the endurance feat.

Blindness (Fort save): the fierce windblown ice crystals will blind the PCs, unless they make a DC 6+APL Fortitude save each round they keep their eyes open. Those who shield their eyes and do not look upwind have a +6 circumstance bonus, and those who close their eyes are unaffected. [*Blinded: half speed, -4 on Str and Dex based skill checks.*]

Terrain Limitations:

Icy Ledge: the narrow (6" wide) icy ledge that the PCs are clinging to may be scaled with the DC 9+APL Climb skill. PCs who fail the climb check by more than 5 lose their grip and fall down the mountainside, until they come to rest on a wide outcropping 15 feet below. There is no room for large creatures on the ledge, and they immediately fall to the lower level. Creatures with some climbing ability (apes, humanoids, etc.) can attempt to catch themselves, but most animals (horses, etc.) are unable to do so.

High Winds: The PCs face a powerful windstorm, and only the fact that they are clinging to the mountainside is preventing them from being blown backwards. They can advance slowly, by pulling themselves along with hands and feet, but those who let go of the mountainside (typically to fly) are at the mercy of the storm. Large-sized flying creatures cannot advance into the wind, while medium and smaller creatures are blown back 1d6 x 10 feet per round.

Effective Actions: the following are examples of effective actions to resist the polar environment. Each action reduces the duration of the dream stage by 1 round, to a minimum of 1 round.

- Providing protection from the cold (*resist energy*, donning cold weather gear).
- Curing snow blindness (*cure blindness*) or providing means to avoid it (goggles, face shields).
- Enhancing climbing abilities (roping the party together, putting on crampons, *spider climb*)
- Reducing the wind effects (*control winds*, create windscreens, become incorporeal).

This list is not exhaustive. Other effective actions are possible at the DMs discretion.

9: THE DREAD CITY

Once the PCs have passed through the swamp, the abyss, and the polar waste, they enter the fourth and final stage of the dream. There are no further hostile environment effects to contend with. The effects of the Polar Wastes (numbness and blindness) are removed, but all hit point damage remains, and sanity point loss continues.

You stand together on a great pinnacle of natural stone, its flattened top standing a full mile above the vast city that sprawls to the horizon on every side. Great cyclopean structures, titanic monoliths of dark hard-edged stone, and bleak featureless enclosures of megalithic rock stand jammed together, each colossal structure reduced to insignificance by the host of mighty buildings that surround it.

The seal hangs in mid-air just beyond the far side of the pinnacle, but it is a greater seal, far larger and more detailed than the one you have been pursuing so far. Far beyond, nearly at the horizon, a roiling wall of curdled brown cloud is growing taller, denser, and more ominous, as it sweeps towards you across the distant parts of the city.

The Cabal is with you, bloody and bruised, on the far side of the pinnacle, staring up at the vast disk of

the seal, and the advancing wall of cloud. Four of their number lies motionless on the stone, their bent and broken limbs covered in bloody weals.

The fallen members of the Cabal (including their leader) are dead; victims of alien fauna in a different set of dreams than the PCs experienced. The remainder of the Cabal seem unharmed, but a scattering of empty potion bottles around their feet suggests that wasn't always the case.

Terrain

The pinnacle is the small flat top of an almost vertical spire of rock that rises from the center of the city. The spire is one mile high, and anyone knocked off the edge will fall roughly 140' in their first action, 360' in their second action, 490' in their third action, and strike the widening side of the spire near the end of their fourth action, a quarter mile (1320') below where they started. From there, they will begin bouncing the rest of the way to the ground.

There are some wide cracks in the top of the pinnacle, which vary from 70' deep at their narrowest point, to 1000' deep at their widest. In some cases the cracks divide the surface into separate "islands" of stone. The spire is solid stone, and there is no vegetation or loose rock on the top of the spire.

Time Limits

The PCs may not realize it, but the approaching wall of destruction is actually the line where the beast's dreams end, and the beast's consciousness begins. As the dread and ancient power awakens its consciousness expands, overtaking its dream and erasing it. When the wall of consciousness reaches the seal the beast will be fully awakened, and the dream will end.

The advancing wall of consciousness will reach the seal in exactly ten rounds. This time limit cannot be extended, although certain courses of action will shorten it.

Sanity loss continues in this stage of the dream. PCs lose one point of sanity at the start of each round they spend in the waking dream. PCs who no longer have any remaining sanity points take 1 point of damage to each of their mental stats (Int, Wis, Cha) at the start of every round.

Sanity and stat loss also applies to the Cabal, and must be tracked to ensure they do not have an unfair advantage over the PCs.

The Cabal

The sudden arrival of the PCs is a dreadful shock to the Cabal, who are unaware that the Sleepers have been holding them in a form of temporal suspension while the PCs caught up. To their minds they have only spent a minute or so in strange dreamworld environments, and there was no sign that their foes were only seconds behind them. Indeed, they had believed themselves to be several hours ahead of any possible response by the Ketite authorities.

"What?! Impossible!" shouts one of the Cabal, whirling around and staring at you with bloodshot eyes. "Stop them! Begin the ritual at once!"

Now that the PCs are here the Cabal immediately begins speaking the names of opening, hoping (futilely) to bind the great ancient beast to their cause. All the Cabal wizards know the names, and one wizard will speak a name each round. The mercenary fighters move to protect the Cabal, and engage the PCs in melee. None of the mercenary fighters know the names of opening.

APL 6 (EL 9)

Senior Brothers (4): wizard 4/ expert 1; hp 23; Remaining Sanity 6; Appendix 1.

Mercenary Swordsmen (3): fighter 1/ warrior 2; hp 27; Remaining Sanity 2; Appendix 1.

Mercenary Archer: fighter 1/ warrior 2; hp 27; Remaining Sanity 2; Appendix 1.

APL 8 (EL 11)

Senior Brothers (4): wizard 6/ expert 1; hp 38; Remaining Sanity 6; Appendix 1.

Mercenary Swordsmen (3): fighter 2/ warrior 4; hp 49; Remaining Sanity 2; Appendix 1.

Mercenary Archers (2): fighter 1/ warrior 2; hp 27; Remaining Sanity 2; Appendix 1.

APL 10 (EL 13)

Senior Brothers (4): wizard 4/ expert 1; hp 48; Remaining Sanity 6; Appendix 1.

Mercenary Swordsmen (3): fighter 4/ warrior 4; hp 65; Remaining Sanity 2; Appendix 1.

Mercenary Archers (2): fighter 2/ warrior 4; hp 49; Remaining Sanity 2; Appendix 1.

APL 12 (EL 15)

Senior Brothers (4): wizard 8/ expert 1; hp 58; Remaining Sanity 6; Appendix 1.

Mercenary Swordsmen (3): fighter 6/ warrior 4; hp 81; Remaining Sanity 2; Appendix 1.

Mercenary Archers (2): fighter 4/ warrior 4; hp 65;
Remaining Sanity 2; Appendix 1.

Sanity Loss

Remember that sanity loss is ongoing throughout the combat, both for the PCs and for the Cabal. The Cabal's remaining sanity points are listed above, and once these expire the NPCs (particularly the fighters) may start to suffer from stat damage.

The Advancing Wall

The wall of cloud continues to advance every round, progressively erasing the city, and growing taller and taller as it approaches. Pointing this out to the PCs serves as a dramatic reminder of the time limit they are operating under.

Negotiations and other options

The members of the Cabal are unwilling to listen to reason at this point, and they won't believe they have the wrong name until they actually try it, and it doesn't work. Pleas that the land is in peril will fall on deaf ears. However, the Cabal is willing to accept the PCs' surrender, and those who throw down their weapons and lie prone will be held at sword-point until there is a chance to tie them up.

The mercenary fighters are less fanatical than the Cabal, and the strange environment has them rather worried. If the PCs can convince them that they are in great peril (pointing out the on-rushing wall of cloud, and the progressive degradation of their minds, for instance) and that the PCs have a better plan, then they may stand aside. Doing this in combat is not an easy task, and it is a DC 35 Diplomacy check to get a mercenary to stand down. (The PCs' actions may cause substantial circumstance modifiers, at the DM's discretion.)

Speaking the Names

Speaking the five hidden names of opening is not an easy task here in the dream, where they have the full force of their power.

- Speaking a Name of Opening is a standard action which does not provoke attacks of opportunity
- The names must be spoken in sequence – Kuabris, Defrabax, Rexulon, Reisabrax, and Agnathemon.
- Once each name is spoken there is such a thunderous train of mental echoes that no other word of opening can be voiced until a full round has passed.
- Those who try to speak a name out of turn, or before its time, find that their tongue clings to the roof of their mouth, and the word remains unspoken.

- Names of Opening are not hampered by magical *silence*, bardic countersongs, or similar impediments.

A dreadful ripple passes across the face of the advancing wall of consciousness as each of the first four Names of Opening is spoken, until it is time to speak the 5th Name.

Awakening

The waking of the great ancient beast is inevitable and unstoppable. Only the manner of the awakening is left to be decided. The great ancient beast wakes calmly if the PCs entered the dream and ensured that the proper 5th Name (Agnathemon) was used. In any other event, including the use of the wrong name or the use of no name at all, the beast awakes angrily and lashes out in irritation at the Cabal's intrusion.

THE WRONG NAME

If the Cabal speaks the wrong 5th Name (Yanethos) the great ancient beast wakes angrily!

“YANETHOS!” screams the Cabalist, his arms spread in triumph, but the name seems flat, dull, and powerless in the sudden tense silence.

The turbulent wall of roiling brown cloud stills for a moment, then abruptly becomes black as coal, lit by hundreds of dazzling lightning bolts, as it shoots ever higher into the sky, and sweeps across the city with incredible speed. Huge buildings in the city below explode into fragments as the storm overwhelms them, and the deafening roar of a thousand thunderclaps is almost stunning in its intensity.

The storm reaches the PCs in 1 round. During that round the Cabal continues to fight the PCs, while they wait in vain for the beast to recognize their presence. The name 'Yanethos' did not cause a chain of mental echoes, unlike the previous 4 names, and it is still possible to speak the proper 5th Name. If someone says the proper 5th Name before the round is over, then proceed to the section entitled *The Right Name* below. If not, then the storm overwhelms the PCs and Cabal alike.

The turbulent onrushing wall looms over you, roiling and frothing with violent dimensional distortions, and then it is upon you, tearing and collapsing your body and soul. There is a dreadful mind in the maelstrom, vast and crushing, cold and brutal, and you know that with a moment's attention it could reduce you to a mindless gibbering husk. As your mind bends to the breaking point you hear four faint

voices calling "Return!" There is a faintly perceived concussion, a gentle slide into darkness, and then nothingness...

The Sleepers have plucked the PCs from the edges of the waking mind of the great beast, and hurled them randomly out into the world, before making their own escape. The mighty beast then bursts from its chamber, lashing out in irritation, much like a waking man might slap at a gnat that disturbed his slumber.

Consciousness returns as you lie bruised but whole on a rocky hilltop, utterly alone. Far away over the horizon a dazzling sphere of light is rising into the sky, so painfully bright that it makes the sunlight seem dim. It rises higher, slowly dwindling as it climbs. A faint rumbling sound rolls over the hills from its direction, accompanied by a gentle puff of warm wind. A minute later the light has risen so high into the skies that it has faded and gone, but dark plumes of smoke stain the skies in its wake.

At this point the PCs are in the same condition as they were before they entered the dream, having suffered no additional physical damage, and any mental ability damage they have sustained begins to heal rapidly (1 point per minute) now that the PCs are out of the dream.

NO NAME

If neither the false name "Yanethos" nor the proper 5th Name are spoken, the wall of consciousness continues to advance until it envelops the PCs and the Cabal on the 10th round after they entered the final dream stage.

This brings the same consequences as if the incorrect 5th Name had been spoken: the wall of cloud envelops the PCs, the PCs are rescued by the Sleepers, and the irritated beast brings fire to the land. See the read-aloud description of the result in the previous section *The Wrong Name*.

THE RIGHT NAME

When the proper 5th Name (Agnathemon) is spoken there is an immediate reaction, but of a more benign nature.

The turbulent onrushing wall clarifies in an instant, becoming a dazzling crystal array that sweeps towards you with incredible speed. For a fleeting eternal moment you find yourself at the focus of a mind of crushing power, and cold alien brutality. An instant later the light is upon you, and you are hurled violently outward, smashing against a rocky hillside,

and coming to rest amid the sparse grass that grows amid the stones.

The PCs have been assessed by the great ancient beast, dismissed as inconsequential, and expelled from its mind. The mighty creature then takes its leave, bursting from its resting-place, and passing into unknown places that are hopefully far from here.

As you lie breathless on the slope the far side of the valley tears open, and a titanic amorphous form of color and light surges into the skies, hurling tons of earth and stone into the air. The vast form extends in a writhing dazzling column, wide as a castle, and stretching from the hills to the heavens, dimming the sun with its radiance. The howling wind from its passing presses hotly against your face, until the light climbs, dwindles to a point, and then vanishes into the skies, leaving nothing behind but the steaming crater in the hills before you, and a slowly settling haze of grey dust blowing away on the spring breeze.

The crater is approximately 200 yards wide and half as deep, and the ejecta covers a half-mile radius around the epicenter. The crater itself is full of fine grey powdery dust, and there is nothing left of the cliff face, tunnel, or stairway that the PCs descended, and there is no sign of the Sleepers (who survived) or the Cabal (who did not). The PCs are in the same condition as they were before they entered the dream, having suffered no additional physical damage, and any mental ability damage they have sustained begins to heal rapidly (1 point per minute) now that the PCs are out of the dream.

AFTERMATH

When the PCs eventually make their way back to Lopolla they will be greeted by Shahaf and the Archons, who question them with great interest, regardless of the success or failure of the mission.

IF THE 5TH NAME WAS SPOKEN...

Shahaf is warmly congratulatory, although he and the Archons seem a little puzzled about what actually happened in the end. He is proud to make the following awards to the PCs, on behalf of the Archons and other benefactors:

Beygraf's Congratulations: In return for their valorous service, the Beygraf grants each PC a monetary reward of 900 gp (APL 6), 1300 gp (APL 8), 2300 gp (APL 10), or 3300 gp (APL 12), in newly minted gold coin, and has a small medallion struck in their honor. PCs openly

wearing this medallion gain a +1 circumstance modifier in dealings with the Threshers, Jurats, and nobility of Ket.

Archon Resources: The Archons will allow the PCs to purchase a wide variety of their magical items. These are marked with asterisks on the Item Access section of the AR.

Archon Spellcasting: The Archons have offered spellcasting services to the PCs, and will cast up to 560 gp worth of arcane spells (valued using standard *Players Handbook* costs) without charge. This favor may only be used in the cities of Lopolla, Molvar, Polvar, or Falwur. It takes one hour to make arrangements for spellcasting. Alternatively, the PCs may forgo their account entirely to learn one of the following spells at no cost: *acid breath*, *body of the sun*, *chain missile*, *electric jolt*, *electric loop*, *frost breath*, *ice dagger*, *launch item*, *malevolent miasma*, *rainbow beam*, *rainbow blast*, *ray of flame*, *ray of ice*, *slide*, *slide, greater*, *snowball swarm*, *sonic blast*

Graced by Istus: The adventurers have been the instruments of fate in deciding the actions of a greater being, and Istus, Lady of Fate, is pleased with their actions. As a result, the PC may add or subtract 1d6 from a single saving throw or skill check made by the PC or an ally (the target player's choice as to whether the d6 is added or subtracted). This is a free action that may be taken at any time, before the results of the die roll are known. The favor may only be used once.

IF THE 5TH NAME WAS NOT SPOKEN...

The great ancient beast unleashed fire on the land, and the PCs were scattered randomly into the Ketite wilderness.

The PCs recover approximately 35 miles from the epicenter of the disaster, separated and alone.

Those who return to Lopolla start to hear rumors about a fire in the skies over the Banner Hills, bare charred ground, burned remains of fallen trees that all point the same way, and villages that no one has heard from in days.

Those who return to the site of battle find increasing amounts of damage as they approach. At first (25 miles out) there are trees with missing limbs and superficial charring on one side, but before long (20 miles out) the trees and occasional shepherd's huts have been completely consumed by fire. Closer still (15 miles out), the burned trees have all been felled, lying side by side on the ground, pointing away from the site of the catastrophe. The few villages in the area have been leveled, and are now lifeless burned-out ruins. Even the

village of Akkaraf (which the PCs may have visited in **KET5-06 Lesser Children**) has been destroyed. All that remains is one corner of the largest stone structure, where observers can see a faint ghostly outline imprinted on the burned stone, like a child holding the hands of two adults.

There is little of interest further in, but if the PCs trudge through the last miles of sterile grey soil and fallen ashes they finally come to the site of battle, where the limbless trunks of burned trees still stand pointing at the skies, around the small crater that marks the center of it all.

When the PCs return to Lopolla, Shahaf is somber and depressed. The Archons have now had enough time to gauge the extent of the damage, and Shahaf can confirm the complete destruction of the village of Akkaraf, and several other small settlements, along with an estimated loss of life of nearly 1,000 people, and severe damage to over 700 square miles of territory. However, he also realizes that it could have been much worse if the beast had chosen to remain on Oerth, or the event had occurred in more populated regions.

Even though the PCs did not succeed, Shahaf realizes that they put themselves at great risk in the service of Ket, and he believes they are owed some recompense. He offers them 450 gp (APL 6), 650 gp (APL 8), 1150 gp (APL 10), or 1650 gp (APL 12), from the Archons' treasury, and access to a small number of magical items (those without asterisks on the AR).

The PCs do NOT get the following awards: Beygraf's Congratulations, Archon Resources, Archon Spellcasting, or Graced by Istus. Cross off all asterisked magic items on the AR.

SHHHH...

Whether the PCs succeeded or not, Shahaf asks them to keep quiet about the events. People delving into the depths for ancient secrets have already caused enough troubles, and he does not want to encourage the search more beings of such power.

In addition, now that the great ancient beast has wakened and departed, the 5th name seems to have lost its power, and it no longer causes the thunderclap and dazing the PCs experienced at the beginning of the adventure.

ANY PC WHO DIED IN THE DREAM...

Any PC who died in the dream gets the special AR item *Died in a Dream*. Ever since that death their sleep (or trance, if elven) has been afflicted by horrific dreams and dreadful hallucinations, which make restful sleep nearly impossible. The PC automatically begins the next five

adventures in a fatigued state, and cannot naturally gain restful sleep during the adventure due to the constant lurid visions. In order to rest the PC must stop the dreams, either by drinking themselves into a stupor, resorting to powerful narcotics, or using magical means to render themselves comatose. The fatigue from lack of rest may be removed by magical means.

IF THE PCS NEVER ENTERED THE DREAM...

If the PCs retreated rather than enter the dream, they would have probably been caught in the devastation when the beast awoke, and thus destroyed. In order to avoid this, the DM can either use the Sleepers to save the party, or cite “dimensional fluctuations” from the beast’s awakening as the reason they were flung out of the blast zone. In either case, the PCs end up on scattered hilltops, observing the blast as mentioned in the section *The Wrong Name* above.

CRITICAL EVENTS CHECKLIST

Please fill out the following checklist at the end of the adventure,

1. Was the proper 5th Name spoken?
 - ☐ a. Yes, the name “Agnathemon” was spoken, and the beast left peacefully.
 - ☐ b. No, the name was not spoken, and the beast brought fire to the land.

Please transmit the results to ket_poc@yahoogroups.com

CONTACT THE AUTHOR

You can contact the author, with questions or comments, at jaremkow@sympatico.ca.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1: The Fight at the Cliff

Defeated or drove away the rearguard.

APL 6	270 XP
APL 8	330 XP

APL 10	390 XP
APL 12	450 XP

Encounter 2: The Warrens of the Priest-kings.

Defeated the Tendril Swarms.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 3: The Dread City. Defeated the Cabal, or survived long enough to ensure that the proper 5th Name was spoken.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

4: Story Award

Prevented ruin to the land.

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter 1: The Fight at the Cliff

APL 6: Loot 202 gp; Magic 183 gp: 24 *moonsilver shards* (4 gp each), *necklace of missile spheres* (3 x 2d6 spheres, 25 gp each), *wand of burning hands* (2 charges, 4 gp each); Total 384 gp.

APL 8: Loot 202 gp; Magic 227 gp: 22 *moonsilver shards* (4 gp each), *necklace of missile spheres* (3 x 2d6 spheres, 25 gp each, 1 x 3d6 sphere, 38 gp), *wand of burning hands* (2 charges, 4 gp each), *wand of scorching ray* (1 charge, 15 gp); Total 429 gp.

APL 10: Loot 245 gp; Magic 536 gp: *elixir of fire breath* (92 gp), *javelin of lightning* (125 gp), 23 *moonsilver shards* (4 gp each), *necklace of missile spheres* (2 x 2d6 spheres, 25 gp each, 3 x 3d6 spheres, 38 gp each), *wand of burning hands* (2 charges, 6 gp each), *wand of fireball* (1 charge, 19 gp), *wand of scorching ray* (2 charges, 15 gp each); Total 781 gp.

APL 12: Loot 260 gp; Magic 2 *elixir of fire breath* (92 gp each), 2 *javelin of lightning* (125 gp each), 24 *moonsilver shards* (4 gp each), *necklace of missile spheres* (4 x 2d6 spheres, 25 gp each, 4 x 3d6 spheres, 38 gp each), 2 *wands of burning hands* (2 charges per wand, 6 gp each), *wand of fireball* (1 charge, 19 gp), *wand of scorching ray* (2 charges, 15 gp each); 857 gp; Total 1117 gp.

Aftermath:

APL 6: Coin 900 gp (only 450 gp if the great ancient beast ruins the land)

APL 8: Coin: 1300 gp (only 650 gp if the great ancient beast ruins the land)

APL 10: Coin: 2300 gp (only 1150 gp if the great ancient beast ruins the land)

APL 12: Coin: 3300 gp (only 1650 gp if the great ancient beast ruins the land)

Treasure Cap

APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Total Possible Treasure

APL 6:	1285 gp
APL 8:	1729 gp
APL 10:	3081 gp
APL 12:	4417 gp

APPENDIX 1: APL 6

ENCOUNTER 1: THE FIGHT AT THE CLIFF

ANLAF & BRAND

CR 3

Male human Wizard 3/ Expert 1
LE M humanoid

Init +0; **Senses** Listen +6, Spot +6

Languages Common, Baklunish, Dwarven, Draconic, Elven, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 15 (4 HD)

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

Speed 30 ft. in robes (6 squares)

Melee Dagger +1 (1d4, 19-20 x 2)

Ranged Dagger +1 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 3rd):

Spells vary for individual casters. See spell checklists for detailed charts.

Already cast on Anlaf: *anticipate teleportation* (110' diameter, from scroll)

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Iron Will, Lightning Reflexes

Skills Concentration +7, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Planes) +8, Listen +6, Speak Language +6, Spellcraft +9, Spot +6

CENRED & DENULF

CR 3

Male human Wizard 2/ Expert 3
LE M humanoid

Init +0; **Senses** Listen +7, Spot +7

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 20 (5 HD)

Fort +3, **Ref** +3, **Will** +6

Speed 30 ft. in robes (6 squares)

Melee Dagger +3 (1d4, 19-20 x 2)

Ranged Dagger +3 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 5th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +8, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Planes) +10, Listen +7, Speak Language +8, Spellcraft +10, Spot +7

* see Appendix 2: New Rules Items

ERCENBERT, FRIBOGAR, GODWINE, HENGEST, INGILD, JURGEN, & KUTHWIN

CR 1

Male human Wizard 1/ Expert 1
LE M humanoid

Init +0; **Senses** Listen +5, Spot +5

Languages Common, Baklunish, Dwarven, Draconic, Elven, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 9 (2 HD)

Fort +2, **Ref** +0, **Will** +4

Speed 30 ft. in robes (6 squares)

Melee Dagger +0 (1d4, 19-20 x 2)

Ranged Dagger +0 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 2nd):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Practiced Spellcaster*

Skills Concentration +5, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Planes) +7, Listen +5, Speak Language +7, Spellcraft +7, Spot +5

* see Appendix 2: New Rules Items

LEOFRIC, MILRED & NANFRID

CR 1

Male human Expert 3
LE M humanoid

Init +0; **Senses** Listen +6, Spot +6

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnomish, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 14 (3 HD)

Fort +3, **Ref** +3, **Will** +5

Speed 30 ft. in robes (6 squares)

Melee Dagger +2 (1d4, 19-20 x 2)

Ranged Dagger +2 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Iron Will, Lightning Reflexes
Skills Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Planes) +8, Knowledge (Religion) +8, Listen +6, Speak Language +8, Spellcraft +8, Spot +6

ENCOUNTER 2: THE WARRENS OF THE PRIEST-KINGS

1 X TENDRIL SWARM* CR 6

Neutral Tiny Plant (Extraplanar, Swarm)

*Monster Manual III**

Init +3; **Senses** blindsight 60', Listen +2, Spot +2

Aura poison cloud (15 foot radius)

AC 16, touch 15, flat-footed 13
(+/-2 size, +/-3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5;

Immune mind affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking.

Resist half damage from slashing and piercing

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

Weakness +50% damage from area effects

Speed Fly 60 ft (good)

Melee Swarm (2d6) + blood drain vs. immobile

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 2, Dex 17, Con 14, Int –, Wis 10, Cha 3

SQ plant traits, swarm traits, distraction, poison cloud

Feats Alertness, Ability Focus (poison), Lightning Reflexes

Skills Listen +2; Spot +2

Blood Drain (Ex): In addition to swarm damage a tendril swarm deals 1d3 points of Constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex): Any living creature vulnerable to a tendril swarm's damage that begins a turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spell casting within the area of a swarm requires a Concentration check (DC20+spell level). Using skills requiring patience and concentration requires a DC20 Concentration check.

Poison Cloud (Ex): A tendril swarm constantly exudes a cloud of microscopic living threads that act as an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC17 Fortitude save or be paralyzed for 1 round. Secondary damage is paralysis for 1 minute.

Regeneration (Ex): Fire and cold deal normal damage to a tendril swarm.

*These creatures are the Dread Blossom Swarm from *Monster Manual III* except for a new appearance, and "poison pollen" has been renamed "poison cloud".

ENCOUNTER 3: THE DREAD CITY

MERCENARY SWORDSMEN (3) CR 2

Male human Fighter 1 / Warrior 2

NE M humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield, +2 natural)

hp 27 (3 HD)

Fort +7, **Ref** +1, **Will** +0

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee Greatsword +9 (2d6+6, 19-20 x 2) or, Heavy Mace +7 (1d8+4) or, Spiked Gauntlet +7 (1d4+4)

Ranged Mighty Composite Longbow +5 (1d8+2)

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

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

Combat Gear: masterwork greatsword, mighty (+2Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows

Abilities Str 14 (18 w potion), Dex 12, Con 14, Int 10, Wis 10, Cha 10

SQ drank *potion of bull's strength*, 1 minute remaining

Feats Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword)

Skills Intimidate +4, Listen +3, Spot +3.

Possessions: combat gear plus full plate armor, heavy steel shield

MERCENARY ARCHER CR 2

Male human Fighter 1 / Warrior 2

NE M humanoid

Init +4; **Senses** Listen +3, Spot +3

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield, +2 natural)

hp 27 (3 HD)

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee Greatsword +5 (2d6+1, 19-20 x 2) or, Heavy Mace +4 (1d8+1) or, Spiked Gauntlet +4 (1d4+1) or,

Ranged Mighty Composite Longbow +9 (1d8+1)

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

Base Atk +3; **Grp** +4

Combat Gear: masterwork greatsword, mighty (+1Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows

Abilities Str 12, Dex 14 (18 w potion), Con 14, Int 10, Wis 10, Cha 10

SQ: drank *potion of cat's grace*, 1 minute remaining

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Intimidate +4, Listen +3, Spot +3.

Possessions: combat gear plus full plate armor, heavy steel shield

SENIOR BROTHERS (4)**CR 4**

Male human Wizard 4/ Expert 1

LE Med humanoid

Init +0; **Senses** Listen +9, Spot +9**Languages** Common, Draconic, Dwarf, Elf,
Undercommon

AC 12, touch 10, flat-footed 12

(+2 armor)

hp 23 (5 HD);**Fort** +2, **Ref** +1, **Will** +9

Speed 30 ft. in robes (6 squares),;**Dagger** +2 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Combat Gear:** dagger,**Wizard Spells Prepared** (CL 4th): DC14+spell level*(DC15+spell level for enchantment)*2nd— *glitterdust, Tasha's hideous laughter, touch of idiocy*1st— *charm person, magic missile, protection from evil, slide*0— *detect magic, guidance, ray of frost, resistance*

Abilities Str 10, Dex 10, Con 12, Int 19, Wis 12, Cha 9**Feats** Combat Casting, Iron Will, Scribe Scroll, Spell Focus (enchantment).**Skills** Concentration +9, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (Planes) =12, Knowledge (religion) +12, Listen +9, Speak Language +4, Spellcraft +14, Spot +9**Possessions:** combat gear plus *bracers of armor* +2

ENCOUNTER 1: THE FIGHT AT THE CLIFF

ANLAF & BRAND

CR 5

Male human Wizard 5/ Expert 1

LE M humanoid

Init +4; **Senses** Listen +6, Spot +6**Languages** Common, Baklunish, Dwarven, Draconic, Elven**AC** 10, touch 10, flat-footed 10**hp** 21 (6 HD)**Fort** +3, **Ref** +3, **Will** +6**Speed** 30 ft. in robes (6 squares)**Melee** Dagger +2 (1d4, 19-20 x 2)**Ranged** Dagger +2 (1d4, 19-20 x 2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Combat Gear:** dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 5th):

Spells vary for individual casters. See spell checklists for detailed charts.

Already cast on Anlaf: *anticipate teleportation* (110' diameter, from scroll)**Abilities** Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes**Skills** Concentration +9, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Planes) +10, Listen +6, Speak Language +4, Spellcraft +11, Spot +6

CENRED & DENULF

CR 5

Male human Wizard 4/ Expert 3

LE M humanoid

Init +0; **Senses** Listen +8, Spot +8**Languages** Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon**AC** 10, touch 10, flat-footed 10**hp** 26 (7 HD)**Fort** +4, **Ref** +4, **Will** +9**Speed** 30 ft. in robes (6 squares)**Melee** Dagger +4 (1d4, 19-20 x 2)**Ranged** Dagger +4 (1d4, 19-20 x 2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Combat Gear:** dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 7th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10**Feats** Great Fortitude, Iron Will, Lightning Reflexes, Practiced Spellcaster***Skills** Concentration +10, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Planes) +11, Listen +8, Speak Language +8, Spellcraft +11, Spot +8

* see Appendix 2: New Rules Items

ERCENBERT & FRIBOGAR

CR 3

Male human Wizard 3/ Expert 1

LE M humanoid

Init +0; **Senses** Listen +6, Spot +6**Languages** Common, Baklunish, Dwarven, Draconic, Elven, Orcish, Undercommon**AC** 10, touch 10, flat-footed 10**hp** 15 (4 HD)**Fort** +3, **Ref** +3, **Will** +7**Speed** 30 ft. in robes (6 squares)**Melee** Dagger +1 (1d4, 19-20 x 2)**Ranged** Dagger +1 (1d4, 19-20 x 2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Combat Gear:** dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 3rd):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10**Feats** Great Fortitude, Iron Will, Lightning Reflexes**Skills** Concentration +7, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Planes) +8, Listen +6, Speak Language +6, Spellcraft +9, Spot +6

GODWINE, HENGEST, INGILD, JURGEN, KUTHWIN, LEOFRIC, MILRED & NANFRID

CR 3

Male human Wizard 1/ Expert 5

LE M humanoid

Init +0; **Senses** Listen +9, Spot +9**Languages** Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon**AC** 10, touch 10, flat-footed 10**hp** 25 (6 HD)**Fort** +3, **Ref** +3, **Will** +8**Speed** 30 ft. in robes (6 squares)**Melee** Dagger +3 (1d4, 19-20 x 2)**Ranged** Dagger +3 (1d4, 19-20 x 2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Combat Gear:** dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 5th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Lightning Reflexes, Practiced Spellcaster

Skills Concentration +9, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Planes) +11, Listen +9, Speak Language +8, Spellcraft +11, Spot +9

ENCOUNTER 2: THE WARRENS OF THE PRIEST-KINGS

TENDRIL SWARMS* (3) CR 6

Neutral Tiny Plant (Extraplanar, Swarm)

Init +3; **Senses** blindsight 60', Listen +2, Spot +2

Aura poison cloud (15 foot radius)

AC 16, touch 15, flat-footed 13
(+/-2 size, +/-3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5;

Immune mind affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking.

Resist half damage from slashing and piercing

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

Weakness +50% damage from area effects

Speed Fly 60 ft (good)

Melee Swarm (2d6) + blood drain vs. immobile

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 2, Dex 17, Con 14, Int –, Wis 10, Cha 3

SQ plant traits, swarm traits, distraction, poison cloud

Feats Alertness, Ability Focus (poison), Lightning Reflexes

Skills Listen +2; Spot +2

Blood Drain (Ex): In addition to swarm damage a tendrill swarm deals 1d3 points of Constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex): Any living creature vulnerable to a tendrill swarm's damage that begins a turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spell casting within the area of a swarm requires a Concentration check (DC20+spell level). Using skills requiring patience and concentration requires a DC20 Concentration check.

Poison Cloud (Ex): A tendrill swarm constantly exudes a cloud of microscopic living threads that act as an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC17 Fortitude save or

be paralyzed for 1 round. Secondary damage is paralysis for 1 minute.

Regeneration (Ex): Fire and cold deal normal damage to a tendrill swarm.

ENCOUNTER 3: THE DREAD CITY

MERCENARY SWORDSMEN (3) CR 4

Male human Fighter 2 / Warrior 4

NE M humanoid

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 24, touch 11, flat-footed 23
(+1 Dex, +9 armor, +2 shield, +2 natural (potion))

hp 49 (6 HD)

Fort +9, **Ref** +2, **Will** +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee +1 *Greatsword* +12/+7 (2d6+7, 19-20 x 2) or, Heavy Mace +10/+5 (1d8+4) or,

Spiked Gauntlet +10/+5 (1d4+4) or,

Ranged Mighty Composite Longbow +8 (1d8+2)

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

Base Atk +6; **Grp** +10

Combat Gear: +1 *greatsword*, mighty (+2Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows

Abilities Str 15 (19 w potion), Dex 12, Con 14, Int 10, Wis 10, Cha 10

SQ drank potion of bull's strength, 1 minute remaining, drank *potion of barkskin*, 28 min remaining

Feats Combat Reflexes, Close-Quarters Fighting*, Hold the Line*, Improved Toughness*, Power Attack, Weapon Focus (greatsword)

Skills Intimidate +6, Listen +4, Spot +4.

Possessions: combat gear plus +1 full plate armor, heavy steel shield

* see Appendix 2: New Rules Items

MERCENARY ARCHERS (2) CR 2

Male human Fighter 1 / Warrior 2

NE M humanoid

Init +4; **Senses** Listen +3, Spot +3

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield, +2 natural)

hp 27 (3 HD)

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee mwk *Greatsword* +5 (2d6+1, 19-20 x 2) or, Heavy Mace +4 (1d8+1) or,

Spiked Gauntlet +4 (1d4+1)

Ranged mwk Mighty Composite Longbow +9 (1d8+1)

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

Base Atk +3; **Grp** +4

Combat Gear: masterwork *greatsword*, mighty (+1Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows

*These creatures are the Dread Blossom Swarm from *Monster Manual III* except for a new appearance, and "poison pollen" has been renamed "poison cloud".

Abilities Str 12, Dex 14 (18 w potion), Con 14, Int 10, Wis 10, Cha 10
SQ drank *potion of cat's grace*, 1 minute remaining
Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)
Skills Intimidate +4, Listen +3, Spot +3.
Possessions: **combat gear plus** full plate armor, heavy steel shield.

SENIOR BROTHERS (4)

CR 6

Male human Wizard 6/ Expert 1
LE Med humanoid

Init +4; **Senses** Listen +11, Spot +11

Languages Common, Draconic, Dwarf, Elf, Undercommon

AC 15, touch 11, flat-footed 15
(+4 armor, +1 deflection)

hp 38 (7 HD);

Fort +3, **Ref** +2, **Will** +10

Speed 30 ft. in robes (6 squares)

Dagger +3 (1d4)

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

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

Combat Gear: dagger

Wizard Spells Prepared (CL 6th): DC15+spell level
(DC 16+spell level for enchantment)

3rd — *dispel magic, haste, hold person*

2nd — *glitterdust, levitate, Tasha's hideous laughter, touch of idiocy*

1st — *charm person, magic missile, protection from evil, ray of enfeeblement, slide*

0th — *detect magic, guidance, ray of frost, resistance*

Abilities Str 10, Dex 10, Con 12, Int 21, Wis 12, Cha 9

Feats Combat Casting, Improved Initiative, Improved Toughness*, Iron Will, Scribe Scroll, Spell Focus (enchantment).

Skills Concentration +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (Planes) +14, Knowledge (religion) +14, Listen +11, Speak Language +4, Spellcraft +17 Spot +11

Possessions: combat gear plus *bracers of armor +4, headband of intellect +2, ring of protection +1*

* see Appendix 2: New Rules Items

ENCOUNTER 1: THE FIGHT AT THE CLIFF

ANLAF & BRAND

CR 7

Male human Wizard 6/ Expert 3
LE M humanoid

Init +4; **Senses** Listen +10, Spot +10

Languages Common, Baklunish, Dwarven, Draconic, Elven, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 32 (9 HD)

Fort +5, **Ref** +5, **Will** +10

Speed 30 ft. in robes (6 squares)

Melee Dagger +5 (1d4, 19-20 x 2)

Ranged Dagger +5 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 9th):

Spells vary for individual casters. See spell checklists for detailed charts.

Already cast on Anlaf: *anticipate teleportation* (110' diameter, from scroll)

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 10, Cha 10

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +12, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Planes) +12, Listen +10, Speak Language +6, Spellcraft +12, Spot +10

* see Appendix 2: New Rules Items

CENRED & DENULF

CR 7

Male human Wizard 5/ Expert 5
LE M humanoid

Init +4; **Senses** Listen +10, Spot +10

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 37 (10 HD)

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

Speed 30 ft. in robes (6 squares)

Melee Dagger +5 (1d4, 19-20 x 2)

Ranged Dagger +5 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 9th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 10, Cha 10

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +13, Knowledge (Arcana) +14, Knowledge (History) +14, Knowledge (Planes) +14, Listen +10, Speak Language +8, Spellcraft +15, Spot +10

* see Appendix 2: New Rules Items

ERCENBERT, FRIBOGAR, GODWINE, HENGEST, INGILD, JURGEN & KUTHWIN

CR 5

Male human Wizard 3/ Expert 5
LE M humanoid

Init +0; **Senses** Listen +9, Spot +10

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 31 (8 HD)

Fort +4, **Ref** +4, **Will** +9

Speed 30 ft. in robes (6 squares)

Melee Dagger +4 (1d4, 19-20 x 2)

Ranged Dagger +4 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 7th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +11, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Planes) +13, Listen +9, Speak Language +8, Spellcraft +13, Spot +10

* see Appendix 2: New Rules Items

LEOFRIC, MILRED, NANFRID, OSWYN, PLEGMUND & QUANLAF

CR 3

Male human Wizard 2/ Expert 3
LE M humanoid

Init +0; **Senses** Listen +7, Spot +7

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 20 (5 HD)

Fort +3, **Ref** +3, **Will** +6

Speed 30 ft. in robes (6 squares)

Melee Dagger +3 (1d4, 19-20 x 2)

Ranged Dagger +3 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 5th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +8, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Planes) +10, Listen +7, Speak Language +8, Spellcraft +10, Spot +7

* see Appendix 2: New Rules Items

ENCOUNTER 2: THE WARRENS OF THE PRIEST-KINGS.

TENDRIL SWARMS* (6) CR 6

Neutral Tiny Plant (Extraplanar, Swarm)

Init +3; **Senses** blindsight 60', Listen +2, Spot +2

Aura poison cloud (15 foot radius)

AC 16, touch 15, flat-footed 13
(+/-2 size, +/-3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5;

Immune mind affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking.

Resist half damage from slashing and piercing

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

Weakness +50% damage from area effects

Speed Fly 60 ft (good)

Melee Swarm (2d6) + blood drain vs. immobile

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 2, Dex 17, Con 14, Int -, Wis 10, Cha 3

SQ plant traits, swarm traits, distraction, poison cloud

Feats Alertness, Ability Focus (poison), Lightning Reflexes

Skills Listen +2; Spot +2

Blood Drain (Ex): In addition to swarm damage a tendril swarm deals 1d3 points of Constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex): Any living creature vulnerable to a tendril swarm's damage that begins a turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spell casting within the area of a swarm requires a Concentration check (DC20+spell level). Using skills requiring patience and concentration requires a DC20 Concentration check.

*These creatures are the Dread Blossom Swarm from *Monster Manual III* except for a new appearance, and "poison pollen" has been renamed "poison cloud".

Poison Cloud (Ex): A tendril swarm constantly exudes a cloud of microscopic living threads that act as an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC17 Fortitude save or be paralyzed for 1 round. Secondary damage is paralysis for 1 minute.

Regeneration (Ex): Fire and cold deal normal damage to a tendril swarm.

ENCOUNTER 3: THE DREAD CITY

MERCENARY SWORDSMEN (3) CR 6

Male human Fighter 4 / Warrior 4

NE M humanoid

Init +1; **Senses** Listen +5, Spot +5

Languages Common

AC 24, touch 11, flat-footed 23

(+1 Dex, +9 armor, +2 shield, +2 natural (potion))

hp 65 (8 HD)

Fort +11, **Ref** +4, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee +1 *greatsword* +15/+10 (2d6+10, 19-20 x 2) or, Heavy Mace +13/+8 (1d8+5) or, Spiked Gauntlet +13/+8 (1d4+5)

Ranged Mighty Composite Longbow +10 (1d8+3)

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

Base Atk +8; **Grp** +13

Combat Gear: +1 *greatsword*, mighty (+3Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows.

Abilities Str 16 (20 w potion), Dex 12, Con 14, Int 10, Wis 10, Cha 10

SQ drank *potion of bull's strength*, 1 minute remaining, drank *potion of barkskin*, 28 min remaining

Feats: Close-Quarters Fighting*, Combat Reflexes, Hold the Line*, Improved Toughness*, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills: Intimidate +6, Listen +5, Spot +5.

Possessions: **combat gear plus** +1 full plate armor, heavy steel shield.

* see Appendix 2: New Rules Items

MERCENARY ARCHERS (2) CR 4

Male human Fighter 2 / Warrior 4

NE M humanoid

Init +4; **Senses** Listen +4, Spot +4

Languages Common

AC 24, touch 13, flat-footed 23

(+1 Dex, +9 armor, +2 shield, +2 natural)

hp 49 (6 HD)

Fort +9, **Ref** +5, **Will** +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee mwk *greatsword* +8/+3 (2d6+1, 19-20 x 2) or, Heavy Mace +7/+2 (1d8+1) or, Spiked Gauntlet +7/+2 (1d4+1) or,

Ranged +1 *Mighty Composite Longbow* +12/+7
(1d8+2)

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

Base Atk +6; **Grp** +7

Combat Gear: drank *potion of cat's grace*, 1 minute remaining, drank *potion of barkskin*, 28 minutes remaining

Abilities Str 12, Dex 15 (19 w potion), Con 14, Int 10, Wis 10, Cha 10

Feats Improved Toughness*, Point Blank Shot, Precise Shot, Rapid Shot, Sharp-shooting, Weapon Focus (composite longbow)

Skills Intimidate +6, Listen +4, Spot +4.

Possessions: +1 *full plate armor*, heavy steel shield, masterwork greatsword, +1 mighty (+1 Str) composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows.

* see Appendix 2: New Rules Items

SENIOR BROTHERS (4)

CR 8

Male human Wizard 6/ Expert 1

LE Med humanoid

Init +4; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Dwarf, Elf, Undercommon

AC 15, touch 11, flat-footed 15
(+4 armor, +1 deflection)

hp 48 (9 HD);

Fort +3, **Ref** +2, **Will** +11

Speed 30 ft. in robes (6 squares),;

Dagger +5 (1d4+1)

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

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

Wizard Spells Prepared (CL 8th): DC16+spell level
(DC 17+spell level for enchantment)

4th — *confusion, dimension door, enervation*

3rd — *dispel magic, haste, hold person*

2nd — *glitterdust, invisibility, levitate, Tasha's hideous laughter, touch of idiocy*

1st — *charm person, 2 x magic missile, protection from evil, ray of enfeeblement, slide*

0th — *detect magic, guidance, ray of frost, resistance*

Abilities Str 10, Dex 10, Con 12, Int 22, Wis 12, Cha 9

Feats Combat Casting, Improved Initiative, Improved Toughness, Iron Will, Scribe Scroll, Spell Focus (enchantment).

Skills Concentration +13, Knowledge (arcana) +17, Knowledge (history) +16, Knowledge (Planes) +17, Knowledge (religion) +16, Listen +13, Speak Language +4, Spellcraft +20 Spot +13

Possessions: combat gear plus +1 *dagger*, *bracers of armor* +4, *headband of intellect* +2, *ring of protection* +1

ENCOUNTER 1: THE FIGHT AT THE CLIFF

ANLAF & BRAND

CR 9

Male human Wizard 6/ Expert 7
LE M humanoid

Init +4; **Senses** Listen +13, Spot +13

Languages Common, Baklunish, Dwarven, Draconic, Elven, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 48 (13 HD)

Fort +6, **Ref** +6, **Will** +12

Speed 30 ft. in robes (6 squares)

Melee Dagger +8/+3 (1d4, 19-20 x 2)

Ranged Dagger +8/+3 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 10th):

Spells vary for individual casters. See spell checklists for detailed charts.

Already cast on Anlaf: *anticipate teleportation* (110' diameter, from scroll)

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 10, Cha 10

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +16, Knowledge (Arcana) +15, Knowledge (History) +15, Knowledge (Planes) +15, Knowledge (Religion) +15, Listen +13, Speak Language +7, Spellcraft +15, Spot +13

* see Appendix 2: New Rules Items

CENRED, DENULF, ERCENBERT & FRIBOGAR CR 9

Male human Wizard 5/ Expert 9
LE M humanoid

Init +4; **Senses** Listen +15, Spot +15

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 53 (14 HD)

Fort +6, **Ref** +6, **Will** +12

Speed 30 ft. in robes (6 squares)

Melee Dagger +8/+3 (1d4, 19-20 x 2)

Ranged Dagger +8/+3 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 9th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 10, Cha 10

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +17, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Planes) +16, Knowledge (Religion) +16, Listen +15, Speak Language +8, Spellcraft +17, Spot +15

* see Appendix 2: New Rules Items

GODWINE, HENGEST, INGILD, JURGEN, KUTHWIN, LEOFRIC, MILRED, NANFRID, OSWYN, PLEGMUND, QUANLAF, & RICBERT CR 5

Male human Wizard 3/ Expert 5
LE M humanoid

Init +0; **Senses** Listen +9, Spot +10

Languages Common, Baklunish, Dwarven, Draconic, Elven, Gnome, Halfling, Orcish, Undercommon

AC 10, touch 10, flat-footed 10

hp 31 (8 HD)

Fort +4, **Ref** +4, **Will** +9

Speed 30 ft. in robes (6 squares)

Melee Dagger +4 (1d4, 19-20 x 2)

Ranged Dagger +4 (1d4, 19-20 x 2)

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

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

Combat Gear: dagger.

See equipment checklist for magic items and expendables, which vary between individual NPCs.

Wizard Spells Prepared (CL 7th):

Spells vary for individual casters. See spell checklists for detailed charts.

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10

Feats Great Fortitude, Iron Will, Lightning Reflexes, Practiced Spellcaster*

Skills Concentration +11, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Planes) +13, Listen +9, Speak Language +8, Spellcraft +13, Spot +10

* see Appendix 2: New Rules Items

ENCOUNTER 2: THE WARRENS OF THE PRIEST-KINGS

TENDRIL SWARMS* (10)

CR 6

Neutral Tiny Plant (Extraplanar, Swarm)

Init +3; **Senses** blindsight 60', Listen +2, Spot +2

Aura poison cloud (15 foot radius)

AC 16, touch 15, flat-footed 13

(+/-2 size, +/-3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5;

*These creatures are the Dread Blossom Swarm from *Monster Manual III* except for a new appearance, and "poison pollen" has been renamed "poison cloud".

Immune mind affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking.

Resist half damage from slashing and piercing

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

Weakness +50% damage from area effects

Speed Fly 60 ft (good)

Melee Swarm (2d6) + blood drain vs. immobile

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 2, Dex 17, Con 14, Int –, Wis 10, Cha 3

SQ plant traits, swarm traits, distraction, poison cloud

Feats Alertness, Ability Focus (poison), Lightning Reflexes

Skills Listen +2; Spot +2

Blood Drain (Ex): In addition to swarm damage a tendril swarm deals 1d3 points of Constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex): Any living creature vulnerable to a tendril swarm's damage that begins a turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spell casting within the area of a swarm requires a Concentration check (DC20+spell level). Using skills requiring patience and concentration requires a DC20 Concentration check.

Poison Cloud (Ex): A tendril swarm constantly exudes a cloud of microscopic living threads that act as an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC17 Fortitude save or be paralyzed for 1 round. Secondary damage is paralysis for 1 minute.

Regeneration (Ex): Fire and cold deal normal damage to a tendril swarm.

ENCOUNTER 3: THE DREAD CITY

MERCENARY SWORDSMEN (3) CR 8

Male human Fighter 6 / Warrior 4

NE M humanoid

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 24, touch 11, flat-footed 23

(+1 Dex, +9 armor, +2 shield, +2 natural (potion))

hp 81 (10 HD)

Fort +12, **Ref** +5, **Will** +4

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee +2 *Greatsword* +18/+13 (2d6+11, 17-20 x 2) or,

Heavy Mace +15/+10 (1d8+5) or,

Spiked Gauntlet +15/+10 (1d4+5)

Ranged Mighty Composite Longbow +12 (1d8+3)

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

Base Atk +10; **Grp** +15

Combat Gear: drank *potion of bull's strength*, 1 minute remaining, drank *potion of barkskin*, 28 min remaining

Abilities Str 16 (20 w potion), Dex 12, Con 14, Int 10, Wis 10, Cha 10

Feats: Close-Quarters Fighting*, Combat Reflexes, Hold the Line*, Improved Critical (greatsword), Improved Toughness*, Power Attack, Power Critical, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +6, Listen +6, Spot +6.

Possessions: **combat gear plus** +1 *full plate armor*, heavy steel shield, +2 *greatsword*, mighty (+3Str) masterwork composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows

* see Appendix 2: New Rules Items

MERCENARY ARCHERS (2) CR 6

Male human Fighter 4 / Warrior 4

NE M humanoid

Init +4; **Senses** Listen +5, Spot +5

Languages Common

AC 24, touch 13, flat-footed 23

(+1 Dex, +9 armor, +2 shield, +2 natural)

hp 65 (8 HD)

Fort +11, **Ref** +8, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft;

Melee mwk Greatsword +10/+5 (2d6+1, 19-20 x 2) or, Heavy Mace +9/+4 (1d8+1) or, Spiked Gauntlet +9/+4 (1d4+1)

Ranged +1 *Mighty Composite Longbow* +15/+10 (1d8+4)

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

Base Atk +8; **Grp** +9

Combat Gear: drank *potion of cat's grace*, 1 minute remaining, drank *potion of barkskin*, 28 minutes remaining

Abilities Str 12, Dex 16 (20 w potion), Con 14, Int 10, Wis 10, Cha 10

Feats Improved Toughness*, Point Blank Shot, Precise Shot, Rapid Shot, Sharp-shooting*, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Intimidate +6, Listen +5, Spot +5.

Possessions: **combat gear plus** +1 *full plate armor*, heavy steel shield, masterwork greatsword, +1 mighty (+1Str) composite longbow, heavy mace, spiked gauntlet, 2 daggers, 20 arrows.

* see Appendix 2: New Rules Items

SENIOR BROTHERS (4) CR 10

Male human Wizard 8/ Expert 1

LE Med humanoid

Init +4; **Senses** Listen +15, Spot +15

Languages Common, Draconic, Dwarf, Elf, Undercommon

AC 18, touch 12, flat-footed 18

(+4 armor, +2 deflection)

hp 58 (11 HD);

Fort +6, Ref +3, Will +12

Speed 30 ft. in robes (6 squares)

Dagger +6 (1d4+1)

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

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

Wizard Spells Prepared (CL 10th): DC16+spell level
(DC 17+spell level for enchantment)

5th — *cone of cold, dominate, feeblemind*

4th — *confusion, dimension door, enervation, wingbind**

3rd — *dispel magic, fly, haste, hold person*

2nd — *glitterdust, greater slide, invisibility, levitate, Tasha's hideous laughter, touch of idiocy*

1st — *charm person, 2 x magic missile, protection from evil, ray of enfeeblement, slide*

0th — *detect magic, guidance, ray of frost, resistance*

Abilities Str 10, Dex 10, Con 12, Int 22, Wis 12, Cha 9

Feats Combat Casting, Great Fortitude, Improved Initiative, Improved Toughness*, Iron Will, Scribe Scroll, Spell Focus (enchantment).

Skills Concentration +15, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (Planes) +18, Knowledge (religion) +18, Listen +15, Speak Language +4, Spellcraft +22 Spot +15

Possessions: combat gear plus *bracers of armor* +4, *headband of intellect* +2, *ring of protection* +2, +1 dagger

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Close-quarters Fighting

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

Source: *Complete Warrior* 97

Defensive Archery

You can avoid attacks of opportunity when making ranged attacks while threatened.

Prerequisite: Point Blank Shot.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Special: A fighter may select Defensive Archery as one of his fighter bonus feats.

Source: *Races of the Wild* 150

Hold the Line

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you

threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Source: *Complete Warrior* 100

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Source: *Complete Warrior* 101

Power Critical

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Source: *Complete Warrior* 103

Sharp Shooting

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Source: *Complete Warrior* 105

MAGIC ITEMS

Moonsilver Shard

This silvery dart turns into a small bolt of magical force when thrown and unerringly strikes its target for 1d4+1 points of damage. Once thrown, a *moonsilver shard* behaves in all manners like a dart from the *magic missile* spell, except that it has an effective range of 150

feet. Attempting to throw a *moonsilver shard* at a target beyond this range causes the dart to transform and then dissipate harmlessly. A *moonsilver shard* vanishes after one use. *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 50 gp; *Cost to Create*: 25 gp + 2 XP.

Source: *Arms and Equipment Guide* 114

MUNDANE EQUIPMENT

Flash Pellet

This tiny brittle object is often disguised as a button or other decoration. You can throw a flash pellet as a ranged attack with a range increment of 5 feet. When thrown against a hard surface it bursts with a bright flash of light. All creatures within a 5-foot radius burst must succeed on a DC15 Fortitude save or be blinded for 1 round and dazzled for 1 round after that.

Source: *Complete Adventurer* 118

SPELLS

Acid Breath

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe forth a cone of acidic droplets. The cone deals 1d6 points of acid damage per caster level (maximum 10d6).

Material Component: A handful of fire ants (alive or dead).

Source: *Spell Compendium* 7

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any

creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium* 13

Body of the Sun

Transmutation [Fire]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft.

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Fire extends 5 feet in all directions from your body, illuminating the area and dealing 1d4 points of fire damage per two caster levels (maximum 5d4). Adjacent creatures take fire damage each round on your turn.

Source: *Spell Compendium* 35

Chain Missile

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage, as if struck by a single magic missile. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against magic missile (such as the shield spell or a brooch of shielding) also protect against this spell. If the primary target has that sort of protection, the spell has no effect against it but still springs to all secondary targets. (A brooch of shielding loses a number of charges equal to the number of missiles hitting the creature—up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets. The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike. This spell cannot target or damage inanimate objects.

Source: *Spell Compendium* 44

Earthbind

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Source: *Spell Compendium* 76

Electric Jolt

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Source: *Spell Compendium* 78

Electric Loop

Evocation [Electricity]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature/3 levels, each of which is adjacent to another target

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You create one small stroke of lightning that targets one creature per three caster levels you possess (maximum four creatures). Each target must be in a square adjacent to another target. The spell deals 1d6

points of electricity damage per two caster levels (maximum 5d6) to each target. A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round.

Material Component: A loop of copper wire and a magnet.

Source: *Spell Compendium* 78

Frost Breath

Evocation [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe a cone of intense cold at your foes. The spell deals 1d4 points of cold damage per two caster levels (maximum 5d4). In addition, all creatures damaged by the frost breath that fail their Reflex save are dazed for 1 round by the sudden shock of cold.

Material Component: Three drops of water or fragments of ice (which are held in a cupped palm and blown toward the target).

Source: *Spell Compendium* 100

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108

Ice Dagger

Evocation [Cold]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and splash damage of 1 point of cold damage to adjacent creatures.

Material Component: A few drops of water made from melted ice.

Source: *Spell Compendium* 119

Launch Item

Transmutation

Level: Sorcerer/wizard 0

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One Fine item in your possession, weighing up to 10 lb.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a Fine item in your possession to fly at great speed to a target or location you specify, out to medium range (100 ft. + 10 ft./level).

This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them. You can use this spell to make an attack with a splash weapon. If you choose to do so, you must make an attack roll as normal, but you suffer no penalties for range.

Source: *Spell Compendium* 130

Malevolent Miasma

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Area: 15-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

The spell produces a toxic fog that deals 1d4 points of nonlethal damage per level (maximum 5d4). Creatures in the area that hold their breath are still subject to the effect. Creatures that are immune to poison are not affected by this spell.

Focus: Three polished gray stones.

Source: *Spell Compendium* 137

Orb of Acid, Lesser

Orb of Cold, Lesser

Orb of Electricity, Lesser

Orb of Fire, Lesser

Conjuration (Creation) [Acid or Cold or Electricity or Fire]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid or cold or electricity or fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid (or cold or electricity or fire) about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 150-151

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sonic energy about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Spell Compendium* 151

Rainbow Beam

Evocation [Light]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. If you hit, the subject is dazzled for 1 minute. The spell also deals 1d12 points of damage per three caster levels (maximum 5d12). A rainbow beam deals a random type of damage as determined by the following table. If two types of energy are indicated, rainbow beam deals half its damage from each type of energy indicated. Creatures apply energy resistance separately to each type of damage.

1d8 Color Damage Type

1 red fire

2 orange acid

3 yellow electricity

4 green poison

5 blue cold

6 indigo sonic

7 violet force

8 multihued roll twice (ignore further results of 8)

Focus: A small clear gem or crystal prism worth at least 10 gp.

Source: *Spell Compendium* 165

Rainbow Blast

Evocation [Light]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is a wide-spectrum blast of radiant energy composed of all five energy types. Rainbow blast deals 1d6 points of damage from each of the five energy types (acid, cold, electricity, fire, and sonic), for a total of 5d6 points of damage. Creatures apply resistance to energy separately for each type of damage.

As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th level it deals 5d12 points of damage—one die for each of the five energy types.

Focus: A small clear gem or crystal prism worth at least 50 gp.

Source: *Spell Compendium* 165

Ray of Flame

Evocation [Flame]

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels (maximum 5d6). The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out (requiring a DC 15 Reflex save; see *Catching on Fire*, DMG 303).

Focus: A small, polished glass lens.

Source: *Spell Compendium* 167

Ray of Ice

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC, and incurs a –2 penalty on attack rolls.

A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice.

Material Component: Ice or a vial of melted mountain snow.

Source: *Spell Compendium* 167

Slide

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Source: *Spell Compendium* 191

Slide, Greater

Transmutation

Level: Sorcerer/wizard 2

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

This spell functions like *slide*, except as described above, and you can slide the subject creature 20 feet in a straight line. This movement likewise does not provoke attacks of opportunity.

Source: *Spell Compendium* 192

Snowball Swarm

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Source: *Spell Compendium* 194

Sonic Blast

Evocation [Sonic]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You blast the target with loud and high-pitched sounds. The subject takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds. This spell has no effect if cast into the area of a silence spell.

Source: *Spell Compendium* 195

Wingbind

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

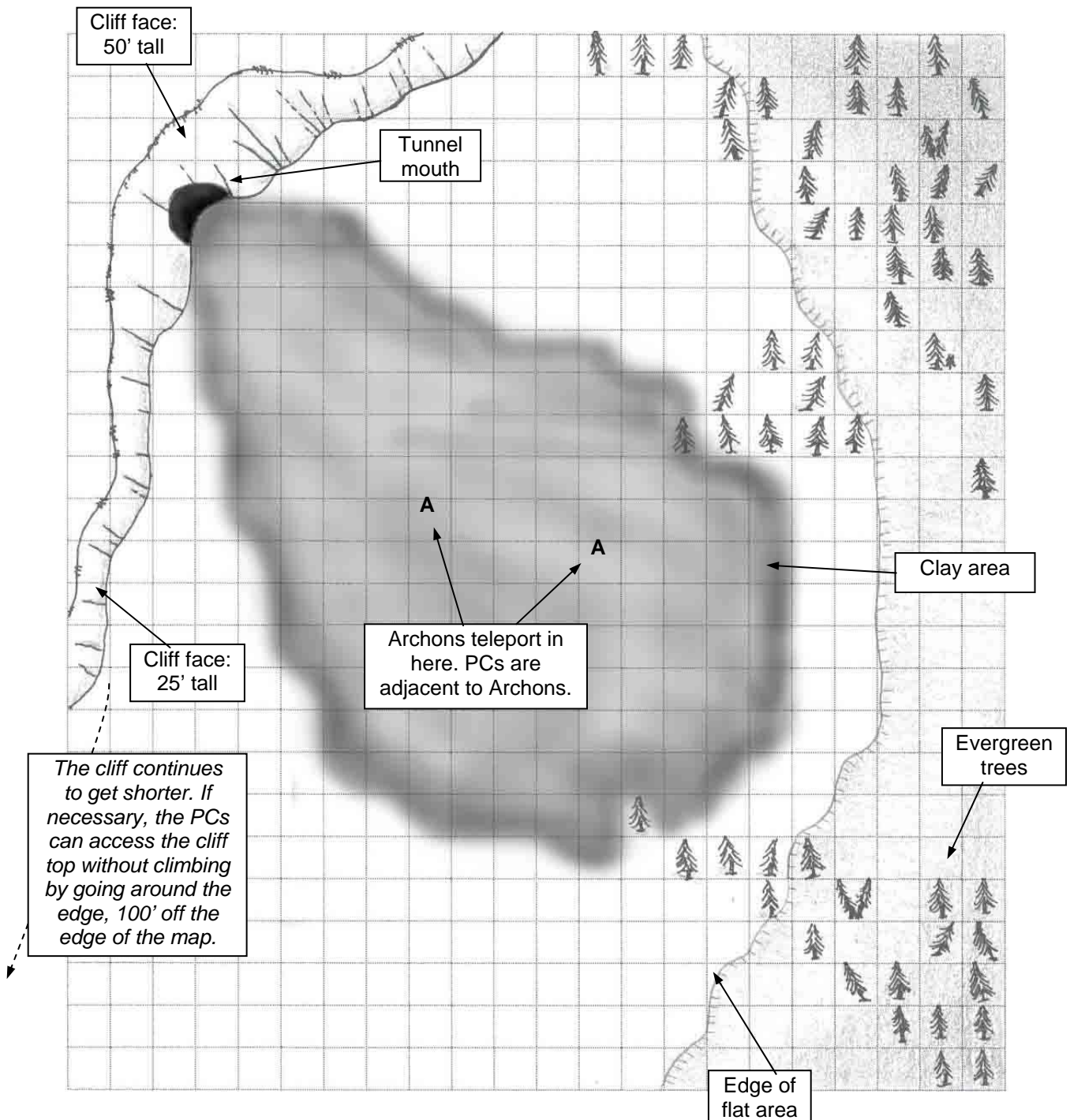
Spell Resistance: Yes

A web of force surrounds the target, entangling it like a net. This spell functions like *earthbind* (page 76), except that an ensnared creature immediately falls to the ground, taking falling damage.

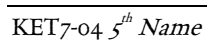
An entangled creature can escape with a successful Escape Artist check against a DC equal to the save DC of the spell. Like a *wall of force* (PH 298), this web of force is impervious to most attacks: It is immune to damage of all kinds, cannot be burst with a Strength check, and is unaffected by most spells, including *dispel magic*. Also like a *wall of force*, the web is immediately destroyed by *disintegrate*, a *rod of cancellation*, a *sphere of annihilation*, or *Mordenkainen's disjunction*.

Source: *Spell Compendium* 240

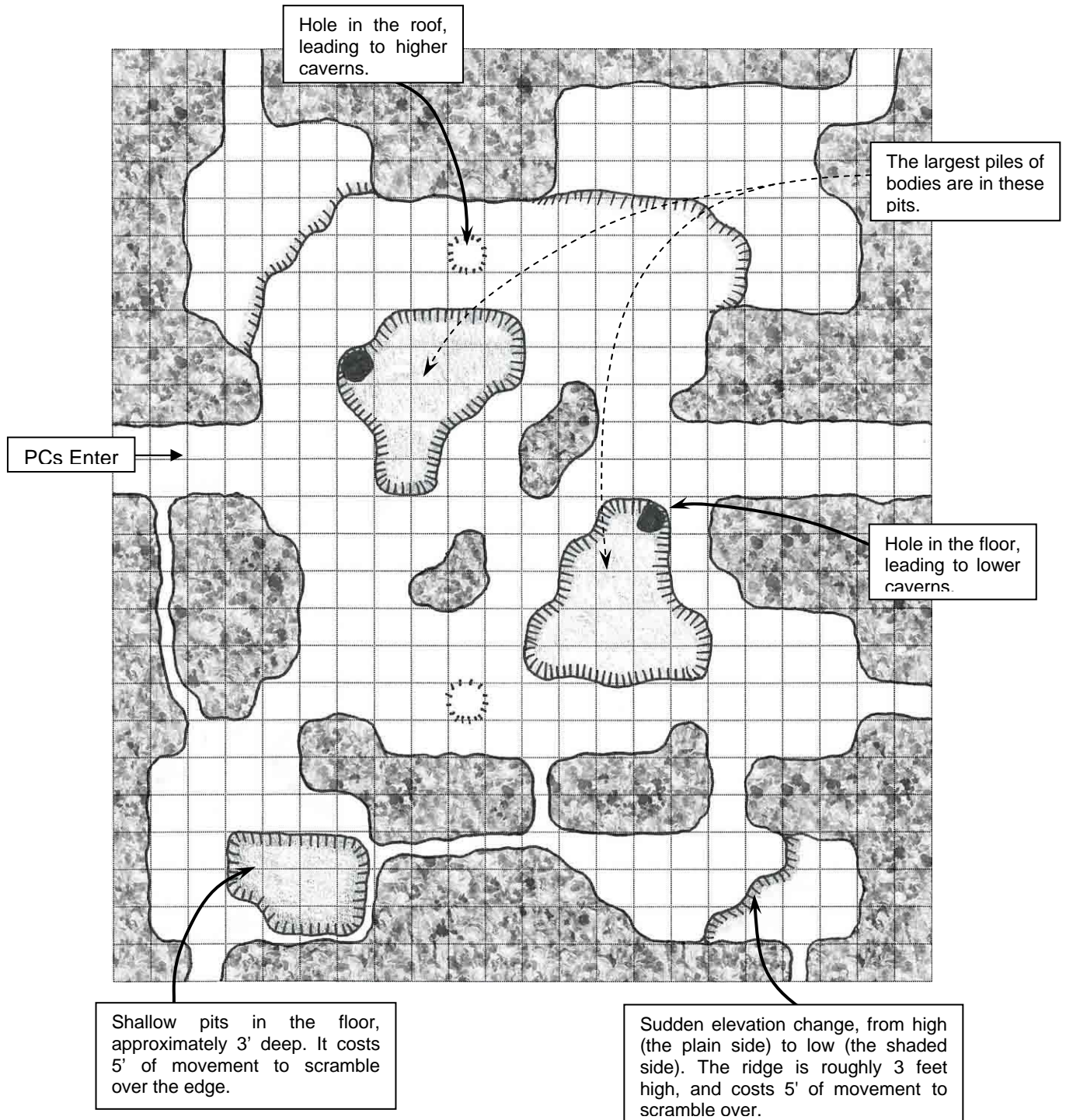
Map #1: The Fight at the Cliff



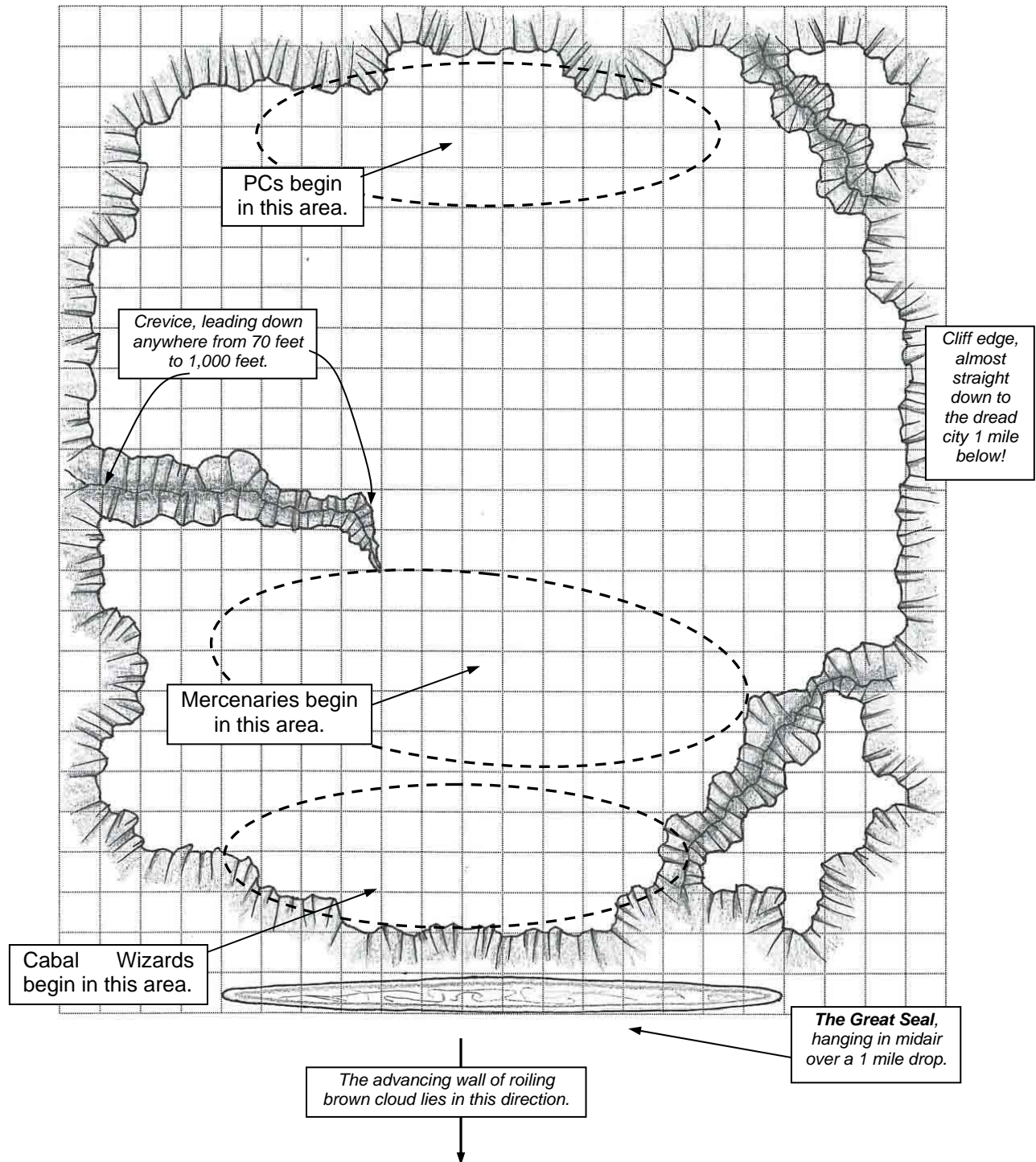
(Not even remotely to scale!)



Map #3: The Warrens of the Priest-Kings



Map #4: The Pinnacle



DM AID: SPELL AND EQUIPMENT CHECKLISTS – APL 6

	APL 6: Spells in Memory (all DC 12+ spell level) and Equipment
Anlaf CL 3 15 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - ice dagger(3d4, 30'), lesser orb of fire(2d8, 30'), magic missile(2, 130') 2nd – malevolent miasma(3d4 NL, 30'), Melf's acid arrow(2d4, +1 rd, 440') Magic Items - moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Brand CL 3 15 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone(3d4, 130'), lesser orb of cold(2d8, 30'), magic missile(2, 130') 2nd – glitterdust(130'), scorching ray(4d6, 30') Magic Items - moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Cenred CL 5 20 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - burning hands(5d4, 15'), hail of stone(5d4, 150'), magic missile(3, 150') Magic Items - moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Denulf CL 5 20 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone(5d4, 150'), ice dagger(5d4, 35'), magic missile(3, 150') Magic Items - moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ercenbert CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - magic missile(120'), ray of flame(1d6, 30') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Fribogar CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - ice dagger(2d4, 30'), magic missile(120') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Godwine CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - burning hands(2d4, 15'), magic missile(120') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Hengest CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - hail of stone(2d4, 120'), magic missile(120') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ingild CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - ice dagger(2d4, 30'), magic missile(120') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Jurgen CL 2 9 hp	oth - acid splash, launch item, ray of frost 1st - 2 x magic missile(120') Magic Items - 2 x moonsilver shard(110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

APL 6: Spells in Memory (all DC 12+ spell level) and Equipment	
Kuthwin CL 2 9 hp	oth - <i>acid splash, launch item, ray of frost</i> ist - 2 x <i>magic missile</i> (120') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>wand of burning hands</i> (3d4, DC11, 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Leofric 14 hp	Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (1 x 2d6 sphere, DC14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Milred 14 hp	Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (1 x 2d6 sphere, DC14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Nanfrid 14 hp	Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (1 x 2d6 sphere, DC14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

Acid: 1d6 acid damage, 1 hp splash in 5', range increment 10, touch'.
Alchemist's Fire: 1d6 fire damage 1st and 2nd round, 1 hp splash in 5', range increment 10', touch.
Victim may take full round action to attempt to extinguish fire (Ref DC15).
Flash Pellet: 5' radius, Fort DC15 or blinded 1 round, dazzled 1 round, range increment 5', touch.
Smokestick: 10' cube of opaque smoke, disperses in 3 rounds.
Tanglefoot Bag: Range increment 10', touch attack, target entangled (-2 attack, -4 Dex, 1/2 speed),
DC 15 Reflex or stuck to floor. DC17 Str to break free if stuck. 15 hp slashing
damage cuts victim free. Effect ends after 2d4 rounds.
Tindertwig: Lights fires (or smokesticks) as a standard action.

DM AID: SPELL AND EQUIPMENT CHECKLISTS – APL 8

APL 8: Spells in Memory (all DC 12+ spell level) and Equipment	
Anlaf CL 5 21 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>lesser orb of fire</i> (3d8, 35'), <i>magic missile</i> (3, 150') 2nd - <i>frost breath</i> (2d4, 30'), <i>glitterdust</i> (150'), <i>scorching ray</i> (4d6, 35') 3rd - <i>dispel magic</i> (150') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Brand CL 5 21 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>ice dagger</i> (5d4, 35'), <i>lesser orb of cold</i> (3d8, 35'), <i>magic missile</i> (3, 150') 2nd - <i>malevolent miasma</i> (5d4 NL, 35'), <i>Melf's acid arrow</i> (2d4, +1 rds, 640'), <i>snowball swarm</i> (3d6, 150') 3rd - <i>dispel magic</i> (150') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Cenred CL 7 26 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>lesser orb of electricity</i> (4d8, 40'), 2 x <i>magic missile</i> (4, 170') 2nd - <i>glitterdust</i> (170'), <i>scorching ray</i> (2 x 4d6, 40'), <i>snowball swarm</i> (4d6, 170') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Denulf CL 7 26 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>lesser orb of acid</i> (4d8, 40'), <i>magic missile</i> (4, 170') 2nd - <i>electric loop</i> (2 x 3d6, 40'), <i>Melf's acid arrow</i> (2d4, +2 rds, 680'), <i>rainbow beam</i> (2d12, 40') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Ercenbert CL 3 15 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>hail of stone</i> (3d4, 130'), <i>magic missile</i> (2, 130'), <i>ray of flame</i> (1d6, 30') 2nd - <i>rainbow beam</i> (1d12, 30'), <i>snowball swarm</i> (3d6, 130') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Fribogar CL 3 15 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (3d4, 15'), <i>ice dagger</i> (3d4, 30'), <i>magic missile</i> (2, 130') 2nd - <i>glitterdust</i> (130'), <i>snowball swarm</i> (3d6, 130') Magic Items - <i>Moonsilver Shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Godwine CL 5 25 hp	oth - <i>acid splash, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>magic missile</i> (3, 150') Magic Items - 2 x <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Hengest CL 5 25 hp	oth - <i>acid splash, launch item, ray of frost</i> 1st - <i>ice dagger</i> (5d4, 35'), <i>magic missile</i> (3, 150') Magic Items - 2 x <i>moonsilver shard</i> (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)

APL 8: Spells in Memory (all DC 12+ spell level) and Equipment	
Ingild CL 5 25 hp	oth - acid splash, launch item, ray of frost 1st - burning hands (5d4, 15'), magic missile (3, 150') Magic Items - 2 x moonsilver shard (110') Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Jurgen CL 5 25 hp	oth - acid splash, launch item, ray of frost 1st - Lesser Orb of Cold (3d8, 35'), magic missile (3, 150') Magic Items - 2 x moonsilver shard (110'), wand of burning hands (3d4, DC11, 15', 2 charges) Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Kuthwin CL 5 25 hp	oth - acid splash, launch item, ray of frost 1st - burning hands (5d4, 15'), magic missile (3, 150') Magic Items - 2 x moonsilver shard (110'), wand of scorching ray (4d6, 35', 1 charge) Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Leofric CL 5 25 hp	oth - acid splash, launch item, ray of frost 1st - ray of flame (2d6, 35'), magic missile (3, 150') Magic Items - 2 x moonsilver shard (110'), necklace of missiles (2 x 2d6 sphere, DC 14) Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Milred CL 2 25 hp	oth - acid splash, launch item, ray of frost 1st - ice dagger (5d4, 30'), magic missile (3, 120') Magic Items - 2 x moonsilver shard (110'), necklace of missiles (1 x 3d6 sphere, DC 14) Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)
Nanfrid CL 2 25 hp	oth - acid splash, launch item, ray of frost 1st - shocking grasp (5d6), magic missile (3, 120') Magic Items - 2 x moonsilver shard (110'), necklace of missiles (1 x 2d6 sphere, DC 14) Equipment - Acid (1), Alchemist's Fire (2), Flash Pellet (1), Tanglefoot Bag (1)

Acid: 1d6 acid damage, 1 hp splash in 5', range increment 10, touch.
Alchemist's Fire: 1d6 fire damage 1st and 2nd round, 1 hp splash in 5', range increment 10', touch.
 Victim may take full round action to attempt to extinguish fire (Ref DC15).
Flash Pellet: 5' radius, Fort DC15 or blinded 1 round, dazzled 1 round, range increment 5', touch.
Smokestick: 10' cube of opaque smoke, disperses in 3 rounds.
Tanglefoot Bag: Range increment 10', touch attack, target entangled (-2 attack, -4 Dex, 1/2 speed), DC 15 Reflex or stuck to floor. DC17 Str to break free if stuck. 15 hp slashing damage cuts victim free. Effect ends after 2d4 rounds.
Tindertwig: Lights fires (or smokesticks) as a standard action.

DM AID: SPELL AND EQUIPMENT CHECKLISTS – APL 10

	APL 10: Spells in Memory (all DC 12+ spell level) and Equipment
Anlaf CL 9 32 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone (5d4, 190'), lesser orb of fire (5d8, 45'), magic missile (5, 190'), ray of flame (4d6, 45') 2nd - frost breath (4d4, 30'), glitterdust (190'), rainbow beam (3d12, 45'), scorching ray (2 x 4d6, 45') 3rd - chain missile (4, 760'), dispel magic (190') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Brand CL 9 32 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), lesser orb of cold (5d8, 45'), 2 x magic missile (5, 190') 2nd - malevolent miasma (5d4 NL, 45'), Melf's acid arrow (2d4, +3 rds, 760'), scorching ray (2 x 4d6, 45'), snowball swarm (5d6, 190') 3rd - dispel magic (190'), rainbow blast (5d10, 120') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Cenred CL 9 37 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone (5d4, 190'), ice dagger (5d4, 45'), lesser orb of electricity (5d8, 45'), magic missile (5, 190') 2nd - glitterdust (190'), malevolent miasma (5d4 NL, 45'), rainbow beam (3d12, 45') 3rd - chain missile (4, 760') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Denulf CL 9 37 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - Burning Hands (5d4, 15'), lesser orb of acid (5d8, 45'), magic missile (5, 190'), ray of flame (4d6, 45') 2nd - Electric Loop (3 x 4d6, 45'), Melf's Acid Arrow (2d4, +3 rds, 760'), ray of ice (4d6, 45') 3rd - acid breath (9d6, 15') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ercenbert CL 7 31 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 40'), ice dagger (5d4, 40'), magic missile (4, 170') 2nd - frost breath (3d4, 30'), snowball swarm (4d6, 170') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Fribogar CL 7 31 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - shocking grasp (5d6), ice dagger (5d4, 40'), magic missile (4, 170') 2nd - glitterdust (170'), scorching ray (2 x 4d6, 40') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Godwine CL 7 31 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - lesser orb of acid (4d8, 40'), ice dagger (5d4, 40'), magic missile (4, 170') 2nd - malevolent miasma (5d4 NL, 40'), rainbow beam (2d12, 40') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Hengest CL 7 31 hp	oth - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), magic missile (4, 170'), Sonic Blast (3d4, 40') 2nd - electric loop (2 x 3d6, 40'), ray of ice (3d6, 40') Magic Items - moonsilver shard (110')

	Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
	APL 10: Spells in Memory (all DC 12+ spell level) and Equipment
Ingild CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>ice dagger</i> (5d4, 40'), <i>magic missile</i> (4, 170'), <i>ray of flame</i> (3d6, 40') 2nd - <i>frost breath</i> (3d4, 30'), <i>scorching ray</i> (2 x 4d6, 40') Magic Items - <i>moonsilver shard</i> (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Jurgen CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>ice dagger</i> (5d4, 40'), <i>magic missile</i> (4, 170') 2nd - <i>glitterdust</i> (170'), <i>snowball swarm</i> (4d6, 170') Magic Items - <i>moonsilver shard</i> (110'), <i>wand of fireball</i> (5d6, DC14, 600', 1 charge) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Kuthwin CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>lesser orb of electricity</i> (4d8, 40'), <i>ice dagger</i> (5d4, 40'), <i>magic missile</i> (4, 170') 2nd - <i>Melf's acid arrow</i> (2d4, + 2 rds, 680'), <i>rainbow beam</i> (2d12, 40') Magic Items - <i>moonsilver shard</i> (110'), <i>wand of scorching ray</i> (4d6, 35', 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Leofric CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>magic missile</i> (3, 150'), <i>sonic blast</i> (2d4, 35') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>wand of burning hands</i> (5d4, DC11, 15', 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Milred CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>hail of stone</i> (5d4, 150'), <i>ice dagger</i> (5d4, 35'), <i>magic missile</i> (3, 150') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>elixir of fire breath</i> (3 x 4d6, Ref DC13 1/2, 25') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Nanfrid CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>magic missile</i> (3, 150'), <i>sonic blast</i> (2d4, 35') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>javelin of lightning</i> (5d6, DC14, 120') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Oswyn CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - 2 x <i>magic missile</i> (3, 150'), <i>ray of flame</i> (2d6, 35') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 3d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Plegmund CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>ice dagger</i> (5d4, 35'), <i>magic missile</i> (3, 150') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (1 x 3d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Quanlaf CL 5 20 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>lesser orb of fire</i> (3d8, 35'), <i>magic missile</i> (3, 150') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 2d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

Acid: 1d6 acid damage, 1 hp splash in 5', range increment 10, touch'.
Alchemist's Fire: 1d6 fire damage 1st and 2nd round, 1 hp splash in 5', range increment 10', touch. Victim may take full round action to attempt to extinguish fire (Ref DC15).
Flash Pellet: 5' radius, Fort DC15 or blinded 1 round, dazzled 1 round, range increment 5', touch.
Smokestick: 10' cube of opaque smoke, disperses in 3 rounds.
Tanglefoot Bag: Range increment 10', touch attack, target entangled (-2 attack, -4 Dex, 1/2 speed), DC 15 Reflex or stuck to floor. DC17 Str to break free if stuck. 15 hp slashing damage cuts victim free. Effect ends after 2d4 rounds.

DM AID: SPELL AND EQUIPMENT CHECKLISTS – APL 12

APL 12: Spells in Memory (all DC 12+ spell level)	
Anlaf CL 10 48 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), lesser orb of fire (5d8, 50'), magic missile (5, 200'), shocking grasp (5d6) 2nd - electric loop (3 x 5d6, 50'), glitterdust (200'), Melf's acid arrow (2d4, +3 rds, 800'), rainbow beam (3d12, 50') 3rd - chain missile (4, 800'), Dispel Magic (200') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Brand CL 10 48 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone (5d4, 200'), lesser orb of cold (5d8, 50'), magic missile (5, 200'), ray of flame (5d6, 50') 2nd - electric loop (3 x 4d6, 50'), frost breath (5d4, 30'), Melf's acid arrow (2d4, +3 rds, 800'), scorching ray (2 x 4d6, 50') 3rd - acid breath (10d6, 30'), dispel magic (200') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Cenred CL 9 53 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), 2 x magic missile (5, 200'), lesser orb of acid (5d8, 50') 2nd - body of the sun (4d4, 9 rds, 5'), scorching ray (2 x 4d6, 50'), snowball swarm (5d6, 200') 3rd - chain missile (4, 800') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Denulf CL 9 53 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - hail of stone (5d4, 190'), lesser orb of electricity (5d8, 45'), magic missile (5, 200'), shocking grasp (5d6) 2nd - glitterdust, malevolent miasma (5d4 NL, 45'), rainbow beam (3d12, 45') 3rd - rainbow blast (5d10, 120') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ercenbert CL 9 53 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - ice dagger (5d4, 45'), lesser orb of acid (5d8, 45'), ray of flame (4d6, 45'), magic missile (5, 190') 2nd - electric loop (3 x 4d6, 45'), frost breath (4d4, 30'), Melf's acid arrow (2d4 + 3 rds, 760') 3rd - acid breath (9d6, 15') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Fribogar CL 9 53 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), 2 x magic missile (5, 190'), lesser orb of fire (5d8, 45') 2nd - ray of ice (4d6, 45'), scorching ray (2 x 4d6, 45'), snowball swarm (5d6, 190') 3rd - chain missile (4, 760') Magic Items - moonsilver shard (110') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Godwine CL 7 31 hp	0th - acid splash, electric jolt, launch item, ray of frost 1st - burning hands (5d4, 15'), ice dagger (5d4, 40'), magic missile (4, 170') 2nd - Melf's acid arrow (2d4, +2 rds, 680'), snowball swarm (4d6, 170') Magic Items - moonsilver shard (110'), wand of scorching ray (4d6, 35', 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

APL 12: Spells in Memory (all DC 12+ spell level)	
Hengest CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st – <i>lesser orb of electricity</i> (4d8, 40'), 2 x <i>magic missile</i> (4, 170') 2nd - <i>electric loop</i> (2 x 3d6, 40'), <i>scorching ray</i> (2 x 4d6, 40') Magic Items - <i>moonsilver shard</i> (110'), <i>wand of burning hands</i> (5d4, DC11, 15', 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ingild CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>hail of stone</i> (5d4, 170'), <i>ray of flame</i> (3d6, 40'), <i>magic missile</i> (4, 170') 2nd - <i>frost breath</i> (3d4, 30'), <i>rainbow beam</i> (2d12, 40') Magic Items - <i>moonsilver shard</i> (110'), <i>wand of burning hands</i> (5d4, DC11, 15', 2 charges) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Jurgen CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>shocking grasp</i> (5d6), <i>magic missile</i> (4, 170') 2nd - <i>body of the sun</i> (3d4, 5', 7 rds), <i>rainbow beam</i> (2d12, 40') Magic Items - <i>moonsilver shard</i> (110'), <i>wand of fireball</i> (5d6, DC14, 600', 1 charge) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Kuthwin CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>ice dagger</i> (5d4, 40'), 2 x <i>magic missile</i> (4, 170') 2nd - <i>Melf's acid arrow</i> (2d4, +2 rds, 680'), <i>snowball swarm</i> (4d6, 170') Magic Items - <i>moonsilver shard</i> (110'), <i>elixir of fire breath</i> (3 x 4d6, Ref DC13 1/2, 25') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Leofric CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>hail of stone</i> (5d4, 170'), <i>lesser orb of acid</i> (4d8, 40'), <i>magic missile</i> (4, 170') 2nd – <i>glitterdust</i> (170'), <i>scorching ray</i> (2 x 4d6, 40') Magic Items - <i>moonsilver shard</i> (110'), <i>elixir of fire breath</i> (3 x 4d6, Ref DC13 1/2, 25') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Milred CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>burning hands</i> (5d4, 15'), <i>ray of flame</i> (3d6, 40'), <i>magic missile</i> (4, 170') 2nd - <i>frost breath</i> (3d4, 30'), <i>rainbow beam</i> (2d12, 40') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>javelin of lightning</i> (5d6, DC14, 120') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Nanfrid CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>shocking grasp</i> (5d6), 2 x <i>magic missile</i> (4, 170') 2nd - <i>ray of ice</i> (3d6, 40'), <i>snowball swarm</i> (4d6, 170') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>javelin of lightning</i> (5d6, DC14, 120') Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Oswyn CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st – <i>lesser orb of fire</i> (4d8, 40'), <i>ice dagger</i> (5d4, 40'), <i>magic missile</i> (4, 170') 2nd - <i>body of the sun</i> (3d4, 5', 7 rds), <i>ray of ice</i> (3d6, 40') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 3d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

APL 12: Spells in Memory (all DC 12+ spell level)	
Plegmund CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - Burning Hands (5d4, 15'), <i>lesser orb of cold</i> (4d8, 40'), <i>magic missile</i> (4, 170') 2nd - Melf's <i>acid arrow</i> (2d4, +2 rds, 680'), <i>snowball swarm</i> (4d6, 170') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 3d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Quanlaf CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>ray of fire</i> (3d6, 40'), 2 x <i>magic missile</i> (4, 170') 2nd - <i>electric loop</i> (2 x 3d6, 40'), <i>scorching ray</i> (2 x 4d6, 40') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 2d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig
Ricbert CL 7 31 hp	oth - <i>acid splash, electric jolt, launch item, ray of frost</i> 1st - <i>lesser orb of sound</i> (4d6, 40'), <i>shocking grasp</i> (5d6, 40'), <i>magic missile</i> (4, 170') 2nd - <i>malevolent miasma</i> (5d4 NL), 40', <i>ray of ice</i> (3d6, 40') Magic Items - 2 x <i>moonsilver shard</i> (110'), <i>necklace of missiles</i> (2 x 2d6 sphere, DC 14) Equipment - Acid, Alchemist's Fire (2), Flash Pellet, Smokestick, Tanglefoot Bag, Tindertwig

Acid:	1d6 acid damage, 1 hp splash in 5', range increment 10', touch.
Alchemist's Fire:	1d6 fire damage 1 st and 2 nd round, 1 hp splash in 5', range increment 10', touch. Victim may take full round action to attempt to extinguish fire (Ref DC15).
Flash Pellet:	5' radius, Fort DC15 or blinded 1 round, then dazzled 1 round, range increment 5', touch.
Smokestick:	10' cube of opaque smoke, disperses in 3 rounds.
Tanglefoot Bag:	Range increment 10', touch attack, target entangled (-2 attack, -4 Dex, 1/2 speed), DC 15 Reflex or stuck to floor. DC17 Str to break free if stuck. 15 hp slashing damage cuts victim free. Effect ends after 2d4 rounds.
Tindertwig:	Lights fires (or smokesticks) as a standard action.

DM AID: NPC COUNTERS

A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

A is for **Anlaf**, **B** is for **Brand**...

Paste this page to a sheet of cardboard, and cut out the counters for use on your battle mat. You can either slip them under miniatures, to help track exactly which miniature is which, or use them as counters on their own.

PLAYER HANDOUT 1

Being a True Record of the Diverse Questions asked of the Oracle
In the Autumn of the Year 594,
And the Answers that were Given.

The First Question: When must we be ready to greet the awakening of the great beast of old that even now sleeps in the skirts of the mountains that divide east from west, and holds the power to shatter reality, to cast down kingdoms, and sunder nations?

A: *"You are too late! Already the great beast stirs in its chambers, and the Lesser Children emerge to walk the earth.*

Fools and the ignorant begin to cleave to them even now..."

The Second Question: Where shall we find the hidden gate, which leads to the dimensionless chamber of the great ancient beast?

A: *"Where the light of distant Achernar rises on the ruins of forgotten Hadar, there the fate of your dark order shall be decided."*

The Third Question: How did the priest-kings of old treat with the great ancient beasts, serve them, gain their favor, and earn their powers?

A: *"They did no such thing! The priest-kings were ignorant scavengers, living off scraps of power dropped by colossi. Not even the Sleepers, for all their power, were welcomed by what you seek."*

The Fourth Question: What manner of reward shall the beast give to us, who become its new priest-kings and advocates?

A: *"The houses of your questions are built upon the sand of foolish hopes... Priest-kings it never made. Your reward shall be labor. Your prize shall be slavery."*

The Fifth Question: What are the true compounds of revealing, that may bring the ancient ones to our perception?

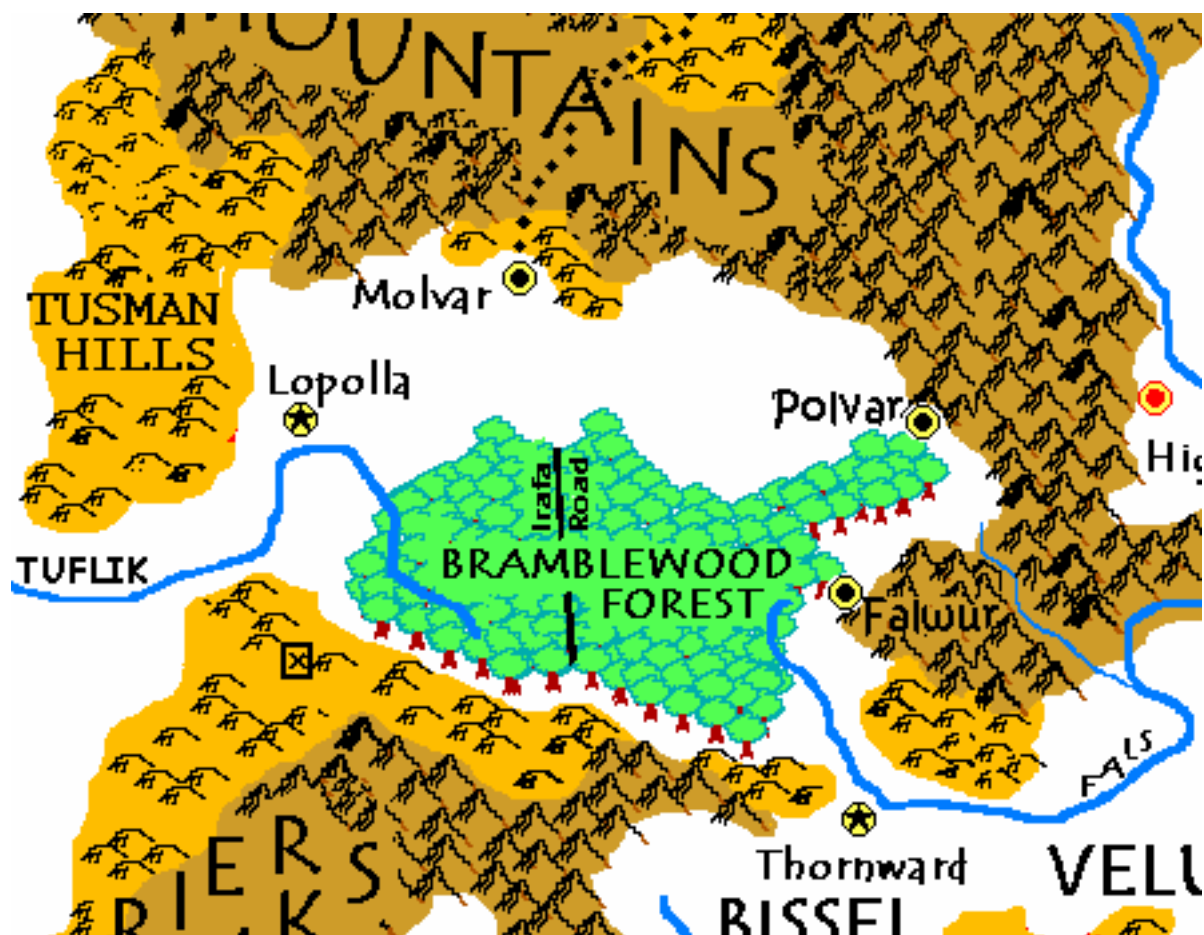
A: *"Use orpiment and cinnabar, the recrement of colcothar, vitriols of blue and white, burned in fires in the night. Yet, do not think the choice was yours, if the ancients briefly pause to seek the source of the stench. Better yet that you had not seen them at all..."*

The Final Question: Give to us the order of the four hidden names of opening, concealed in the cyphers of Crypsis that the ears of the ancient one may be opened to us, and our fates conjoined.

A: *"The names you will call are Kuabris, Defrabax, Rexulon and Reisabrax, but you will damn the countryside to ruin if you voice them, and the ancient one attends your call, for Crypsis did not know them all, and the unutterable fifth name knows no breath.*

"That missing name may be your death..."

PLAYER HANDOUT 2: MAP OF KET



KET7-04 5TH NAME
MAP OF KET

☒ Location of adventure