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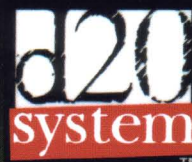
by C.W. Christofferson, Brendon Simpson, and Lance Hawvermale

D20 adventures for 4 to 6 characters of 4th to 10th level,
each aimed at bringing a dead party member back to life.

NECROMANCER GAMES

THIRD EDITION RULES, FIRST EDITION FEEL

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RAISE THE DEAD™

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Introduction

Welcome to **Raise the Dead**, the second in our “DM Utility” series. This line of products aims to support you, the “real” DM — the DM who runs sessions with frequency and who does not always have time to prepare for all of the little wrinkles that your players throw at you. Don’t worry. We’ve got you covered.

One such “wrinkle” is player character (PC) death. We all know the story: you designed a good adventure, ran it fairly, the players played reasonably smartly, but somehow one of them managed to get killed. It happens. It’s part of the game.

So, what do you do when a PC dies and the other party members are not yet of high enough level to cast *raise dead* on the character themselves?

Normally, you have two options: either the player of the newly-deceased PC whips out the six-sided dice and generates a new character — and we all know how excited players are about doing that in the midst of mourning their newly dead character — or, as is the more common scenario, the friends of the deceased character haul the body off to the city and, after paying out a handsome amount of coin, you have a religious type say some mumbo jumbo, cast *raise dead*, and the character is miraculously alive and well again, albeit short a level of experience.

Yet ask yourself this: should getting raised from the dead be reduced to the same procedure as buying 50 feet of rope?

If you answer “Yes,” then back away, this book may not be for you. If your answer is “No, I really don’t believe that there is a ‘supermarket’ of raising and resurrection in my campaign world, and thinking the high priests of the city’s temples have the time to cast *raise dead* on these lowly (and generally unbelieving) adventurers when they have

far more pressing things to worry about is silly,” then by all means read on!

So, why do most DMs handle the problem of a dead PC in the unsatisfactory “supermarket of resurrection” fashion? The answer is simple: lack of preparation. Saying that you did not intend to kill the PC is probably fair. That also means, most likely, you do not have an adventure for just such a circumstance sitting in your back pocket.

This is where we come in.

Anyone who has run a **Necromancer Games** module knows that adventurers die — a lot. Thus, we have dealt with this issue before. I guess you could call us experts in PC death.

Between the covers of this book are four complete adventures designed for parties who have recently lost one of their companions and are in dire need of having their fellow adventurer raised from the dead. Each of these adventures presents its own take on how the task may be accomplished, allowing for the raising of evil or neutral PCs as well as for reincarnation. Finally, the adventures themselves are flexible enough to be modified so that they can be run even if the party is not in need of having a comrade raised from the dead.

What To Do With The Dead Guy

Another reason that DMs so frequently use the “supermarket” approach to raising the dead is that no player likes to sit out a night or two of adventuring while the other players get to have all the fun (and XP) questing to get their



comrade raised. Rather than deal with a grouching player (who already has lost his or her character), many DMs find it easier simply to spend two minutes saying, "OK, you go to the city, pay the priest, and you are all better!"

The best solution to the "pouting player" situation is to give that player an NPC to run for the adventure. To that end, each adventure in this book includes one or two NPCs that are perfect to use as temporary replacements until the player's character is restored to life. These NPCs are often fun and amusing and provide interesting options that most PCs would never otherwise play or that you would never allow — for example, *Nature's Bounty* lets the player of a dead character play one of the pixies. Another option is to let the player of the dead PC play the monsters or main opposition NPCs that the party encounters. Nothing is more fun than trying to kill your comrades in a setting where you can do it without any remorse! In fact, you might even let the player of the dead character earn XP for his or her actions, allowing him to recoup some of the lost XP from being raised.

Tell the player of the deceased character to come along for the night of adventuring. Let him know that there will be an NPC for him to play that will be fun. Let him pick the NPC (or NPCs) he wants to play and give him a character sheet ahead of time so he can familiarize himself with the NPC's abilities. Character sheets for the various NPCs that can be used as "replacement characters" are available as free downloads from the **Necromancer Games** web site (www.necromancergames.com). If the player of the dead PC will be playing the monsters, make sure to provide their stats and abilities to the player at the

beginning of the session so he can become familiar with any spells, special abilities, or items possessed.

Using This Product

As a DM Utility product, we designed the adventures here so that you could incorporate them into your campaign world easily. Feel free to change the names of cities or villages as well as the names of gods, NPCs, or organizations to reflect your specific campaign. Guidelines are given with each adventure for tailoring the challenge levels for which the adventure is designed.

Nature's Bounty offers the chance of reincarnating a neutral PC or a character that follows a philosophy rather than one of the divine powers.

Kinslayer's Moon provides the option of raising an evil PC from the dead (though PCs of any alignment may take part in the adventure), while competing against a rival NPC adventuring party.

The Crypt of Ronashim is an opportunity for impoverished characters to procure the services of a high priest and find the fabled *Rod of Arden*.

Them Bones grants the PCs a chance at raising someone even after *raise dead* and *resurrection* have failed.

As the DM, you should have at your disposal the core rulebooks, including the *PHB*, *DMG*, and *MM*. The monster collection **Tome of Horrors**, by **Necromancer Games**, is useful but not necessary in DMing these adventures. Text that appears in shaded boxes should be read aloud or paraphrased to the players.

Each adventure contains a sidebar entitled "Scaling the Adventure," which can be used to alter the Encounter Levels (ELs) to accommodate parties of various strengths.

Nature's Bounty

This is a wilderness adventure designed for 4 PCs of 8th level. It is intended primarily for parties that have lost a member who cannot be raised by conventional means due to that character's particular ethos — perhaps the character was an atheist or suffering through a crisis of faith or the follower of a philosophy rather than a divine being.

Deceased Character's Player: The player of the dead PC has the chance to play a pixie as an NPC or, if she chooses to play the monsters, a pack of werewolves, twisted treants, and the witch tree.

Adventure Background

The Witch Tree is a secret long kept by the Druids of the Wiltangle, who have guarded the forest for centuries against its evil taint. A druid named Gothgul was chosen among their order to be the new guardian of the tree, but he fell to its whisperings of destruction. On the night of the hunter's moon, he stripped bare but for a wolf-skin belt, smeared himself in the blood of a virgin druidess of the circle (slain by his own hands), and became forevermore a werewolf.

Gothgul moved among the ranks of the druidic circle in secret, attacking each member in turn until only two remained that were not likewise afflicted with lycanthropy. In a stealthy move of deception, he stole the *golden cauldron of purity* from the Stonewood, thus stealing the powers of the last of the Wiltangle circle. Of these two, now only one remains: Baern Silverlock, who is a virtual prisoner in the Stonewood's ancient roots.

Adventure Synopsis

Upon arriving within the Wiltangle Forest, the party finds that not all is right in the protectorate of the druids. Foul things have twisted the forest, and the creatures and beasts of the wood are agitated and wary of strangers in their home. The party soon learns that the grove has fallen from the hands of a more peaceful and earthy druidic sect into the clutches of one of their brethren, turned to chaos and evil by the power of the Witch Tree. The PCs wander the forest and deal with its denizens, both benign and malevolent, eventually encountering the source of the trouble in the form of Gothgul and the Witch Tree. If they successfully destroy the Witch Tree and recover the *golden cauldron*, Baern brings their dead friend back to life with his *reincarnate* spell.

Character Hooks

- Unable to raise their friend through the usual means, the PCs consult an oracle or use contact other plane for advice. The sage, oracle, or

Scaling the Adventure

Although this adventure is designed for 8th-level characters, it may be adapted to accommodate characters of 6th to 7th level, as well as characters of 9th to 10th level, by simply following these guidelines.

6th- to 7th-level PCs

- Remove the queen honey bee from Area 6.
- Reduce the number of wolf spiders in Area 10 from 4 to 2.
- Reduce the number of twisted treants from 2 to 1.

9th- to 10th-level PCs

- Raise the male werewolf in Area 11 to a 9th-level druid
- Increase the number of wolf spiders to 6.
- Raise the level of werewolf druids from 3rd to 5th.

other-planar entity suggests that they take their dead ally to the Wiltangle Forest and seek out the druidic grove.

- One of the PCs (provided with this information by the DM, of course) has heard of the Druids of the Wiltangle, who can be found in the nearby forest, and suggests that their recently deceased comrade be taken there for aid.
- One of the party's NPC contacts has died. The PCs discover a letter on the person's body:

To Whom It May Concern,

Dear friends and comrades, in the event that you are reading this letter, I am truly dead. It is my last wish that you take my remains to the Wiltangle Grove in the Northern Woodland Kingdoms. It has always been my wish to return to this world in a new form, and if it is within thy power to do so, I would pray that you do this deed for me. Seek the Druids of the Wiltangle if thou would have me as your companion in this realm again.

Yours Truly,
[NPC's name]

Journey to the Grove

Assume from wherever the PCs are located in your campaign world that traveling to the Wiltangle Grove takes at least 3 to 4 days. All preparations must be made to preserve the body of their ally, such as casting *gentle repose* repeatedly to avoid decay or wrapping the body in shrouds or skins with herbs and incense. During the trip to the Grove, include any number of encounters you deem appropriate, across any type of terrain.

For every hour the PCs spend in the Wiltangle, there is a 10% chance for an encounter. If an encounter is indicated, roll 1d20 and consult the Wiltangle Forest Random Encounters sidebar. Monster statistics appear in the Appendix.

Wiltangle Forest Random Encounters

1d20	Encounter
1	1 giant eagle or owl
2	2d4 wolves
3	1d6 dire wolves
4	1d2 trolls
5	1d4 ogres
6	2d6 orcs
7	1 satyr
8	2d6 human bandits (Rog2)
9	1d3 centaurs
10	2-3 werewolves (Drd3)
11	2d6 goblins
12	Madrigil, the dark knight errant (Ftr6) (see Appendix)
13	2d4 giant bees
14-18	Roll 1d6 and consult the Random Traps sidebar
19	1d2 twisted treants (new monster, see Appendix)
20	1 shambling mound

The Wiltangle Forest

The Wiltangle Forest has become a dark and foreboding place where light from the sun never seems to touch, leaving all below its leafy canopy in a perpetual state of twilight that only deepens when the sun finally sets. Wild beasts and those who seek to hide from civilization live under its boughs in secrecy and stealth. Temperatures within the forest during the daytime often break a steamy 90 degrees Fahrenheit. During the fall and winter months, the leaves change to the spectrum of warm fall colors and then drop to make a thick bedding of dried leaves, often covered in several inches of snow. The DM should really play up the wild strangeness of the forest and the creepy loneliness that exudes from the branches and shadowed game trails. Featured areas and obstacles of the Wiltangle Forest are listed below. Refer to Map 1 for locations in and details on the area of the Wiltangle Forest.

Wiltangle Dolman: This is a ring of stones used for various ceremonies by the Druids of Wiltangle, the ancestral protectors of this woodland. The Dolman is said to be the tomb of a great druid king and holds great power to protect the creatures of the Wiltangle from the encroachment of civilization.

The Wiltangle Road: This is the narrow game trail that intersects the Wiltangle Forest. Rumors suggest that the druids have closed all other paths so that hunters and poachers may never find their way back home again.

Tangle Stream: Said to be fed by crystal clear pools that some folk claim are the homes of nymphs and water sprites, Tangle Stream is a narrow and fast-moving creek that branches throughout the Wiltangle Forest, with very few foot bridges allowing passage to the many brooks and tributaries. Tangle Stream is full of trout and salmon that

feed the several brown bears living within the Wiltangle Forest.

The Highlands: The thicker, denser portions of the Wiltangle, the Highlands have less undergrowth and more trees than the lowland areas near the Dolman. Many bears and other powerful creatures make their home here.

The Stonewood: This is an ancient stump of petrified wood that serves as the home of the druidic master of the Wiltangle Grove. The Stonewood emanates with natural magic and power.

Notes on Tracking

The party may wish to track fleeing werewolves or wounded dire wolves at some point in the adventure. The werewolves can only be tracked if they are severely wounded and leave a blood trail, as they are of a druidic level at which they possess *trackless step*. Otherwise, consult Chapter 5: Feats in the PHB for details on tracking over firm ground.

Area 1: Wiltangle Dolman and the Entrance to Wiltangle Grove (EL7)

Roll for random encounters once every 15 minutes when the party reaches the area of the Wiltangle Dolman. This stone circle has a large altar set in its center. The dolman is atop a loamy green

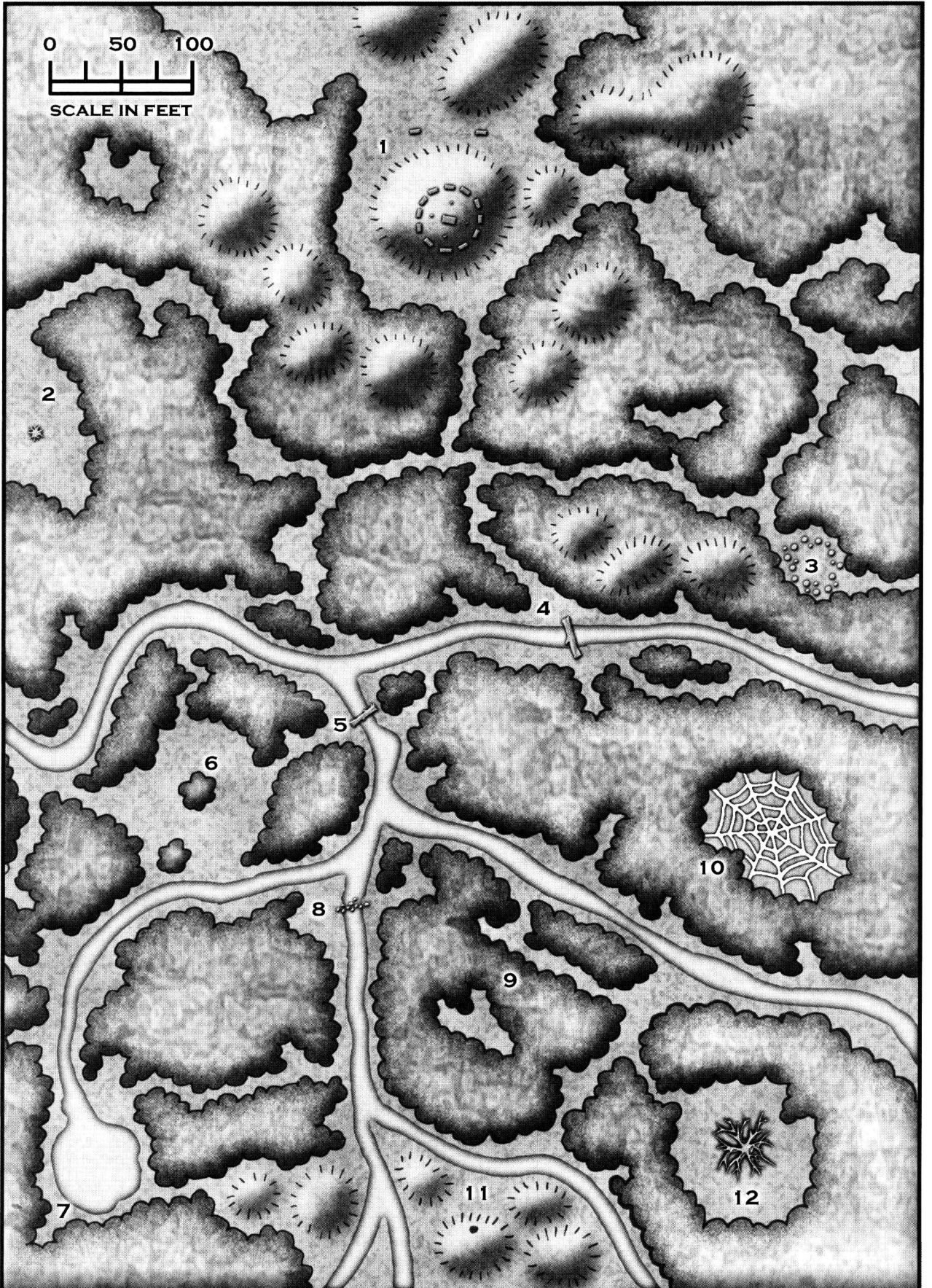
Random Traps

Roll 1d6 and consult the following list:

- Fire Trap:** CR 5; 5-ft. radius blast (1d4+7, *fire trap*); Reflex save (DC 16) for half; Search (DC 29); Disable Device (DC 29).
- Spiked Pit Trap (20 Ft. Deep):** CR 2; no attack roll necessary (2d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).
- Falling Tree Trap:** CR 4; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). *Note:* Can strike all characters in two adjacent specified squares in a straight line.
- Spear Trap:** CR 2; +12 ranged (1d8, crit x3); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. maximum range; target determined randomly from those in the spear's path.
- Arrow Trap:** CR 1; +10 ranged (1d6, crit x3); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. max range; target determined randomly from those in the arrow's path.
- Web Trap:** CR 3; +8 melee (see note); Search (DC 22); Disable Device (DC 27). *Note:* Characters in a 10-foot square are entangled by the gossamer strands of the spiders' web (Str 32) if they fail a Reflex save (DC 16). Escaping the trap requires a successful Strength check (DC 32) or Escape Artist check (DC 26). The webs have 12 hit points for every 5-foot section and can be burned or cut away.



MAP 1: NATURE'S BOUNTY



hillock that is clear of the usual trees and vegetation of the Wiltangle Forest. A body lies propped against the central altar.

The body slumped over the altar is that of a human female, horribly mangled by the wolves. A *speak with dead* spell reveals the druid's name was Tiri Woodwalker. As the PCs search Tiri's body, they may see a silver stag staring at them from the woods' edge to the north (Spot DC 15). If spotted, the stag turns and disappears into the thickets. At the place where the stag turned and ran, a path opens, allowing the PCs access to the woods beyond. The path is just wide enough for the PCs to walk through in single file, leading their mounts.

The stag is actually **Baern**, a druid of Wiltangle. He is attempting to lead the PCs to his home at the Stonewood where he can assess their strength, their purpose for being in his woods, and possibly gather their aid against Gothgul.

Creatures: Have each character make a Spot check (DC 20) to notice the four pairs of yellow eyes peering at them from the brush to the south of the dolman. As soon as the PCs approach the stone circle or make for the bloodied form next to the altar, 4 **dire wolves** leap from the underbrush and attack. The dire wolves have just recently slain Tiri. They are animal companions of the werewolves in Area 11b and are trained to hunt and kill any strangers — as well as druids who have not transformed into werewolves.

Dire Wolves (4): CR 3; hp 45 each; see the MM.

Tactics: The dire wolves charge the lightest armored targets and attack in force with trips and multiple bite attacks. If the wolves lose two or more of their number, the remaining wolves flee into the forest.

Treasure: Searching the body yields 3 sprigs of belladonna (more commonly known as wolfsbane), a masterwork silver-bladed sickle, and a ruined suit of leather armor.

Area 2: The Stonewood (EL 8)

This petrified tree stump is the home of **Baern Silverlock**, who lives in a cave-like area dug out from beneath the Stonewood's hardened roots. For months, Baern has been confined to the northern half of the Wiltangle Grove with the last of the druids, Tiri. Now that Tiri has been killed by Gothgul's dire wolves, Baern has no recourse but to ask the PCs for help.

He first asks the PCs about their business within the Wiltangle, and after finding out about their fallen comrade, he looks to them sadly and explains his predicament. Baern does not have enough purified mistletoe for a focus to raise their friend. He goes on to tell the PCs about Gothgul and how Gothgul betrayed the circle and stole the *golden cauldron of purity* and the *silver sickle*. Summarize the information from the Adventure Background as necessary. Baern suggests (if the PCs do not) that if the *cauldron* and *sickle* were brought to him, he could easily cast *reincarnate* upon their ally and heal the wounds that Gothgul has brought to this place.

The Stonewood is protected by a natural form of the spell *antipathy* against any violence so that no blood may be spilled within 50 feet of it. The area of the Stonewood can therefore be considered a safe haven or home base for the PCs in their quest to recover the *golden cauldron* and reincarnate their friend. The *antipathy* effect of the Stonewood repels violent attackers, forcing those who wish to engage in violence within its sacred precincts to leave the area on a failed Will save (DC 23). Individuals succeeding in their save may remain in the area, but may not

engage in any violent activities — such as making attacks — due to the compulsory nature of the *antipathy* effect.

Baern explains that while the forest currently suffers from the blight of the werewolves, he would still warn the PCs against slaying the living beings that are encountered within the grove. Although the druidic circle is broken, it will someday be reformed. He implicitly advises against harming the bees of the Great Oak or the needless slaying of the wildlife in the forest.

Baern, Male Human Drd 8: CR 8; SZ M; HD 8d8+16; hp 52; Init +3; Spd 30 ft.; AC 15; Atk +6/+1 melee (1d6-1/1d6-1, +1 *quarterstaff*) or +9/+4 ranged (1d8-1, shortspear, crit x3); SA spells; SQ animal companion, nature sense, resist nature's lure (+4 on saves against fey magic), *wild shape* (3/day, Large), trackless step, woodland stride; AL N; SV Fort +8, Ref +5, Will +9; Str 9, Dex 16, Con 14, Int 14, Wis 17, Cha 8.

Skills: Animal Empathy +9, Concentration +13, Diplomacy +7, Handle Animal +9, Heal +10, Knowledge (nature) +13, Listen +7, Scry +10, Spot +7, Wilderness Lore +7. **Feats:** Alertness, Craft Wondrous Item, Silent Spell, Spell Penetration.

Divine Spells Prepared (6/5/4/4/2): 0—*create water*, *cure minor wounds*, *detect magic*, *flare*, *know direction*, *mending*; 1st—*cure light wounds*, *detect snares and pits*, *endure elements*, *goodberry*, *summon nature's ally I*; 2nd—*animal trance*, *charm animal*, *charm person*, *tree shape*; 3rd—*call lightning*, *dominate animal*, *snare*, *summon nature's ally II*; 4th—*cure serious wounds*, *rusting grasp*.

Possessions: *Robe of blending*, *bracers of armor* +2, +1 *quarterstaff*, pouch containing 204 gp.

Area 3: Mushroom Circle (EL 9)

The **pixies** of the Mushroom Circle have become increasingly agitated by the dire wolves and other fell beasts that have moved into the forest in the absence of druidic care and protection. They have taken to hiding within their mushroom ring and defending this last bit of territory against any large beasts that would come crashing through their thicket — including the PCs.

Pixie Arrow Trap: CR 3; +10 ranged (1d6, crit x3); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. maximum range; target determined randomly from those in the arrow's path. The arrow is coated with memory ointment that the pixies use to erase the memory of those who wander into their circle: *Memory Loss* — Fortitude save (DC 15) or lose all memory; only cured by *heal*, *limited wish*, *wish*, or *miracle*.

Pixies (5): CR 4; SZ S Fey; HD 1d6; hp 3; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16; Atk +5 melee (1d4-2, dagger, crit 19-20) or +6 ranged (1d6, shortbow, crit x3, 60 ft.); SA spell-like abilities, special arrows (Fort DC 15 or lose memory); SQ SR 16, natural invisibility; AL NG; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills: Craft (woodworking) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8. **Feats:** Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow).

Spell-Like Abilities: 1/day—*confusion* (touch), *dancing lights*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Plink the Angry Pixie: CR 5; SZ S Fey; HD 2d6; hp 8; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16; Atk +6 melee (1d4-2, dagger, crit 19-20) or +6 ranged (1d6, shortbow, crit x3, 60 ft.); SA spell-like abilities, special arrows (For DC 15 or lose memory); SQ SR 16, natural invisibility; AL NG; SV Fort +0, Ref +7, Will +5; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills: Craft (woodworking) +7, Escape Artist +9, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +7, Spot +8. **Feats:** Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow).

Spell-Like Abilities: 1/day—*confusion* (touch), *dancing lights*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *Oto's irresistible dance*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Tactics: The pixies first attempt to draw those delving too close to them away with illusions of dire wolves running away from their area. If this tactic does not work, they remain invisible and shoot sleep arrows at their foes. Opponents that succumb to the sleep arrows are tied up in very strong silk ropes harvested from the wolf spiders to the north. The webs require a Strength check (DC 32) to break or an Escape Artist check (DC 26) to slip free. The pixies remove all weapons and spell component pouches from their prisoners and question them on their purpose in the woods.

Plink is the leader of the pixies. He is normally all fun and games and enjoys drinking his brandy-wine just as much as the next pixie. He was once on good terms with the druids, but having witnessed the recent murders and werewolf attacks first hand, he is on guard against any intruders. Much of Plink's anger stems from the fact that his girlfriend **Daisy** has recently become ensnared by the cruel wolf spiders. The wolf spiders force Daisy to sing for them as they feast upon anything that they snare. Gone are Plink's jokes and tricks; now is the time to defend his fey brethren.

Plink knows Corday the river nymph and of her appetite for handsome young men. If the PCs gain Plink's trust, he warns them against Corday's wiles; to these men, he suggests they find some bits of wax or some such substance to plug their ears and guard against her captivating song.

Treasure: Hidden within the fungal circle is a small sack containing 1 blue spinel (600 gp), an *ioun stone* (clear spindle [sustains character without food and water]), and a *divine scroll* of *heal* (x4), which the pixies use to restore the memories of PCs who decide to help them. If the pixies are satisfied that the PCs pose no threat, they give them 3 *potions* (*cure light wounds*, *invisibility*, and *remove disease*) and let them go.

Plink as an NPC: You may decide to allow the player of the deceased character to play Plink as an NPC. If so, provide his stats and information to the player at the beginning of the session so that he or she can become familiar with Plink's powers and motivations. This information is available as a free download from **Necromancer Games** (www.necromancergames.com) on the Product Support page.

Area 4: Slippery When Wet (EL 6)

A fallen log lies across Tangle Stream. Hiding in the trees beyond the log is a pair of **owlbears** looking for an easy meal. Crossing the mossy log without falling requires a Balance check (DC 15). On a failed Balance check, the character cannot move that round as he tries to maintain his footing on the log; if the check fails by 3 or more, the PC plunges into the stream. The stream here is not deep, but it is fast-moving and could easily sweep away a fallen individual. Anyone falling into the stream must make a Swim check (DC 15) or be carried downstream at the rate of 50 feet per round. Creatures smaller than Medium-size must succeed at a Swim check (DC 17) to avoid the same fate. A creature that fails a Swim check by 5 or more begins drowning (see "The Drowning Rule" sidebar in Chapter 3 of the DMG).

Creatures: A Spot check (DC 20) is required to notice the **owlbears** peering at the PCs as they cross the stream.

Owlbears (2): CR 4; hp 47 each; see the MM.

Tactics: After half of the PCs are across, the first owlbear moves to attack those who have already crossed while the other attempts to roll the log (Strength check [DC 20]) into the water and prevent passage by the rest of the PCs. This tactic has worked well for them in the past, and they enjoy it in the manner of a game.

Area 5: Trapped Log (EL 5)

There is a *fire trap* cast on the center of a log that spans the stream. The werewolves in the area avoid this trap by jumping over the stream, and the wild animals of the forest have no need of such ways to cross the water. A PC making a successful Spot check (DC 20) notes the charred bones of a deer on the near side of the log.

Fire Trap: CR 5; 5-ft. radius blast (*fire trap*, 1d4+7 fire); Reflex save (DC 16) for half; Search (DC 29); Disable Device (DC 29).

Area 6: The Oak Hive (EL 6)

A huge gnarled oak tree stands out over the tops of the forest, obviously surrounded by some grove or clearing. Characters within 200 feet of the tree may hear (Listen DC 20) a faint buzzing sound coming from the tree.

The huge oak tree houses a giant beehive built around its trunk and supported by its boughs. The druids have harvested honey from the bees and lived in peace with them for many years. The bees are currently agitated by the change their queen senses within the woods. Nectar has not been as sweet or plentiful of late, and the queen has been unable to produce as much of her royal jelly as usual, so her larvae are starving.

Creatures: The queen is buried deep within the huge hive at the center of the tree's upper branches, where she feeds her larvae on royal jelly. This tree is very sacred to the druids. Slaying the bees causes a rift between the PCs and Baern, who may refuse to *reincarnate* their friend if they return to him otherwise successfully from their mission. Surrounding the tree is a field of poppies beginning to wither from lack of care. Weeds grow among the poppy field.

Poppy Field: A creature entering the poppy field must succeed at a Will save (DC 15) or become confused (as the *confusion* spell) for 2d4 minutes.

Giant Honeybees (10): CR 1/2; SZ M Vermin; HD 3d8; hp 13; Init +2; Spd 20 ft., fly 80 ft. (good); AC 14; Atk +2 melee (1d4 and poison, sting); SA poison (1d6/1d6 Con, Fort DC 13); SQ vermin; AL N; SV Fort +3, Ref +3, Will +2; Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9.

Skills: Intuit Direction +6, Spot +6.

Queen Honeybee: CR 6; SZ L Vermin (10 ft. long); HD 9d8+18; hp 58; Init +1; Spd 20 ft., fly 80 ft. (good); AC 15; Atk +9 melee (1d6+6 and poison, sting); SA poison (1d6/1d6 Con, Fort DC 13); SQ vermin; AL N; SV Fort +8, Ref +4, Will +4; Str 19, Dex 12, Con 15, Int —, Wis 12, Cha 9.

Skills: Intuit Direction +7, Spot +7.

Tactics: The bees attack only if the characters crush the flowers or make a lot of noise. Smoke (magic or otherwise) causes the bees to retreat to their hive, where they remain until the smoke passes. They do not pursue party members away from the poppies.

A PC making a successful Knowledge (nature) check (DC 20) or a successful Wilderness Lore check (DC 25) sees that the flowering field of poppies has become choked with weeds and that the plants themselves, although very potent, are not producing a normal amount of nectar. Should the PCs cast *diminish plants* on the patches of weeds and *plant growth* on the poppy field, the bees become very excited, as a plentiful supply of nectar is now available to their queen. They cease any attacks against the PCs unless molested, and 1d4 rounds later, a drone brings out a honeycomb full of royal jelly and drops it before the PCs.

Treasure: Six doses of royal jelly: heals 1d8 points of damage instantly and neutralizes poison effects as the spell *neutralize poison*; the royal jelly loses potency 24 hours after it is harvested.

Area 7: Corday's Pool (EL 6)

A crystal clear pool of virgin water lies beneath the boughs of the Wiltangle Forest, feeding into the Tangle Stream.

Creature: Corday the river nymph lives beneath the waters of this pool. She keeps to herself in most cases and will not disturb the PCs — unless there is a male character with a Charisma of 14 or higher. If such is the case, the nymph comes out of the pool and sits on a small log at the water's edge.

Corday the River Nymph: CR 6; SZ M Fey (Aquatic); HD 4d6+4; hp 27; Init +4; Spd 30 ft., swim 60 ft.; AC 17; Atk +2 melee (1d4, dagger, crit 19-20) or +2 melee (feblemind, touch); SA spell-like abilities, song of the sirine (3/day, 30-ft. spread, Will DC 16 or *charmed* for 11 days), feblemind (touch, Will DC 13 or *feblemind* at caster level 11); SQ SR 15, water breathing (self plus one creature she maintains contact with); AL CN; SV Fort +2, Ref +8, Will +7; Str 10, Dex 18, Con 13, Int 16, Wis 16, Cha 18.

Skills: Escape Artist +9, Heal +9, Hide +10, Knowledge (nature) +10, Listen +11, Move Silently +10, Sense Motive +8, Spot +11, Swim +15. **Feats:** Alertness.

Possessions: *Wand of water breathing* (20 charges).

Tactics: Corday uses her song to charm any male with a Charisma of 14 or higher. Once she has charmed an individual, she (and the charmed creature) dives into the water, where she uses her *wand of water breathing* on the victim and takes him to her cave to be her new lover and slave. If another PC interferes with her plans to capture a new lover, Corday uses her *feblemind* ability before disappearing into the water.

Treasure: At the bottom of the 40-foot deep pool is a cave that serves as Corday's home. Hidden in the cave under a covering of moss are a *wand of hold person* (20 charges), a *bag of holding* (bag 1), a +2 dagger, and 200 gp.

Corday is not truly malicious or wicked. She likely becomes bored with her new "lover" within a week or so and sets him free, unless, of course, she finds other reasons to keep him around. Should the other PCs seek to rescue their friend from Corday, she releases the PC without a fight, knowing that she is too weak to face a band of stalwart adventurers alone.

Corday bears no love for Gothgul. She tells the PCs that the Witch Tree is the source of his powers and the source of much of the forest's evil. She tells the PCs that the Witch Tree is due west of her pool and offers them her *bag of holding* as a peace offering.

Area 8: Stones Over Fast Waters (EL 9)

A set of moss-covered stones is the only foot passage across this portion of Tangle Stream. Crossing the stones without falling requires a Balance check (DC 15). On a failed Balance check, the

character cannot move that round as he waves his arms to regain his balance; if the check fails by 3 or more, the PC plunges into the stream. See Area 3 for notes on falling into Tangle Stream.

Characters washed downstream can make a Strength check (DC 20) to grab the log when they reach Area 4 (providing the owlbeats have not thrown the log into the water).

Creatures: Hiding some distance in the woods on the opposite shore are 4 **werewolves**, former members of the druidic circle. They hide here waiting to spring their trap on the interlopers.

Male Werewolf Drd3 (hybrid form) (4): CR 5; SZ M Shapechanger; HD 3d8+9; hp 26; Init +6; Spd 50 ft.; AC 14; Atk +4 melee (1d6+2, sickle) and +4 melee (1d6+1, bite); SA spells, curse of lycanthropy; SQ alternate form (wolf or human), damage reduction (15/silver), wolf empathy, scent, animal companion, nature sense, trackless step, woodland stride; AL CE; SV Fort +8, Ref +3, Will +7; Str 14, Dex 15, Con 16, Int 11, Wis 14, Cha 13.

Skills: Animal Empathy +6, Concentration +7, Handle Animal +6, Knowledge (nature) +6, Listen +10, Scry +5, Search +8, Spot +10, Wilderness Lore +4*. **Feats:** Blind-Fight, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Track, Weapon Finesse (bite). *Werewolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Divine Spells Prepared (4/3/2): 0—create water, cure minor wounds, resistance, virtue; 1st—entangle, magic fang, obscuring mist; 2—barkskin, heat metal.

Tactics: The werewolves cast *barkskin* upon themselves and attempt to cast *entangle* on anyone they see casting spells. They follow this series with *heat metal* to harass armor-wearing fighters. If the werewolves find the battle going against them, they flee to Area 11.

Area 9: Grove of the Twisted Treants (EL 10)

A pair of **twisted treants**, Spongebark and Funkwood, lives within this stretch of woodland. They were grown from cuttings of the Witch Tree itself, and their taint of evil has given them cores as foul and rotten as any dead tree. They enjoy nothing more than lying in wait to harass any creature that passes their way, save for the werewolves, whom they give a wide berth. Among the twisted treants are several other dangerous plant creatures and traps, planted by the Spongebark and Funkwood. Roll 1d6 and consult the **Treant Companions** sidebar to determine the sort of sentient plant the characters encounter. Adjust the final EL depending on which creatures the PCs face.

Spongebark and Funkwood, Twisted Treants (2): CR 8; SZ H Plant; HD 7d8+35; hp 68 and 70; Init -1; Spd 30 ft.; AC 20; Atk +12 melee (2d6+9 [x2], slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA animate trees, trample (2d12+5),

Treant Companions

1d6	Encounter
1–2	Falling Tree Trap: CR 4; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). <i>Note:</i> The trap can strike all characters in two adjacent squares in a straight line.
3	Tri-flowered frond
4	3–5 shriekers
5	2–4 violet fungi
6	2–4 assassin vines

chill touch (1d6 and 1 temporary Str, Fort DC 18 negates Str damage); SQ plant, fire vulnerability, half damage from piercing; AL NE; SV Fort +10, Ref +1, Will +6; Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12.

Skills: Hide -9*, Intimidate +8, Knowledge (nature) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9. **Feats:** Iron Will, Power Attack. *Twisted treants receive a +16 racial bonus to Hide checks when in forested areas.

Animated Tree: CR 8; SZ H Plant; HD 7d8+35; hp 70; Init -1; Spd 30 ft.; AC 20; Atk +12 melee (2d6+9 [x2], slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA animate trees, trample (2d12+5), chill touch (1d6 and 1 temporary Str, Fort DC 18 negates Str damage); SQ plant, fire vulnerability, half damage from piercing; AL NE; Fort +10, Ref +1, Will +6; Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12.

Skills: Hide -9*, Intimidate +8, Knowledge (nature) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9. **Feats:** Iron Will, Power Attack. *Animated trees receive a +16 racial bonus to Hide checks in forested areas.

Assassin Vine: CR 3; hp 28; see the MM.

Fungus, Shrieker: CR 1; hp 11; see the MM.

Fungus, Violet: CR 3; hp 15; see the MM.

Tri-Flower Frond: CR 2; SZ M Plant; HD 2d8+4; hp 13; Init +0; Spd 0 ft.; AC 11; Atk +3 melee (1d4 temporary Int [x5], tendril); SA acid, Intelligence damage, fluid drain; SQ plant, blindsight, camouflage; AL N; Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 14, Int -, Wis 13, Cha 9.

Tactics: After the PCs encounter one of the hidden plant traps, they have 1d4 rounds before the twisted treants attack. The PCs must take care to slay only the twisted treants and not the trees they animate, as these trees are sacred to Baern. Spongebark is more apt to use traps and stealth. An intelligent and sly customer, he attempts to force or lead the PCs through thickets and brambles, hopefully catching them in one of the carnivorous plants that he and Funkwood have planted here. Funkwood is nasty and rude and enjoys torturing and humiliating the creatures he captures and brings back to the hollow. If badly injured, Spongebark or Funkwood use their ability to animate trees to form a barrier between themselves and the PCs to cover their escape. Spongebark and Funkwood were sprouted from the same root as saplings; if one of the twisted treants is slain, the other enters a berserk rage, similar to that of a barbarian, lasting for 10 rounds or until the twisted treant is destroyed.

Treasure: Within the grove is a small hollow to which the creatures bring their prisoners and whatever loot they happen to keep. A PC making a successful Search check (DC 25) discovers a *mattock of the titans* half buried with dead leaves.

Area 10: Lair of the Wolf-Spiders (EL 8)

The intricate webs of the wolf-spiders hang among the dense trees of this area. The aberrations called wolf-spiders are said to have been created by the witch eons ago as her servants. They now haunt these woods, hunting and ensnaring anything they catch. As soon as the PCs enter this area, refer to the **Web Trap**, below. The wolf-spiders attack as soon as the trap is activated. Wolf-spiders are found in the **Tome of Horrors** by **Necromancer Games**; see also the Appendix.

Web Trap: CR 3; +8 melee (see note); Search (DC 22); Disable Device (DC 27).

Note: Characters in a 10-foot square are entangled by the gossamer strands of the spiders' web (Str 32) if they fail a Reflex save (DC 16). Escaping the trap requires a successful Strength check (DC 32) or Escape Artist check (DC 26). The webs have 12 hit points for each 5-foot section and can be burned or cut away.

Wolf Spiders (4): CR 4; hp 45 each; see **Tome of Horrors**.

Tactics: Territorial creatures by nature, the wolf-spiders attack the PCs as soon as they enter the area, attempting to gain surprise by dropping down silently on their webs.

Checking the Clearing

After defeating the wolf-spiders, the PCs notice several creatures wrapped from head to toe in tough webbing. One such creature has managed to wriggle her head free of the webbing. This is Daisy the pixie, the girlfriend of Plink. The webbing has a Break DC of 32, damage reduction 5/fire, and 12 hit points per 5-foot section.

When Daisy is freed, she flutters happily about the copse and thanks the PCs for rescuing her. As a gift,



she gives the PCs 6 copper nails and a bit of advice in the form of a rhyme, as printed below. After she quotes the following lines, she flies off to the Mushroom Grove to join Plink.

Note: If Plink is being used as an NPC by the deceased character's player, Plink leaves at this point with Daisy unless you decide otherwise. From this point forward, the deceased character's player may play monsters.

Heroes true and happily thee,
of many thanks I offer free.
Many dangers here are true,
and more to face before you're through.
Gothgul waits in yonder grove,
his eyes ablaze like fire's coals.
Power it takes to set him free
from the curse of the Witch's Tree.
Much I've learned and much I've seen,
and this I know and share with thee.
To poison her roots will choke her heart,
may these nails six give you a start.
Made from pennies by the Maudlin Queen,
drive them deep into the beast.
With blessings from the goodliest gods,
ere bewitched by evil charms.
Heed the warning but not the doom,
make this forest not a tomb,
Where there is death let life thus spring,
let beauty prevail and good thus reign.

Treasure: On the body of a dead elven ranger is a suit of +2 studded leather armor and a masterwork short sword. Tangled in the webbing of another victim lies a +1 longbow and a quiver containing 20 +1 arrows. Littered about the ground and tangled in bits of webbing are 567 gp.

Area 11A: The Wolf Den (EL 5)

The PCs encounter another set of slippery stones, these much drier than the others. The countryside here is rough and more rugged, seeming to elevate steeply from the banks of Tangle Stream.

A Spot check (DC 20) reveals a cave about halfway up the center hilltop. If the PCs are tracking a wounded dire wolf, the trail leads to the edge of the riverbank. Several traps have been placed along the trail; a trap may be uncovered on a successful Wilderness Lore check (DC 15).

Fire Trap: CR 5; 5-ft.-radius blast (*fire trap*, 1d4+7 fire); Reflex save (DC 16) for half; Search (DC 29); Disable Device (DC 29).

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary (2d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spear Trap: CR 2; +12 ranged (1d8); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. max range; target determined randomly from those in the spear's path.

Area 11B: The Wolf Cave (EL 11)

The cave is home to 6 werewolves (former druids of the circle) and 6 dire wolves. Remove any werewolves or dire wolves that were killed during other parts of the adventure from this total. Remember that in earlier parts of the adventure, the werewolves and their animal companions seek to flee whenever they are in danger of being killed. If encountered here, they have healed any damage through curative magic. They are prepared to defend the *cauldron* to the death.

Male Werewolf Drd3 (hybrid form) (6): CR 5; hp 26 each; see Area 8, above.

Dire Wolves (6): CR 3; hp 45 each; see Area 1, above.

Tactics: The werewolves defend their den with spells, claws, and bites. The dire wolves attack lightly armored individuals before moving on to larger targets.

Treasure: The werewolves in the caves are in possession of the *golden cauldron of purity*, which is used by the true masters of the grove to gather the sacred mistletoe from the woods. The werewolves have befouled the *cauldron* with their excrement. Gathered in the cave are 6 masterwork scimitars, 6 suits of masterwork leather armor, 4 *divine scrolls of barkskin*. A more thorough Search check (DC 20) reveals a sack containing 1,033 gp, a *divine scroll of summon swarm*, and a *wand of summon monster II* (28 charges). Beneath the sack is **Yuindr**, an intelligent +1 scimitar (Int 13, Wis 8, Cha 9; Ego 5; AL NG; communication [empathy], grants free use of Expertise and Sunder feats, and user does not need to breathe). For further details of the *cauldron*, refer to the Appendix.

Note: Any dire wolves killed or werewolves killed earlier in the adventure are removed from this encounter.

Notes On Capturing And Curing The Werewolves

If the PCs are respectful of Baern's warning about harming the forest denizens or if they remember that these werewolves were once peaceful druids, they might decide to capture rather than kill the werewolves. Characters of creative players who devise this method of solving the werewolf problem should receive XP just as if they killed the werewolves (providing they actually cure the werewolves of their affliction). Consult the MM for the rules on curing lycanthropy.

Area 12: Grove of the Witch Tree (EL 12)

Upon entering the grove, the PCs feel a certain uneasiness about them. Each character must succeed at a Fortitude save (DC 15) or be shaken (-1 circumstance penalty to all rolls) for the duration of his or her stay in the Witch Tree grove. Once a character leaves the grove or the Witch Tree is slain, the penalty disappears.

The figure is none other than Gothgul. After he speaks, he calls down the first bolt of lightning from his *call lightning* spell, then transforms to his hybrid werewolf form, draws his weapon from the ground, and attacks.



A foreboding presence fills the air, seeming to steal the breath from your lungs. As you press through the dense foliage, you think you hear a strange murmuring and whispering, until you realize that the noise you hear is within your own head. Upon reaching a clearing, you notice that the sky above you has filled with gray clouds and that the wind causes the fronds of the huge willow tree before you to sway ominously, occasionally brushing against a dark figure seated cross-legged and leaning against the tree's broad, gnarled trunk. The figure wears a russet cloak and has a scimitar stuck in the ground before him. He looks up at you from the depths of his hood, yellowish eyes gleaming at you, though shadows obscure his face. After what seems like an eternity, he speaks. "So, at last you come to face me? You seek to wrest the guardianship of the grove from me? Very well, though I warn you, her power is great indeed." The tendrils of the Witch Tree seem to wave and reach longingly to touch the cloaked figure as his face stretches and transforms to that of a wolf. You notice that the knots and ripples in the tree bark bear a vague resemblance to that of a beautiful woman, now twisted with hatred and evil.

Gothgul, Male Werewolf Drd7 (hybrid form): CR 9; SZ M Shapechanger; HD 7d8+28; hp 66; Init +6; Spd 50 ft.; AC 15; Atk +8 melee (1d6+2, +1 keen scimitar, crit 15-20) and +3 melee (1d6+1, bite); SA spells, curse of lycanthropy; SQ alternate form (wolf or human), damage reduction (15/silver), wolf empathy, scent, animal companion, nature sense, resist nature's lure (+4 to saves

against spell-like abilities of fey), trackless step, *wild shape* (3/day), woodland stride; AL NE; SV Fort +11, Ref +5, Will +10; Str 13, Dex 16, Con 18, Int 13, Wis 16, Cha 10.

Skills: Animal Empathy +8, Concentration +10, Handle Animal +7, Heal +8, Knowledge (nature) +8, Listen +14, Search +9, Spot +14, Wilderness Lore +10*. **Feats:** Blind-Fight, Dodge, Improved Control Shape, Improved Initiative, Scribe Scroll, Track, Weapon Finesse (bite), Weapon Focus (scimitar). *Gothgul receives a +4 racial bonus to Wilderness Lore checks when tracking by scent in wolf or hybrid form.

Divine Spells Prepared (6/5/4/3/1): 0—*cure minor wounds*, *flare*, *know direction*, *light*, *resistance*, *virtue*; 1st—*entangle*, *faerie fire*, *magic fang*, *shillelagh*, *summon nature's ally I*; 2nd—*barkskin*, *resist elements (x2)*, *summon swarm*; 3rd—*call lightning*, *protection from elements*, *spike growth*; 4th—*dispel magic*.

Possessions: +1 keen scimitar, pouch with 120 sp.

Witch Tree: CR 11; SZ H Plant; HD 11d8+66; hp 115; Init -1; Spd 20 ft.; AC 21; Atk +15 melee (1d6+9 [x2], tendril); Face/Reach 10 ft. by 10 ft./15 ft.; SA spell-like abilities, improved grab, constrict (1d6+9); SQ plant, damage reduction (10/+1), SR 18, electricity and fire resistance (20); AL CE; SV Fort +13, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 14, Wis 12, Cha 18.

Skills: Listen +5, Spot +5.

Spell-Like Abilities: 3/day—*charm monster* and *charm person*; 1/day—*dominate person*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 14 + spell level).

Tactics: Gothgul has loaded himself with protection spells and an offensive arsenal, such as *magic fang*, *resist elements (cold)*, *resist elements (electricity)*, *barkskin*, and *protection from elements (fire)*. If his physical attacks fail to

harm the PCs or if the PCs appear to be bulked up with magical spells, he casts *dispel magic* before casting *summon swarm*. He casts these spells from under the fronds of the Witch Tree and attempts to keep beneath the canopy of its dark fronds during the entire battle.

The Witch Tree watches and waits, attacking only to defend itself. If attacked, it uses its spell-like abilities and constriction ability.

Using the Copper Nails

If the copper nails were gained from Daisy, pounding one into the roots of the Witch Tree deals 1d6 points of temporary Constitution damage to it. *Blessing* the nails beforehand deals +2 extra points of temporary Constitution damage per nail. Note that this is considered a normal melee attack that provokes an attack of opportunity.

Treasure: The *silver sickle* was stolen by Gothgul early after his transformation to evil. When used with the *golden cauldron* to harvest mistletoe, the druid doing so gains the ability to cast druidic spells as if she were one level higher (thereby granting her the spellcasting ability of a druid one level higher than her actual class levels). This effect lasts for 12 hours, at which time any bonus spells gained are thus lost. The *silver sickle* in and of itself functions as a *sylvan scimitar*.

Finishing the Adventure

Defeating the werewolves in the cave and returning the *golden cauldron* to Baern strengthens his position in the Wiltangle and allows him to rebuild his circle. With the *golden cauldron* and the *silver sickle*, Baern can easily harvest the mistletoe and holly leaves that are the divine focus necessary to perform the casting of the *reincarnate* spell. With the bowl in his possession, Baern casts at one level higher than his normal caster level, granting him access to the *reincarnate* spell.

Once he has revived the PCs' fallen comrade, Baern asks them to return to the woods and defeat Gothgul, if they have not done so already. Emboldened by the return of the *golden cauldron*, Baern accompanies the party to the final confrontation with Gothgul and the Witch Tree.

If the PCs captured rather than killed any of the druidic werewolves, they can attempt to cage them until they can be cured of their affliction (see the MM). The PCs' merciful acts earn them Baern's lifelong friendship and admiration.

If any of the PCs contracted lycanthropy, use the rules for curing lycanthropy (see the MM). Baern has several sprigs of belladonna handy for just such an event.

Kinslayer's Moon

This adventure is designed for 4 PCs of 8th level, though it can accommodate characters of various levels (see the "Scaling the Adventure" sidebar). The adventure differs from others in that its story arc depends upon the party's overall alignment. A good-aligned group ends up working for a man named Lord Seon, while an evil-aligned group pursues the same goal but works instead for Seon's rival, a man called Baudelaire. In either case, the PCs are matched against an NPC adventuring party under the employ of the opposition.

Deceased Character's Player: In this adventure, the player of the dead PC can play the entire party of opposing NPCs or could play a single NPC sent to aid the party. More notes on this are provided below under each choice—either good or evil.

Adventure Background

Thus speaks the Old Law of the Abarim: "Pain is the way to victory, and without victory there is no pride, and those who walk the lands without pride are less than vermin." The proud people of the Abarim have forever marched on the path of pain and hardship, allowing nature to sculpt them as it sees fit. They cried out to the gods, begging for the path that would lead them to pain, to victory, and to pride. It was the lord Set who answered that call so long ago, and it is to Set alone they have worshipped ever since.

Centuries ago, the Abarim's outlook brought them into direct conflict with a people known as the Horonaim. The Abarim's bloody war against the Horonaim is about more than faith. It is about blood, the heritage of two peoples who have no common bond. War has been raging between the city of Horonaim and the tribes of Abarim for what seems like an eternity. For a time, the Abarim held the upper hand. They were led by the warrior chieftain Chemos, who was without parallel on the field of battle, a general able to unify his people and send his forces into battle untroubled by fear or doubt. Chemos brought his people together in a way no one had done before, molding them into the fiercest warriors the land of Horonaim had ever faced. The Abarim sent their enemies reeling with each devastating attack, striking down even the mighty Paladins of Horonaim. The day Chemos was slain is remembered by the elders and the priests as the deathblow against the Abarim, a moment ordained by the gods themselves.

Today, infighting between rival leaders cripples the tribe, while the forces of Lord Seon of Horonaim grow stronger, seeking to take back their honor and repay the barbarians for all the damage they have wrought upon the land. Religious leaders whisper that the Abarim have been deemed unworthy in the eyes of the gods. These priests say that the Abarim are being punished for their disunity and their lack of faith in the divine powers.

All the priests, that is, save one.

A cleric named Baudelaire, loyal worshipper of the god Set, has learned of a way to revive the fallen warlord Chemos and regain the stability enjoyed by the tribe under his guidance. Having learned of a sacred place, a well deep inside a lost Temple, Baudelaire believes that Chemos can rise again and lead the Abarim to victory against Lord Seon once and for all.

The *Well at Ashan'kor* is a historical site that has taken on the qualities of myth. Allegedly, an ancient king was brought back from the dead by the power of the *Well*, a power that only worked on the eve of the Kinslayer's Moon — when the moon was at its apogee and a strange crimson light shone down upon the highest point in the Temple of Ashan'kor. The eve of the Kinslayer's Moon actually marked a dark festival in honor of the fell god Set. By using Set's power in the form of the *Well*, the nameless Lord of Ashan'kor returned from the realm of the dead. Since that time, millennia ago, the city of Ashan'kor has virtually disappeared; its grand streets are now little more than ruin. Little is known of how the city fell and even less of what it was prior to the devastation. Some say the inhabitants' own excesses displeased their patron and he himself ravaged their magnificent home. Whatever the case, the surviving records deal less with the city proper than with the Temple around which the city was built, or, more specifically, the *Well* that the Temple housed.

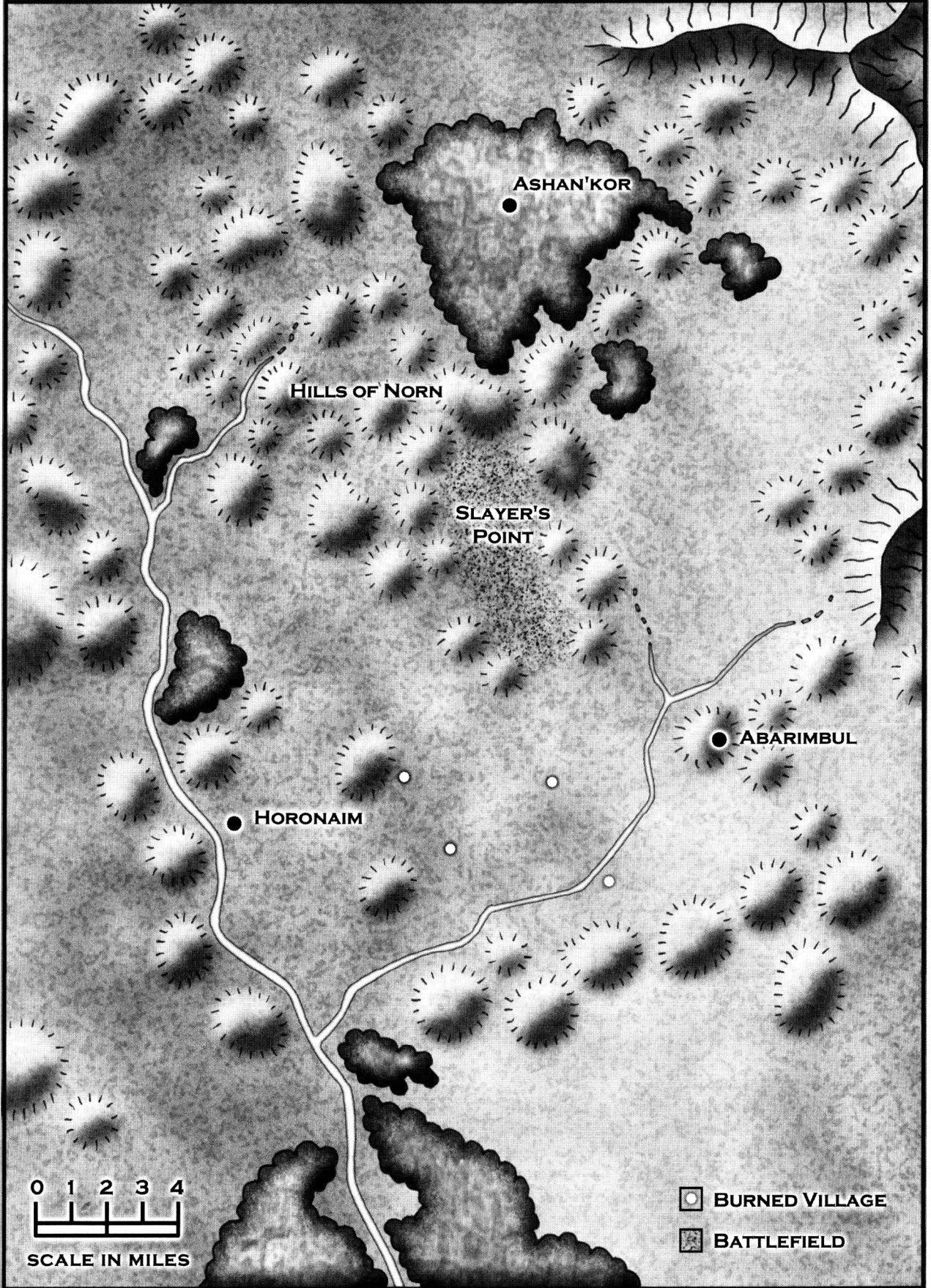
Today, the significance of the words "Kinslayer's Moon" is all but forgotten, though the phrase still resonates with strange effect to those who hear it. Whether Horonaim paladin or Abarim barbarian, none can deny the power of the Kinslayer's Moon. Whatever the true origin of the phrase, the name alone inspires terror in the hearts of good men and celebration in the hearts of the wicked.

Through intense study, Baudelaire has discovered the true nature of the *Well*, and he intends to use its powers to restore the fallen Chemos to life.

Adventure Synopsis

The PCs must locate the *Well at Ashan'kor* in order to restore their dead companion to life. At the adventure's onset, you must decide which army approaches the heroes: either the righteous warriors of Lord Seon or the dark forces of Baudelaire and the Abarim. The PCs strike off to the ruined city of Horonaim, either bearing Chemos's body or chasing those who bear it. Either way, they must battle their way through the dungeon surrounding the *Well* and eventually confront the NPC party, most likely in a melee of epic proportions. Afterwards, they use the power of the *Well* as they see fit.

MAP 2: HORONAIM VALLEY



Scaling the Adventure

6th- to 7th-level PCs

- Reduce the size of the NPC Party, removing a cleric and a fighter from each.
- Change Adnok the bugbear in Area 16 to 5th-level.

9th- to 10th-level PCs

- Turn the group of goblins in Area 6 into hobgoblins.
- Transform some of the vipers into dire vipers.
- Have Set summon a hydra from the depths of the Well in Area 10.

Character Hooks

- Through the use of the contact other plane spell, bardic knowledge, or Knowledge (religion), the PCs have learned of an ancient well near the embattled city of Horonaim. The information concerning the well is vague; the heroes know only that the well's raise dead enchantment will function "on the eve when the Kinslayer's Moon of old rises once more." They must travel overland to Horonaim.
- PCs not requiring the return of a fallen friend might hear of the magic well during their travels and seek it out for other purposes.
- The PCs are traveling to another destination when they are approached by agents of either Lord Seon or Baudelaire, as detailed below.

Part One: Tough Choices

The adventure takes place in an area known as Horonaim Valley; however, you can easily replace this locale with a similar one from your own campaign world. The text assumes that the PCs are heading to Horonaim in an effort to locate the mythic *Well* and with it bring their companion back from the dead. If this is not the case, adjust the plot as necessary.

Unfortunately for the PCs, the *Well at Ashan'kor* is some distance from their current location. Remember that the spell *raise dead* can only restore a creature dead for up to 1 day per caster level, so the PCs should feel a sense of urgency during their journey. Conduct their trip to Horonaim so that the PCs feel like they arrived "just in time," regardless of the actual length of their journey. Anywhere between 7 and 12 days is an appropriate stretch of time to keep the PCs on the road. Beleaguer them along the way with whatever types of random encounters you deem appropriate.

When the PCs finally draw near Horonaim Valley, refer to Map 2. Horonaim Valley itself is a lush land, sparsely populated, well-suited to the grazing of livestock. Most of the valley consists of rolling grasslands, but there are also enough forested areas and fresh water to support a variety of trades, including woodcutting, hunting, and fishing. The exact specifications of the valley are not described, so that you might easily adapt it to nearly any location in your campaign world.

This former lush valley is like a body left dead by the war. Its blood is the ash that is thrown into the air by cold, bitter winds from the east. Not an ear of corn nor a grain of wheat for human or vermin remains as winter approaches, the untilled soil lying in wait for spring in those few places left untainted by the boot heel of battle-hardened slayers. Outposts that once housed dozens of men have long been forced open, overrun by a tide of steel as the bloodthirsty Abarim invaders swept over them. Shadows of the combatants, etched into fire-blackened stone walls, illustrate the intensity of the war being waged here. Along the roadside lie the cloth and wooden remains of yurt and chariot, a grim testament to the resolve of the Horonaim defenders. Perhaps most grisly of all are the mounds of overturned earth dotting the countryside, each burdened by the forgotten remains of the slain, Abarim and Horonaim alike. Only in their ruin do these two races find their common bond, just as all people in the end discover that death willingly claims all men under its cold dominion.

The Proposal (EL 9 if combat ensues)

As the PCs reach the rim of the Horonaim Valley, have them roll Spot and Listen checks (DC 14) to notice a heavily armed band of riders approaching them. If the PCs miss their checks, they are soon surrounded by 16 mounted warriors. These riders represent either Lord Seon or Baudelaire and the Abarim, depending on the PCs' overall alignment.

The riders call for the PCs to halt and run them through a series of questions concerning their business in this region and their intentions. They briefly outline the situation explained in the Adventure Background, setting the stage for the PCs' actions in the region. When the riders see that the ethos of these strangers is congruous with their own, they ask the heroes to accompany them to their base of operations, where arrangements might be made to effect the resurrection of the deceased party member.

Regardless, the riders are armed with light lance, battleaxe, and composite shortbow and wear scale mail armor. The choice is now yours. Do the players help the paladins under Lord Seon and stop a madman from being brought back from beyond the vale of death? Or do they side with the ferocious Abarim, raise their war chieftain, and watch the sack of Horonaim? At your discretion, the heroes are escorted to meet with Lord Seon in Horonaim or with Baudelaire at Abarimbul.

If the PCs are more inclined to favor the ways of Set or if their dead comrade is of evil alignment, proceed to **Choice One: Raising Chemos**. On the other hand, if the party's ethos more closely corresponds with the good Lord Seon, skip ahead to **Choice Two: Preventing the Resurrection**.

Cavalry Soldiers, Male Human Ftr1 (15): CR 1; SZM; HD 1d10+1; hp 11; Init +1; Spd 20 ft. (base 30 ft.); AC 15; Atk +3 melee (1d8+1, masterwork battleaxe, crit x3) or +2 melee (1d4+1, light lance, crit x3) or +3 ranged (1d6, masterwork composite shortbow, crit x3, 70 ft.); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Climb +1, Jump +1, Ride +5. **Feats:** Mounted Archery, Mounted Combat, Ride-By Attack.

Possessions: Scale mail, masterwork battleaxe, masterwork composite shortbow, 20 masterwork arrows, light lance, pouch containing 1d4 gp.

Cavalry Sergeant, Male Human Ftr3: CR 3; SZ M; HD 3d10+3; hp 25; Init +1; Spd 20 ft. (base 30 ft.); AC 15; Atk +6 melee (1d8+2, masterwork battleaxe, crit x3) or +5 melee (1d4+2, light lance, crit x3) or +5 ranged (1d6, masterwork composite shortbow, crit x3, 70 ft.); AL N; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 10.

Skills: Climb +2, Jump +2, Ride +8, Swim +1. **Feats:** Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Trample.

Possessions: Scale mail, masterwork battleaxe, masterwork composite shortbow, 20 masterwork arrows, light lance, pouch containing 23 gp.

Choice One: Raising Chemos (Evil PCs)

Describe the sites and sounds of the camp of the Abarim as the PCs are escorted to their meeting with Baudelaire. As an example, read or paraphrase the following:

Pride gave rise to Abarimbul, but only anger and frustration now dwell here. The camp is a sprawl of tents populated by demoralized barbarians, unable to cope with the harsh reality that they are losing this war. No buildings are raised, not even a single stone shrine to their patrons. Only the rings of stone filled by ash and bone reveal this was once a grand place, host to slayers and home to demons. The city ruins are a figment of history, a place that seeks to disappear in the tides of time.

Abarimbul

Abarimbul is the largest camp of several constructed by those who call themselves the Abarim. Rumors have flown among Lord Seon's men that Abarimbul is home to a host of demon spawn who have risen from the depths to bring death and destruction. These demons, using the warriors of the Abarim, commit all the atrocities the Horonaim have endured, all the while gaining strength from the ritual slaughter of the Horonaim women and their babes. While this is the popular theory, it could not be further from the truth.

The sprawl of tents and shanties that make up Abarimbul is the hasty construction of the Abarim war parties, a mere 8-hour ride from the walls of Horonaim. Unwashed hordes mull through the makeshift town, drinking heavily and yelling in vulgar tongues, restless from the long wait between encounters with their enemies.

The tallest tent in the camp is a shrine dedicated to Set, taking the roles of spiritual center, grand treasury, and military headquarters. The tent is pitch black, standing out from the mottled shades of brown and gray that make up the rest of the camp. This shrine is also the most heavily guarded locale in the vicinity, a place that even the

venerated warriors do not dare approach without the permission of the local clerics or tribal leaders.

On the outskirts of camp is another out-of-place locale, this one under a tent of dark green canvas. It is the shrine to Orcus, small but lavish in design, a place the priestess Marriot presents to any who wish to pay offering to the Demon God. Rumors circulate that Marriot offers more than just the opportunity to pay tribute to Orcus, as many an able bodied warrior can be heard to boast while toasting his comrades around the campfire.

Abarimbul is not nearly as impressive as rumor would suggest. It is a sprawl, at best a temporary home for a restless group of warriors who are on the verge of breaking down from internal squabbling and external pressure. They have no desire to remain in the confines of this wretched place. The Abarim wish nothing more than to defeat and occupy Horonaim.

Abarimbul (camp): War party; AL LE; 200 gp limit; 15,000 gp assets; Population 277; Mixed (97% Human, 3% Half-Orc).

Authority Figures: Kaji, male human Bbn7; Japheus, former second to Chemos, male human, Bbn9.

Important Characters: Baudelaire, priest of Set, male human Clr6; Marriot, priestess of Orcus, female human Clr4.

Others: Bbn1–7 (201); Ftr3–9 (70); Rog5 (2).

An Audience with Baudelaire

Assuming that the PCs have not slain the messengers who bring them to the camp of Abarimbul, the party is gathered together by Baudelaire, who presents them with the opportunity to side with the "inevitable victors" of the war against Horonaim. Baudelaire explains that the PCs have been chosen by the gods to complete the task of bearing the body of Chemos, their great warlord, to the Temple of Ashan'kor. Once at the Temple, the PCs are simply to let the body sink into the hallowed *Well at Ashan'kor*, where it will find life once again.

Baudelaire offers wine and food to the PCs as he appeals to their greed, pointing out that the *Well at Ashan'kor* may be able to help them with their own problems. He readily points to the body the PCs bear with them while waving a handkerchief under his nose at the obvious ripeness of the corpse. If the party does not appear to be convinced of his offer, he asks them to come with him to the tent of Japheus, former second in command to the worthy Chemos.

Japheus trumps the offer of simply raising the PCs' companion by offering them each 500 gp and a place upon the war council of the Abarim should they succeed in this venture. Japheus explains that he must lead his warriors in a raid upon Horonaim while the PCs slip out of Abarimbul with Chemos's body. This subterfuge is necessary to prevent Horonaim scouts from catching the PCs before they reach the Temple. There is the very distinct sign of urgency, as the night of the Kinslayer's Moon draws near.

If the PCs are still reluctant to take the quest, Baudelaire simply informs them that the wine they have drunk and the food they have eaten are poisoned. The PCs have exactly 2 days to complete the quest or they will begin to feel the effects of the poison and eventually die horrible, wracking deaths. The poison is a magically invigorated derivative of black lotus extract. Though the poison can be



detected with a *detect poison* spell, it cannot be neutralized without the specific antidote, which only Baudelaire possesses. After the initial 48 hours passes, each PC must make a Fortitude save (DC 22) each day or suffer 1d6 points of temporary Constitution damage. At Constitution 0, the character dies.

Chemos's body is encased in a coffin of ebony wood that weighs a total of 300 pounds. The coffin is locked with a good lock (Baudelaire gives a key to the PCs if they accept the quest) and further sealed with *arcane lock*, requiring an Open Lock check at DC 40 to access.

Chemos's Coffin: Hardness 5; hit points 50; Break (DC 28).

Dead Character's Player: The dead character's player can be given the choice to play all of the opposition party members, detailed below, or can be allowed to play one of the evil NPCs detailed in the Opposition Party under "Choice 2: Preventing the Resurrection." **Ishacar** would be a good choice.

Opposition Party (EL 12)

Unbeknownst to the PCs, Marriot, the priestess of Orcus, has sent a message to Lord Seon informing him of the plot by Baudelaire to resurrect Chemos. This attempt by Marriot to undermine Baudelaire's scheme has worked well, throwing Lord Seon into a panic. Marriot knows that if she can somehow get Baudelaire to destroy himself, it will be that much easier for her to assume control of the Abarim. With this tiny act of treachery, she can rid herself of not only Baudelaire and Japheus, but many of Lord Seon's people as well.

In his desperation to prevent the resurrection, Lord Seon has assembled his own troupe to pursue those sent to raise Chemos in the Temple at Ashan'kor.

Lord Seon's Men: Under the direction of Lord Seon, a party of able heroes has agreed to march off to Ashan'kor to stop the PCs from accomplishing their task. Sir Boers was the first to volunteer his services, followed by his close friends Sir Hector and Sir Blamore. The noble Utherin, nephew of Lord Seon, and his man-at-arms Zebulun followed the three paladins, heeding the call as well. The clerics Natz and Puelo left their shrines, agreeing the threat of Chemos's return was too grave to be put off. Finally, hearing the woes of Lord Seon and fearing for Puelo's safety, Gorges strode forth and asked that he too might join the fight against evil.

These brave souls, known as the Paladins of Seon, have assured their Lord that they will give their dying breath to the battle against Chemos and his pack of vagabonds, renewing their vows of fealty to the Horonaim. For more information on how the Paladins of Seon act to thwart the PCs, refer to **Part Two: Hunters and Hunted**. Note that Natz and Puelo follow Ra, the sun god, but you can replace Ra with an appropriate deity from your own campaign.

Sir Boers, Male Human Pal6: CR 6; SZ M; HD 6d10+12; hp 49; Init -1; Spd 20 ft.; AC 19; Atk +9/+4 melee (1d8+2, longsword, crit 19-20) or +5/+0 ranged (1d8, light crossbow, crit 19-20, 80 ft.); SA smite evil (1/day), turn undead, spells; SQ *detect evil*, divine grace, *lay on hands* (18 points per day), divine health (immune to all magical and normal diseases), aura of courage (all within

10 ft. get +4 to saves against fear), remove disease (2/week); ALLG; SV Fort +10, Ref +7, Will +6; Str 14, Dex 9, Con 14, Int 11, Wis 12, Cha 17.

Skills: Concentration +9, Diplomacy +11, Knowledge (religion) +7, Ride (horse) +4. **Feats:** Blind-Fight, Power Attack, Lightning Reflexes, Weapon Focus (longsword).

Divine Spells Prepared (2): 1st—bless, divine favor.

Possessions: *Potion of cure light wounds*, full plate, large wooden shield, longsword, light crossbow, 20 bolts.

Sir Blamore, Male Human Pal6: CR 6; SZ M; HD 6d10+12; hp 53; Init +0; Spd 20 ft.; AC 19; Atk +9/+4 melee (1d8+2, longsword, crit 19-20) or +6/+1 ranged (1d8, light crossbow, crit 19-20, 80 ft.); SA smite evil (1/day), turn undead; SQ *detect evil*, divine grace, *lay on hands* (18 points per day), divine health (immune to all magical and normal diseases), aura of courage (all within 10 ft. get +4 to saves against fear), remove disease (2/week); ALLG; SV Fort +10, Ref +5, Will +6; Str 14, Dex 10, Con 15, Int 11, Wis 12, Cha 17.

Skills: Concentration +9, Diplomacy +11, Knowledge (religion) +7, Ride (horse) +5. **Feats:** Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Divine Spells Prepared (2): 1st—bless, divine favor.

Possessions: *Potion of cure light wounds*, full plate, large wooden shield, longsword.

Sir Hector, Male Human Pal6: CR 6; SZ M; HD 6d10; hp 38; Init +1; Spd 20 ft.; AC 21; Atk +10/+5 melee (1d8+3, +1 longsword, crit 19-20) or +7/+2 ranged (1d8, light crossbow, crit 19-20, 80 ft.); SA smite evil (1/day), turn undead; SQ *detect evil*, divine grace, *lay on hands* (18 points per day), divine health (immune to all magical and normal diseases), aura of courage (all within 10 ft. get +4 to saves against fear), remove disease (2/week); ALLG; SV Fort +8, Ref +6, Will +7; Str 14, Dex 13, Con 11, Int 11, Wis 14, Cha 16.

Skills: Concentration +7, Diplomacy +11, Knowledge (religion) +7, Ride (horse) +6. **Feats:** Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Divine Spells Prepared (2): 1st—bless, divine favor.

Possessions: +1 longsword, full plate, large wooden shield.

Utherin, Male Human Ftr6: CR 6; SZ M; HD 6d10+12; hp 46; Init +1; Spd 30 ft.; AC 16; Atk +10/+5 melee (1d6+5, +1 battleaxe, crit x3) or +8/+3 ranged (1d6, masterwork shortbow, crit x3, 60 ft.); AL N; SV Fort +8, Ref +4, Will +4; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 12.

Skills: Climb +4, Jump +4, Listen +3, Ride (horse) +7, Spot +3, Swim +0. **Feats:** Cleave, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 chain shirt, *potion of cure moderate wounds*, +1 battleaxe, cloak of resistance +1, masterwork shortbow, 30 arrows, pouch with 1 deep blue spinel (500 gp) and 73 gp.

Zebulin, Male Human Ftr5: CR 5; SZ M; HD 5d10+5; hp 42; Init +1; Spd 30 ft.; AC 16; Atk +9/+4 melee (1d8+5, +1 longsword, crit x3) or +8/+3 ranged (1d6, masterwork

shortbow, crit x3, 60 ft.); AL N; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 12, Int 11, Wis 11, Cha 10.

Skills: Climb +3, Jump +3, Listen +2, Ride (horse) +8, Spot +2, Swim -2. **Feats:** Cleave, Dodge, Great Cleave, Mounted Archery, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Chainmail, 2 *potions of cure moderate wounds*, +1 longsword, masterwork shortbow, 30 masterwork arrows, pouch with 225 sp and 47 gp.

Natz, Male Human Clr5 (Ra): CR 5; SZ M; HD 5d8+5; hp 32; Init +1; Spd 30 ft.; AC 13; Atk +4 melee (1d8+2, heavy mace); SA spells, turn undead; SQ improved good and healing spells (+1 caster level from domain); AL NG; SV Fort +5, Ref +4, Will +6; Str 13, Dex 12, Con 13, Int 13, Wis 15, Cha 13.

Skills: Concentration +8, Diplomacy +7, Knowledge (religion) +8, Scry +7, Spellcraft +7. **Feats:** Expertise, Lightning Reflexes, Scribe Scroll.

Divine Spells Prepared (5/4/3/1): 0—cure minor wounds (x2), light, resistance (x2); 1st—bless, cure light wounds (x2), sanctuary; 2nd—hold person, sound burst, zone of truth; 3rd—blindness/deafness.

Domain Spells (Good, Healing): 1st—protection from evil; 2nd—aid; 3rd—magic circle against evil.

Possessions: *Potion of invisibility*, divine scroll (meld into stone and hold person, caster level 9), divine scroll (cure light wounds [x3], caster level 5), masterwork leather armor, heavy mace, pouch with 100 gp.

Puelo, Female Human Clr5 (Ra): CR 5; SZ M; HD 5d8+5; hp 27; Init +2; Spd 30 ft.; AC 13; Atk +5 melee (1d8+2, heavy mace); SA spells, turn undead; SQ improved good spells (+1 caster level from domain), feat of strength (1/day, +5 Str bonus for 1 round); AL NG; SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 13, Int 12, Wis 15, Cha 13.

Skills: Concentration +8, Diplomacy +7, Knowledge (religion) +8, Scry +7, Spellcraft +7. **Feats:** Dodge, Craft Wondrous Item, Weapon Focus (heavy mace).

Divine Spells Prepared (5/4/3/1): 0—cure minor wounds (x2), light, resistance (x2); 1st—bless, cure light wounds, divine favor, shield of faith; 2nd—hold person, resist elements, spiritual weapon; 3rd—daylight.

Domain Spells (Good, Strength): 1st—protection from evil; 2nd—bull's strength; 3rd—magic circle against evil.

Possessions: *Potion of cure moderate wounds*, masterwork leather armor, heavy mace, pouch with 120 sp, 1 piece of alexandrite (50 gp).

Gorges, Male Human Rgr7: CR 7; SZ M; HD 7d10; hp 49; Init +3; Spd 30 ft.; AC 15; Atk +10/+5 melee (1d8+2, +1 longsword, crit 19-20) or +11/+6 ranged (1d8+1, +1 longbow, crit x3, 100 ft.); SA favored enemy (+2 bugbears, +1 plants); AL NG; SV Fort +5, Ref +5, Will +3; Str 12, Dex 16, Con 10, Int 11, Wis 12, Cha 12.

Skills: Craft (bowmaking) +4, Handle Animal +10, Hide +8, Listen +8, Move Silently +7, Search +4, Spot +8, Wilderness lore +11. **Feats:** Dodge, Iron Will, Point Blank Shot, Track, Weapon Focus (longsword).

Divine Spells Prepared (2): 1st—*detect snares and pits*, *entangle*.

Possessions: +1 longbow, 20 arrows, +1 longsword, dagger, leather armor, and pouch containing 197 gp.

Choice Two: Preventing the Resurrection (Good PCs)

Describe the sights of the city of Horonaim as the PCs are escorted to the house of Lord Seon. As an example, read or paraphrase the following:

Horonaim is a shadow of a shadow, so faint in contrast to the visions of the elders that it is not worthy of bearing the same name. The enclosing walls have been built and rebuilt from the stones of the city itself, piled high and wide to bar outsiders from gaining entry to the once vibrant trade center. Some question what the walls have left to protect, while some go so far as to wonder if soon all they will have left to protect are the walls themselves. Only hope remains for those valiant few who remain, yet even that has begun to seep away.

The City of Horonaim

Lord Seon, great grandson of the nearly mythical Xander, once hoped to make the city better than what his father left in his hands. For many years upon his assuming the role of lord-protector, the city flourished, bringing in trade that was far too scarce in the days of Seon's father. Seon led his faithful paladins against raiders, fought off sporadic barbarian invasions, and seemed blessed by the gods themselves.

Now, the people of Horonaim fight for their lives against the merciless Abarim, setting aside their plows and taking up arms to defend the city against the barbarian invaders. Seon sees the strain his people are under and knows that if they do not succeed in defeating their enemy soon, their fate is sealed.

No longer the place of splendor remembered in song, Horonaim is a city falling apart at the seams. Surrounding it is a large wall, hastily constructed of stone and wood. In some places, overturned carts barricade the gates, while weak-eyed guardsmen keep watch over the precarious defenses. Many of the homes are abandoned, their occupants fleeing to find peace and safety in other lands. Many buildings are being taken apart to strengthen the city fortifications, while others have been transformed into crude hospitals where a handful of desperate clerics and housewives tend to the injured and give last rites to the dead.

The largest house is that of Lord Seon himself, where his once great paladin force has been reduced from 50 to a mere dozen during the war. He spends his days and nights here, pacing about and plotting strategy, praying to Ra to send relief from this war and deliver his people from the hands of the evil that has encroached on these once peaceful lands.

Horonaim (city): Conventional; AL NG; 900 gp limit; Assets 30,000 gp; Population 977; Mixed (97% Human, 2% Halfling, 1% Elven).

Authority Figure: Lord Seon, male human Pal8.

Others: Soldiers — Pal6 (12), War6 (7), War4 (18), War2 (100); Civilians — Clr4 (2), Rog2 (2), Com1 (780), Exp3 (13), Exp2 (50).

In the House of Lord Seon

The PCs are brought to the home of Lord Seon to be judged; a steely gaze and a *detect evil* spell are the final arbiters of their fate. If they pass the test without a taint of evil to be found, they are given the opportunity to explain why they have been skulking around Horonaim Valley.

If the PCs are forthcoming about their intentions, Lord Seon asks if they would be willing to endure hardship, battle infernal forces, and confront terrible beasts for the life of their friend. A positive reply prompts Seon to tell the party of Ashan'kor, a ruined place not far from Horonaim, and of the Abarim, their mortal foes. He tells them of an Abarim plot to raise their dread lord Chemos by harnessing a relic lost to time at Ashan'kor. "If you stop them from accomplishing their goal," he continues, "you may find yourselves with a means to accomplish your own goal."

Should the PCs resist this option, he offers them supplies and 500 gp per head. If, after this generous offer, they still refuse to go to Ashan'kor, he accuses them all of cowardice and has them escorted from Horonaim by his guards.

If the PCs refuse to explain why they have come to Horonaim, Lord Seon has them jailed until such time as they see fit to share the nature of their quest. The body of their friend is housed in the local shrine to Ra, watched over by the few clerics who remain in the city.

Dead Character's Player: The dead character's player can be given the choice to play all of the opposition party members, detailed below, or one of the good NPCs detailed above in the Opposition Party under "Choice 1: Raising Chemos." **Utherin** would be a good choice.

Opposition Party (EL 13)

Japheus, renowned second to Chemos, has assumed leadership of the band that is venturing to Ashan'kor so the Abarim might raise their fallen warlord. On the advisement of Baudelaire, Japheus will be the one to place Chemos in the Well's tainted waters and witness the revival of his master.

The Evil of the Abarim: Japheus brings a group of 4 proud warriors, 2 unscrupulous rogues, and a pair of beautiful female clerics who have dedicated themselves to the dark gods. These priests have pledged themselves to the Abarim and to Japheus, declaring that it is the will of the gods that Chemos be raised. For more details on how Japheus and his minions come into conflict with the PCs, refer to **Part Two: Hunters and Hunted**.

Japheus, Male Human Bbn9: CR 9; SZ M; HD 9d12+9; hp 73; Init +1; Spd 40 ft. (base 30 ft.); AC 19; Atk +14/+9 melee (1d8+5, +2 *longsword*, crit 17-20) or +10/+5 ranged (1d8, longbow, crit x3, 100 ft.); SA rage (3/day); SQ fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 13, Con 12, Int 8, Wis 10, Cha 10.

Skills: Climb +8, Intimidate +9, Jump +3, Knowledge (religion) +3, Listen +5, Move Silently +5, Spot +5, Swim

+3. *Feats*: Combat Reflexes, Dodge, Improved Critical (longsword), Mobility, Spring Attack.

Possessions: +2 longsword, +2 scale mail (red bull's head with snakes wrapped around the horns emblazoned on the chest), longbow, 20 arrows, wooden shield, and a key to Chemos's coffin (unless the PCs are bearing the coffin).

Reuben, Male Human Ftr7: CR 7; SZ M; HD 7d10+21; hp 66; Init -1; Spd 20 ft. (base 30 ft.); AC 15; Atk +11/+6 melee (2d6+6, greatsword, crit 19-20) or +9/+4 ranged (1d4+5, +2 sling, 50 ft.); AL CE; SV Fort +8, Ref +3, Will +5; Str 17, Dex 8, Con 16, Int 12, Wis 12, Cha 11.

Skills: Climb +2, Craft (weaponsmithing) +6, Handle Animal +7, Jump +2, Ride (horse) +6, Swim +2. *Feats*: Cleave, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Focus (sling), Weapon Specialization (greatsword).

Possessions: +2 sling, +1 breastplate, greatsword, pouch containing 100 gp.

Naphtali, Male Human Ftr7: CR 7; SZ M; HD 7d10+14; hp 53; Init +5; Spd 30 ft.; AC 15; Attack +12/+7 melee (1d8+6, +2 longsword, crit 19-20) or +8/+3 ranged (1d6+2, javelin, 30 ft.); AL NE; SV Fort +7, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 8, Cha 10.

Skills: Climb +8, Jump +8, Ride (horse) +9, Swim +6. *Feats*: Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Run, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, *potion of cure light wounds*, studded leather, small wooden shield, 2 javelins, pouch containing 175 sp and 24 cp.

Manasseh, Male Human Ftr7: CR 7; SZ M; HD 7d10+21; hp 58; Init +7; Spd 30 ft.; AC 17; Atk +12/+7 melee (1d8+4, +1 longsword, crit 19-20) or +12/+7 ranged (1d8+1, masterwork longbow, crit x3, 100 ft.); AL CE; SV Fort +10, Ref +5, Will +3; Str 17, Dex 16, Con 17, Int 12, Wis 13, Cha 11.

Skills: Climb +7, Handle Animal +6, Listen +7, Ride (horse) +9, Spot +7, Swim +7. *Feats*: Alertness, Great Fortitude, Improved Initiative, Point Blank Shot, Power Attack, Quick Draw, Sunder, Weapon Focus (longsword).

Possessions: 20 +1 arrows, +1 studded leather, +1 longsword, masterwork longbow, pouch containing 27 sp.

Ishacar, Male Human Ftr7: CR 7; SZ M; HD 7d10+14; hp 52; Init +4; Spd 20 ft. (base 30 ft.); AC 16; Atk +12/+7 melee (2d6+8, +1 greatsword, crit 19-20) or +9/+4 ranged (1d8, masterwork longbow, crit x3, 100 ft.); AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 11, Con 15, Int 12, Wis 13, Cha 13.

Skills: Climb +2, Craft (weaponsmithing) +6, Handle Animal +8, Jump +2, Ride (horse) +6, Swim +2. *Feats*: Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Focus (longbow), Weapon Specialization (greatsword).

Possessions: +1 breastplate, +1 greatsword, masterwork longbow, 20 arrows, pouch containing 61 gp, 176 sp, and 15 cp.

Serafis, Female Human Clr5 (Set): CR 5; SZ M; HD 5d8+5; hp 30; Init +1; Spd 30 ft.; AC 13; Atk +6 melee (1d8+3, +1 heavy mace); SA spells, rebuke undead; SQ improved evil and law spells (+1 caster level from domain); AL LE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 13, Wis 15, Cha 14.

Skills: Concentration +8, Diplomacy +8, Knowledge (religion) +8, Scry +7, Spellcraft +7. *Feats*: Expertise, Quicken Spell, Scribe Scroll.

Divine Spells Prepared (5/4/3/1): 0—*cure minor wounds* (x2), *light*, *resistance*, *virtue*; 1st—*cure light wounds*, *doom*, *random action*, *summon monster I*; 2nd—*hold person*, *sound burst*, *zone of truth*; 3rd—*contagion*.

Domain Spells (Evil, Law): 1st—*protection from good*; 2nd—*calm emotions*; 3rd—*magic circle against good*.

Possessions: +1 heavy mace, masterwork leather armor, unholy symbol, pouch with 200 gp.

Tautilis, Female Human Clr5 (Set): CR 5; SZ M; HD 5d8+5; hp 27; Init +1; Spd 30 ft.; AC 14; Atk +5 melee (1d8+1, masterwork heavy mace); SA spells, rebuke undead; SQ improved evil and law spells (+1 caster level from domain); AL LE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 13, Con 13, Int 13, Wis 14, Cha 14.

Skills: Concentration +7, Diplomacy +9, Knowledge (religion) +8, Scry +6, Spellcraft +8. *Feats*: Craft Wondrous Item, Quicken Spell, Scribe Scroll.

Divine Spells Prepared (5/4/3/1): 0—*cure minor wounds* (x2), *light*, *mending*, *resistance*; 1st—*bane*, *cure light wounds* (x2), *curse water*; 2nd—*cure moderate wounds*, *darkness*, *undetectable alignment*; 3rd—*bestow curse*.

Domain Spells (Evil, Law): 1st—*protection from good*; 2nd—*desecrate*; 3rd—*magic circle against good*.

Possessions: *Potion of cure light wounds*, *ring of protection* +1, masterwork heavy mace, masterwork leather armor, unholy symbol, pouch with 200 gp.

Dismas, Male Human Rog5: CR 5; SZ M; HD 5d6+5; hp 31; Init +3; Spd 30 ft.; AC 15; Atk +3 melee (1d4-1, masterwork dagger, crit 19-20) or +7 ranged (1d8+1, masterwork light crossbow, crit 19-20, 80 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +4; Str 9, Dex 17, Con 13, Int 12, Wis 17, Cha 11.

Skills: Appraise +7, Balance +9, Decipher Script +8, Diplomacy +8, Hide +11, Innuendo +6, Intimidate +8, Intuit Direction +9, Listen +4, Move Silently +5, Pick Pocket +11, Search +8, Spot +9, Swim +4. *Feats*: Point Blank Shot, Skill Focus (Move Silently), Rapid Shot.

Possessions: Masterwork light crossbow, 20 +1 bolts, leather armor, 4 masterwork daggers, pouch containing 210 sp and 75 gp.

Gestas, Male Human Rog5: CR 5; SZ M; HD 5d6; hp 24; Init +2; Spd 30 ft.; AC 14; Atk +4 melee (1d6+1, +1 short sword, crit 19-20) or +5 ranged (1d8+1, light crossbow, crit 19-20, 80 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +6, Will +3; Str 10, Dex 15, Con 11, Int 16, Wis 15, Cha 9.

Skills: Balance +8, Bluff +7, Climb +9, Decipher Script +7, Disguise +6, Forgery +9, Gather Information +6, Hide +7, Intuit Direction +8, Listen +8, Move Silently +7, Open Lock +10, Profession +9, Read Lips +9, Spot +8, Swim +3, Tumble +8. *Feats*: Dodge, Skill Focus (Tumble), Mobility.

Possessions: +1 short sword, leather armor, thieves' tools, light crossbow, 10 +1 bolts, pouch containing 120 gp.

Part Two: Hunters and Hunted

The Hunted: In Hot Pursuit

If the PCs are working for the Abarim, the Paladins of Seon come after them. Lord Seon's NPC party attempts to track the PCs, using Gorges the resident ranger to his utmost potential. Once the Paladins have located the PCs, they immediately go after those carrying the coffin containing Chemos's body. They continue to pursue the PCs relentlessly, never surrendering.

How to Referee the Hunt: Refer to Map 2. Note the number of miles that separate Abarimbul from the ruins of Ashan'kor. Consult the speed of the slowest PC. Are the heroes traveling on horseback? Are they marching double-time? The NPCs ride horses. Consult "Movement" in Chapter 9 of the *PHB* for information on overland movement rates, making Wilderness Lore checks for Gorges as necessary. The land over which the hunt takes place is considered firm ground, giving any tracker a base DC of 15. Do not forget to subtract 1 from this DC for every 3 members of the party being pursued, with additional modifiers for riding horseback (-1), traveling at night (+3), and attempting to conceal the trail (+5).

The PCs have a good chance of reaching the Temple unmolested by Seon's minions. If so, the NPC party follows the heroes into the Temple itself. If the PCs do not encounter the Paladins during the course of their search of the Temple, you may allow the Paladins to catch up to the PCs in the chamber housing the *Well at Ashan'kor* (Area 10) or never catch up with them at all.

The Hunters: Tracking and Defeating Japheus

If the PCs sided with Lord Seon, they find themselves chasing Japheus and his band of coffin-bearers. Take careful note of how much an advance start the NPCs have on the heroes and then follow a tracking procedure as discussed above, albeit this time the PCs are the trackers, rather than the quarry.

Alternately, you can wait and have the PCs come across Japheus just before or just after he raises Chemos from the dead, if you feel this encounter would provide for a more climactic conclusion.

Wherever the encounter between the heroes and the NPCs finally occurs, it should be a monumental battle, with the NPC party using all powers and skills at its disposal.

Notes on Finding Japheus

If Japheus and his cohorts reach the Temple without encountering the PCs, you will need to determine where they are within the Temple by rolling 2d10 and consulting the **Finding Japheus** sidebar.

Japheus boldly leads the way through the Temple, directing his loyal followers to overcome whatever dangers happen upon them. Use your own discretion when determining the path they follow, but keep in mind that the

Finding Japheus

2d10	Result
2-16*	NPCs are in the area number indicated on the dice.
17-19	NPCs are in a corridor (chosen by DM).
20	NPCs bump into PCs when the PCs enter the next room.

*A roll of 10 indicates the NPCs have reached the *Well at Ashan'kor*, defeated the medusa, and are in the process of raising Chemos.

NPC party should also face some of the challenges that the PCs no doubt encounter as they engage in their pursuit.

Also remember that if the NPC party slays any creatures, those creatures remain dead should the PCs enter an area later. In these cases, adapt the description of the room to fit the circumstances. PCs entering a room full of dead vipers are not likely to hear hissing noises when they open the door, for example.

If you wish the party to face Chemos — if only to provide an extra challenge to higher-level PCs — then simply assume that the NPCs achieve their goal of restoring their dead warlord to life. The heroes encounter Chemos and all surviving members of the NPC band somewhere inside the Temple.

Specific Locations

Though most of the details of the valley are left to the DM, the following locations are noted on Map 2.

Slayers' Point

Of all the battles fought between the Abarim and the Horonaim, none have caused such strife and anguish as that which took place at Slayers' Point. Both sides clashed tirelessly for days and nights, soaking the earth with their blood and salting it with their sweat, neither side gaining a decisive advantage. It was a battle fought to the last man, waged by steel and by magic, leaving only the cowering remnants of brave warriors on both sides. Its legacy of horror is one most would wish to forget but also one that cannot be forgotten, for the battle has not truly ended.

In the light of the moon, the fearsome battle is reenacted by those fallen warriors, their spirits rising up from the soil and continuing their bitter struggle from beyond the veil of life. Some say that these restless champions of light and shadow will not cease their struggles against one another until the end of days, while all agree that avoiding this tormented place is best. None can know for sure, but many say that any who are unfortunate enough to find themselves on these tainted grounds at the dawn of the Witching Hour find themselves drawn into the eternal struggle . . . with little hope for escape.

DM Note: Despite the legends, the PCs are not drawn into combat and cannot get directly involved with the spirits who engage each other at nightfall on Slayers' Point. The PCs, however, must make a Will save (DC 15) as they pass through the spectral battle or be forced to flee

Ashan'kor Woodlands Random Encounters

Roll 1d20 for every mile the PCs travel.

1d20	Encounter
1	Harpy
2-3	Dire wolf
4	1d4 ogres
5	Troll
6	Girallon
7	Huge giant constrictor snake (See Random Encounters in the Appendix for stats)
8-20	No Encounter

as if they are under the effects of a *fear* spell, maddened by the carnage that the spirits re-enact. Spells or actions that attempt to alter the flow of events fail in their aim as the apparitions continue in their war as if the PCs are not even there.

The Woodlands of Ashan'kor

Stories say that the woodlands of Ashan'kor have a thousand eyes in the daylight hours and a thousand more when the moon has risen. Shades of green and brown soak into the rich soils of the old-growth forest; the limbs of the oldest trees stretch out into infinity overhead, reaching up to grasp the sun for their own. While the fringes have been exploited as a source of lumber for the past several decades, the true core has never been breached by the axes of industrious men nor tamed by the wiles of the rangers. It is a dark, dangerous place, from which only the most experienced can attempt to escape unscathed from the ravenous creatures that dwell in the forest's heart . . . if not from the forest itself.

Hills of Norn

The Hills of Norn dominate the north central part of the valley, the green hills and hedgerow country rolling for days and days into the distance. The silent roads have been abandoned by even the highwaymen and their villainous ilk, providing little comfort to travelers aware of what waits ahead. They are the calm before the storm, a place where parties of bold adventurers might rest their bones and ambitious traders debate their choice to enter the ravaged lands that lie just days ahead.

Hills of Norn Random Encounters

Roll 1d20 for every mile the PCs travel.

1d20	Encounter
1	2d4 orcs
2	1d2 dire lions
3	1d2 giant eagles
4	2d6 highwaymen (Rog1/Ftr1)
5	1d2 dire boars
6-20	No Encounter

When the Parties Finally Meet

The NPC party uses resources during its journey, just like the PCs. Depending on when the two opposing sides finally collide, the NPCs' spells and hit points might not be at full strength. Use the following guidelines to adjust the NPCs depending upon how soon they meet the heroes.

Parties meet in wilderness en route to Temple: NPCs at full strength.

Parties meet within Temple but before Area 10: NPC hit points and spells prepared reduced by 10-40% (1d4 x 10). One random NPC is dead.

Parties meet in Area 10 or beyond: Medusa dead; NPC hit points and spells prepared at 50%. Two random NPCs are dead.

Part Three: The Temple at Ashan'kor

The dark city of Ashan'kor has been reduced to its stone foundations, lost beneath an overgrowth of yellow and green weeds. At the very center of the city stands the only remaining structure, a Temple that may once have been a gargantuan shrine striking out at the sky. The hidden aura of this shrine sickens the pure of heart, tainted so greatly that even nature fears to reclaim it.

The Temple has been left in ruins, abandoned by its creators and forgotten by all but the most determined treasure hunters and historians of the archaic. Withered vines began their climb to the peak long ago, eventually corrupted by the energies that once flowed within and yet linger. This is what remains of death's twilight kingdom. Refer to Map 3.

Area 1: The Entrance

All is silent and calm as the PCs take their initial steps into the Temple, the first trespassers for perhaps decades, if not longer. Streams of light shine down through cracks in the crumbling ceiling but offer little in the way of clear illumination. Time has humbled the entrance of what was once a great, dark Temple.

Area 2: Vipers Nest (EL 4)

A low hissing sound fills the room as the door creaks open. Almost immediately, 2 Large vipers spring from their rocky nest.

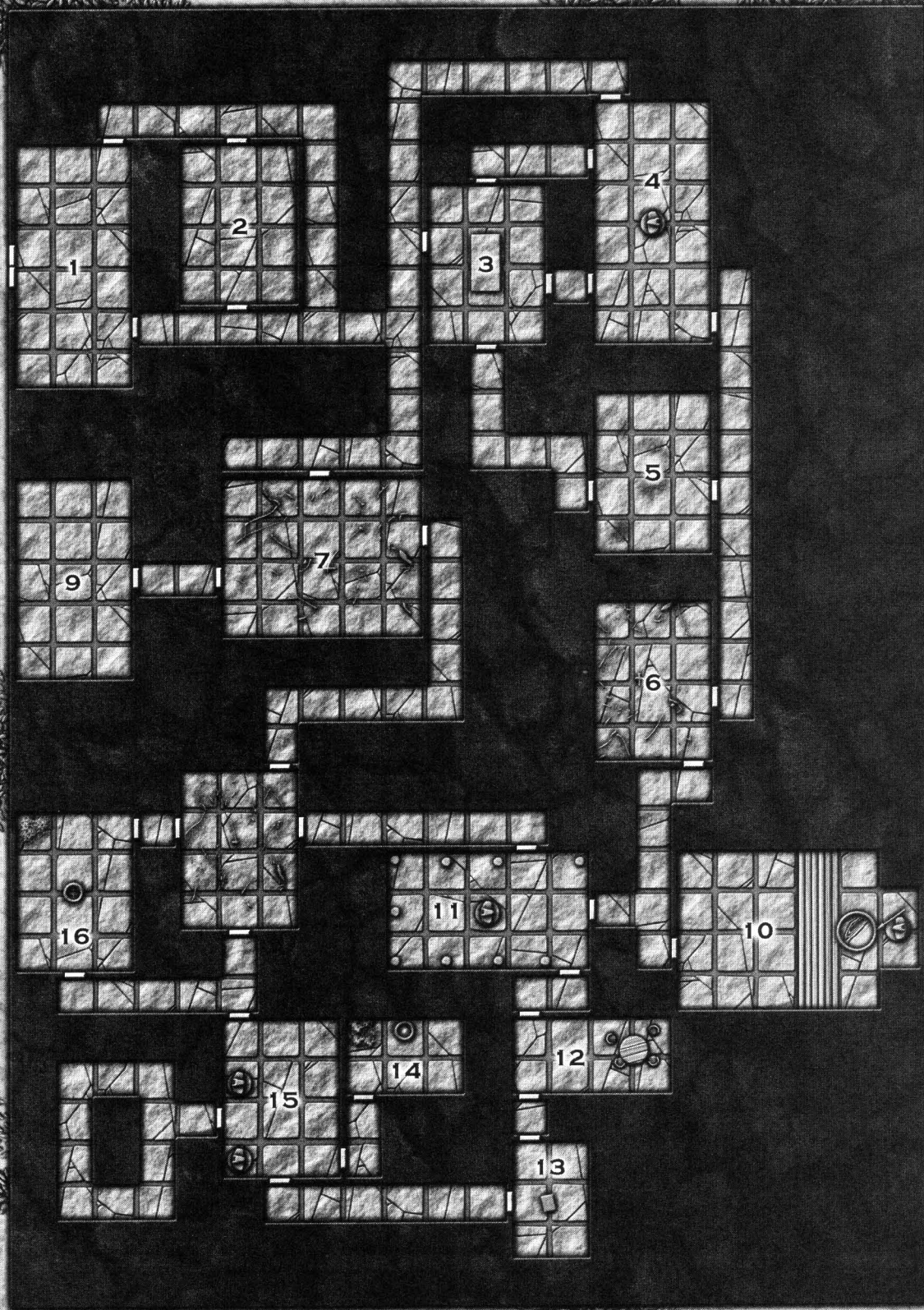
Snake, Large Vipers (2): CR 2; hp 20 each; see the MM.

Area 3: Abandoned Room

A simple altar stands in the center of the room, its surface glossed over by a thin layer of dust.

Absolutely nothing of interest is here, no matter how hard the PCs may try to find something. To further increase their insecurity, make several die rolls and act as if they are missing an important opportunity or a secret doorway.

MAP 3: TEMPLE OF SET



1 SQUARE = 5 FEET

Area 4: Treasury Room (EL 4)

The golden figurine of a jackal-headed humanoid sits on a stone pedestal in the middle of the room. In the far corner is a wooden chest, closed (Open Lock DC 15) but still intact after all this time.

The figurine is a representation of Set, the god of Evil. Moving the figurine triggers the **trap**, a poison dart firing from small notches in the wall. Any creature within 10 feet of the pedestal is susceptible to the attack. If removed from the pedestal, the figurine crumbles into dust.

Poison Dart Trap: CR 4; +8 ranged (1d4 and deathblade poison); Search (DC 22); Disable Device (DC 22). *Note:* See Chapter 3 in the *DMG* for the effects of deathblade poison.

Treasure: The chest is filled with empty sacks. Beneath the sacks are 5 pouches containing 12 cp each. This room has long since been looted.

Area 5: False Map (EL 6)

A low hissing sound fills the room as the door creaks open. Without warning, 4 Large vipers spring from their nest. A Search check (DC 14) reveals skeletal remains under a collapsed portion of the ceiling. The skeleton is dressed in tattered leather armor and clutches a map of the Temple in its hand. The map, unfortunately for the PCs, is quite misleading and informs them that they will find the *Well at Ashan'kor* in Area 12. Feel free to prepare a rough sketch of the Temple beforehand as a visual for the PCs.

For the linguists in the group, it should be noted that the text of the map is written in Infernal symbols. One can almost feel the hatred in the words, should one be inclined to read them.

Snake, Large Vipers (4): CR 2; hp 18 each; see Area 2, above.

Area 6: A Red-Handed Grab (EL 4)

Have the PCs make Listen checks (DC 18) before entering this room. Those who succeed hear high-pitch snickering coming from inside. Having taken such care to destroy all the shelves, smash all the chairs, and set the tables ablaze, 10 goblins now find themselves besieged by a pack of would-be thieves (i.e., the PCs). No doubt overcome by the moment, still pumped with adrenaline from their orgy of destruction, the goblins decide it only prudent to attack the interlopers.

Goblins (10): CR 1/4; SZ S; HD 1d8; hp 4; Init +1, Spd 30 ft.; AC 15; Atk +1 melee (1d6-1, heavy pick, crit x4) or +1 melee (1d4-1, dagger, crit 19-20) or +3 ranged (1d4-1, dagger, crit 19-20, 10 ft.); SQ darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3.
Feats: Alertness.

Possessions: Studded leather, heavy pick, dagger.

Tactics: The goblins attack with the tried and tested strategy of blunt, outright assault, 6 attacking with picks while the other 4 fight with daggers. As always, when goblins start dying, goblins start fleeing.

Treasure: Two sacks are here: the first sack contains 200 sp, while the second sack holds a rolled-up tapestry containing the rapidly decaying corpse of the goblin king, whom the goblins intend to revive within the Well.

Area 7: Empty Room

Shards of wood lie strewn about the room: the leg of a table, the seat of a chair, the planks of a shelf. Whoever was last here seemed to take a great deal of pride in their work of destruction. Indeed, they were so proficient that they have left nothing of interest behind for the PCs to discover for themselves.

Area 8: Graffiti Room

A low fire sputters around the edges of this room, the remains of a blaze that consumed the broken shelving and a grand collection of texts. The walls are covered by strange symbols, nearly invisible behind the smoke. Black vapor from the conflagration trails up through a gaping hole in the ceiling, spilling the poisons of this Temple into the forest outside.

The room has been pillaged by a previous group of treasure-seekers. Should any PC be foolhardy enough to dig through the flaming pile of books and shelves without first putting out the flames, consult the "Catching on Fire" sidebar in Chapter 3 of the *DMG*. A PC making a successful Search check (DC 28) discovers that a golden holy symbol of the dark lord Set has been left in the flaming pile. Aside from some minor nicks, touches of blackening to be cleaned off, and the residual heat of the flames, the symbol is perfectly suited for a priest of Set to use in his or her religious observances.

If any PC in the troupe took an interest in Goblin literature, she should know the symbols are names and several particularly unpleasant vulgarities.

Area 9: Danger Overhead (EL 8)

The door leading to Area 9 is trapped.

Collapsing Ceiling Trap: CR 8; +20 melee (10d6, crush); multiple targets in a 10-ft. by 10-ft. area; Search (DC 20); Disable Device (DC 16). *Note:* If the trap is not disabled prior to opening the door to Area 9, the corridor ceiling collapses and deals 6d6 points of damage to anyone in the corridor.

Once inside, the PCs discover that the room is completely abandoned. Should the corridor have collapsed behind them, they can dig their way out in a mere 1d4+2 minutes, perhaps giving their rivals just enough time to find the *Well* for themselves.

Area 10: Guardian of the Well (EL 11)

Before the PCs enter this room, make a Listen check for the medusa, opposed by the PCs' Move Silently check, if applicable. If the medusa hears their approach, she waits in one of the room's corners, hoping to present her deadly gaze attack to as many of the party members as possible. If the heroes catch the monster unaware, read the following:

The ceiling of this chamber is open to the sky. A monstrous woman with snakes growing from her head is perched behind a pool of water, gazing down into it in silence. Behind her stands a towering statue, a jackal-headed humanoid peering skyward while its stony arm hangs slack by its side. The statue's black spear points down to the water.

The pool of water is actually the *Well at Ashan'kor*. The medusa considers herself the protector of the *Well* and High Priestess of the Temple, viewing anyone who enters this sacred place as an interloper and defiler. She does not bother with questions or introductions, but attacks immediately.

Quinastra, Female Medusa Clr4 (Set): CR 11; SZ M Monstrous Humanoid; HD 6d8+6 plus 4d8+4; hp 58; Init +2; Spd 30 ft.; AC 15; Atk +9/+4 melee (1d4, dagger, crit 19-20) and +6 melee (1d4 and poison, snakes), or +13/+8 ranged (1d6, shortbow, crit x3, 60 ft.); SA petrifying gaze (30 ft., turn to stone permanently, Fort DC 16), poison (snakes — injury, Fort DC 14, 1d6/2d6 temp Str), improved evil spells (domain power), death touch (1/day, 4d6 damage), rebuke undead; AL LE; SV Fort +7, Ref +8, Will +10; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16.

Skills: Bluff +12, Concentration +7, Listen +5, Move Silently +9, Spellcraft +7, Spot +10. **Feats:** Point Blank Shot, Precise Shot, Weapon Finesse (snakes), Weapon Focus (shortbow).

Divine Spells Prepared (5/4/2): 0—create water, detect magic, light, resistance, virtue; 1st—detect good, divine power, doom, protection from good; 2nd—hold person, resist elements.

Domain Spells (Death, Evil): 1st—cause fear; 2nd—death knell.

Possessions: Masterwork shortbow, 20 arrows, dagger.

Tactics: Quinastra uses her gaze attack indiscriminately, trying to affect as many of the PCs as she can. She fights to the death (hers or the PCs').

Using the Well at Ashan'kor

Reviled by some, cherished by others, Set is perhaps the most unforgiving of all the Gods. Here, in his Temple, he agreed long ago to awaken those doused in the waters of his blessed *Well*, but only on a certain night — the eve of the Kinslayer's Moon. Few dare to speak of how the *Well* came to be in this place, abandoned by even Set's own worshipers. Since that dark time, Set's following among mortals has dwindled; no longer do they bring their dead here and chant their dark hymns. Yet the residue of Set's magic still revives the life force of any who dare come. Many, however, are reluctant to have their loved one returned to life through a power once dedicated to darkness. For more information on the *Well*, refer to the sidebar.

If the PCs place the corpse into the pool on the correct night, read or paraphrase the following:

The Well at Ashan'kor

The *Well* is a mighty relic from a bygone age, a stone-lined shaft through which the power of Set can be funneled to the mortal realm from the netherworld. The *Well's* mouth is 4 feet wide. For all intents and purposes, it seems to be a mundane well; however, it is considered indestructible to characters of the PCs' current experience levels. It cannot be moved or damaged by any means short of a divine hand. It has but one purpose: to restore life to the living through the direct will of Set.

If the heroes are here on the eve of the Kinslayer's Moon, they must sink the body of the deceased into the water. Only on this particular day does the pool's magic function properly, restoring any corpse submerged into it as if by a *resurrection* spell cast by an 18th-level cleric. The *Well's* waters have no other effect and are considered non-magical if bottled and removed from the Temple. Anyone making a successful bardic knowledge or Knowledge (history) check (DC 25) can discern these simple instructions concerning the *Well's* proper use.

The body slips beneath the water's surface. High overhead in the starless night sky, the moon hangs menacingly. Faint red light emanating from the full surface of the moon pours freely through the opened ceiling. Time seems to pass slowly. Torches grow dim. The shadows stretch across the room, outlined in fiery red. The presence of an immortal hand encloses the room in its fist.

Whispers escaping from unseen lips break the induced silence, incanting in languages lost to the ages. Moonlight continues to pour down, bathing the jackal-headed statue. Energies left dormant crackle to life in the black spear held in the statue's stony grasp. Suddenly, the statue's head tilts downwards. Hollow eyes peer into the waters, observing the deceased that has been sunk into the well.

The whispers of the unseen continue, the energy of the spear slowly building into a glaring orb of blue and gray. Then, the room is illuminated in a blinding flash and the body is cast out from the well, propelled from below by an unknown force.

The jackal-headed statue looks skyward once more.

If Chemos is Revived: Either the PCs or Baudelaire's team have brought Chemos's body here. If the warlord is restored to life, he is weaker than he once was, having lost an experience level, but he remains a quite powerful. If anyone has stolen his weapons from the casket, he pursues them and fights with whatever he has available, using bare fists and rage if necessary. The weapons are considered sacred relics by him, regarded as symbols of Abarim might and Set's supremacy over all other gods. Chemos prays to Set once the process has been completed, thanking his

patron deity for giving him the chance to enact revenge against the Horonaim and their leader, Lord Seon.

Chemos asks the PCs to take him to Abarimbul, expressing mild thanks to those who have borne his body through the dangers in the Temple.

On the other hand, if the NPCs raised Chemos, then on his way from the Temple he meets the PCs and a terrible battle ensues (EL 11).

Chemos, Male Human Bbn11: CR 11; SZ M; HD 11d12+55; hp 120; Init +7; Spd 40 ft. (base 30 ft.); AC 18; Atk +17/+12/+7 melee (1d8+6, +2 *longsword*, crit 19-20) or +18/+13/+8 melee (1d8+8, +2 *longspear*, crit x3); Reach 10 ft. with *longspear*; SA rage (3/day); SQ fast movement, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps), damage reduction (1/-); AL NE; SV Fort +13, Ref +7, Will +7; Str 19, Dex 16, Con 20, Int 11, Wis 12, Cha 12.

Skills: Craft (woodworking) +14, Handle Animal +14, Intimidate +14, Intuit Direction +4, Jump +14, Listen +6, Swim +8, Wilderness Lore +6. **Feats:** Combat Reflexes, Dodge, Endurance, Improved Initiative, Iron Will, Weapon Focus (*longspear*).

Possessions: +3 *leather armor*, +2 *longspear*, +2 *longsword*, *potion of cure moderate wounds*.

Area 11: Riot Day Shopping (EL 3)

Treasure-seeking goblins are busily ripping down dry tapestries that still cling futilely to the walls. Undisturbed on its pedestal, a statue of the jackal-headed god stands in the center of the room, head lowered and hands clasped behind his massive back. Figurines of all the gods in the pantheon line the walls, smaller and lower than the greater statue that glowers down. The goblins are hesitant to go near any of them.

Once the PCs have entered the room, if they have not taken the time to conceal their presence, the goblins drop what they are doing and attack, fearing that the PCs intend to steal their loot.

Goblins (8): CR 1/4; hp 4 each; see Area 6, above.

Tactics: Blunt, outright assault — 3 goblins attacking with picks while the remaining 5 fight with daggers.

Treasure: Four tapestries depicting Set standing over all the other gods (200 gp) and 8 figurines of various gods (150 gp each). On each of the goblins is a pouch containing 20 sp.

Area 12: Skeleton Room (EL 1)

Light shines down from cracks in the ceiling, shimmering off the gold and treasures that litter the floor of this room. At a table in the corner of the room are 4 **skeletons** slumped down in old wooden chairs, ruined clothing under rusted chainmail still clinging to them.

Skeletons in Chainmail (4): CR 1/3; SZ M Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15; Atk +0 melee (1d8, *longsword*, crit 19-20) or +0 melee (1d4 [x2], *claw*); SQ undead, immunities (cold; half damage from piercing and slashing weapons); AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

Possessions: Chainmail (rusty and battered, AC +2), *longsword*.

Tactics: The skeletons are roused from their places around the table by the presence of the PCs and attack immediately.

Treasure: All the gold and treasure is phantasmal, fading away should any PC venture to touch it.

Area 13: Reading is Diabolical

A single book rests in the middle of the room, light shining down upon it from a hole in the ceiling, granting it an ominous quality. The eerie lighting effect was no doubt intended to spook would-be thieves from disturbing the magics concealed within and seems to have worked well in this capacity. This book is actually the *Ashan'kor Chartom*. For more information, see the Appendix at the end of this module.

Area 14: Cooking With Po'yuan-tek (EL 11)

A cooking pit burns brightly, illuminating the room almost completely. A pile of animal hides and rotten blankets fills the corner. From the far corner of the room, one can detect what sounds like chewing noises.

An ogre mage has taken up residence in this room. She attacks the moment she detects that a PC has entered the room.

Po'yuan-tek, Female Ogre Mage Sor3: CR 11; SZ L Giant; HD 5d8+15 plus 3d4+9; hp 58; Init +4; Spd 30 ft., fly 40 ft. (good); AC 18; Atk +8 melee (2d8+7, *Huge greatsword*, crit 19-20) or +3 ranged (2d6, *Huge longbow*, crit x3, 100 ft.); Face/Reach 5 ft. by 5 ft./10 ft.; SA spell-like abilities, spells; SQ regeneration (2), SR 18; AL LE; SV Fort +8, Ref +2, Will +6; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills: Concentration +12, Listen +5, Spellcraft +10, Spot +5. **Feats:** Enlarge Spell, Improved Initiative.

Spell-Like Abilities: At will—*darkness* and *invisibility*; 1/day—*charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Arcane Spells Known (Cast Per Day: 6/6): 0—*daze*, *flare*, *light*, *mage hand*, *open/close*; 1st—*burning hands*, *shocking grasp*, *true strike*.

Possessions: *Huge greatsword*, *Huge longbow*, 20 arrows.

Tactics: Po'yuan-tek blasts the PCs with *cone of cold* immediately. If they still insist on intruding into her domain, she attacks with her *greatsword*, using *true strike* to increase her success against the heavily armored foes, *charming* any in light or medium armor to aid her, and attempting to drive the other PCs out. She does not relent until the PCs are dead, they retreat, or she is killed.

Area 15: The Secret Chamber (EL 12)

The PCs are greeted by 2 tremendous statues as they enter the concealed doorway (Search DC 15). Stepping down from of their carved notches in the walls, debris and stones falling free from their stiff legs and arms as they



awaken, these mindless automatons do as they have been commanded to do — protect the chamber.

Clay Golems (2): CR 10; hp 70 each; see the MM.

Tactics: The secret chamber is occupied by 2 clay golems that immediately attack the PCs, going after those PCs who violated the room first.

Treasure: Should the PCs defeat the golems, breaking the living statues apart in the process, they discover that the relics hidden within the room were contained within the golems themselves. Sifting through the rubble, the PCs find (Search DC 15) a silver ring embedded in each golem. The rings are plain save a few simple markings; however, they radiate with power if subjected to *detect magic* and engraved by a speaker of the Abyssal tongues. One ring grants *invisibility*, as per the spell of a 12th-level caster, while the other bestows *mind shielding* upon the wearer.

Area 16: The Fire Pit (EL 10)

A fire pit occupies the middle of the room, while a pile of animal hides and blankets fills the corner. A bugbear sits in the corner, clad in leather, decorated with the skulls and bones of small woodland animals. The bugbear is sharpening an ornate greataxe, which most likely belonged to the skeletal remains tossed near the entrance to the room.

Adnok, Male Bugbear Bbn8: CR 10; SZM (Goblinoid); HD 3d8+3 plus 8d12+8; hp 76; Init +1; Spd 40 ft. (base 30 ft.); AC 20; Atk +16/+11 melee (1d12+6, +2 greataxe, crit x3) or +11 ranged (1d6+3, javelin, 30 ft.); SA rage (3/day); SQ darkvision 60 ft., fast movement, uncanny dodge (Dex

bonus to AC, can't be flanked); AL CE; SV Fort +8, Ref +6, Will +3; Str 17, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +9, Hide +3, Jump +9, Listen +11, Move Silently +4, Spot +3, Swim +9. **Feats:** Alertness, Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: +2 greataxe, +3 studded leather, 2 javelins, pouch containing 325 gp.

Tactics: Adnok, despite some initial gruffness and threats, speaks with the group in halting Common, provided the PCs are patient and do not cause him to lose his own patience. In the event that combat does ensue, he reluctantly attacks.

Part 4: Conclusions

The Well at Ashan'kor allows for a variety of different conclusions. Here are some suggested outcomes for completing this adventure.

Raising Chemos (Evil PCs)

If the PCs successfully achieved their objective, they escort Chemos back to Abarimbul. Upon their arrival, Chemos is treated as a conquering hero by the mobs, while the PCs are more or less snubbed. To make matters worse, they cannot find Japheus and Baudelaire, who seem to have disappeared in the wake of Chemos's return. Any promise of reward goes unfulfilled, save for any souvenirs that the PCs may have collected in the Temple. In the weeks and months following, the Abarim are reunited

under Chemos. They proceed to overwhelm and ultimately defeat Lord Seon's forces, eventually taking Horonaim itself.

If the PCs fail to achieve their objective of raising Chemos, they would be wise to escape the region before a scouting party sent by Baudelaire hunts them down and arrests them.

If the PCs are subdued by Lord Seon's forces, they are taken back and held as prisoners, interrogated about topics ranging from their mission to raise Chemos to a description of Baudelaire. Once every piece of information has been extracted, they are given the opportunity to renounce their former ways and atone. If they refuse this option, they are beheaded then and there by the guards.

Failure also means the Abarim are not reunited under Chemos and continue to lose ground, their future grim and uncertain as some tribes withdraw from the region entirely.

Preventing the Resurrection (Good PCs)

Defeating the NPC party and preventing the resurrection of Chemos is the PCs' final goal. If they succeed, they return to Horonaim and are welcomed as heroes, treated as harbingers of hope. They are rewarded generously, given titles and offered lands once the war is over, if they stay and fight on. If they accept the offer to remain and defend Horonaim, feel free to utilize background information provided in this adventure and create your own mini-campaign centered around this war. If he is still alive,

Baudelaire hunts down the PCs and attempts to exact revenge.

If the PCs fail in their objective by either not stopping the resurrection or not eliminating Chemos, they can be classified as one of two things: dead or on the run. In the weeks and months to come, the Abarim, reunited under Chemos, overwhelm and devastate the forces of Lord Seon.

Raising Others In The Well

The *Well* grants restored life to all those submersed in the waters — if they are willing to sacrifice their souls to live once more. If the PCs submerge their comrade in the *Well* (instead of Chemos, for example), the PC is given a choice: the PC is asked by Set himself to serve him (becoming evil in the process) or suffer his wrath. If the PC accepts, his alignment is changed to evil, or, if already evil, to lawful evil. If the PC was already lawful evil, the PC must take his or her next level as a cleric of Set. If the PC rejects Set's offer (or accepts, but fails to take his or her next level as a cleric of Set), the PC is still raised from the dead, but is also afflicted as by a *bestow curse* spell, causing a -6 penalty to the PC's Strength. This curse can be removed normally, except that if removed using any spell other than *limited wish* or *miracle*, the caster must be of 18th or higher level to remove the curse. The body of the PC is then spit from the *Well*, at 0 hit points.

The Crypt of Ronashim

This adventure is for 4 PCs of 6th level, though the information found in the "Scaling the Adventure" sidebar can be used to adjust the encounters for PCs of various experience levels.

This adventure is possibly the most appropriate generic adventure to use when a character needs revival from the dead, particularly if the PCs are impoverished. The village of Westlyn can be placed conveniently nearby to where the PCs are when death occurs. That a priest in town will aid those in need is common knowledge.

Deceased Character's Player: The player of the dead PC can play either the good priest Elijan or the band of reavers and the various monsters and undead creatures encountered in the adventure.

Adventure Background

Adventurers come to the village of Westlyn bearing the body of one of their fallen comrades. They learn that Father Elijan, a priest of Thyr, may be able to provide aid in raising their brave friend. Elijan, many say, is a good man and blessed of the god Thyr. He has assisted penniless adventurers in the past, especially if their hearts were pure and their cause just. With little money to pay the larger temples and with hope fading that they can revive their friend, the PCs set out for this tiny hamlet bordering the Forest Kingdoms to see if the stories about Father Elijan are true.

Adventure Synopsis

The PCs ride into the village of Westlyn to find that it was recently attacked by a mysterious stranger and his band of cutthroats. Investigation leads to the marauders' camp. From there, the PCs go to a dangerous crypt that contains the true story of figures from the region's legendary past — as well as the fabled *Rod of Arden*.

Character Hooks

- The PCs have recently lost a key party member and are far from any metropolitan areas where a donation to the local temple would solve all of their woes. Through contact with divine agencies, the consulting of oracles, or possibly even from common knowledge of the local priest's kind acts, the PCs have learned of a priest who tends a small shrine to Thyr in the village of Westlyn a few days from their present location. The cleric apparently has the ability to raise the recently dead back to life, turning none away who come to his doorstep.
- Before their adventuring career started, one of the PCs was acquainted with Wendy, the daughter of Baltham. Although the PC remembers little about Wendy herself, he or she does recall her once telling the tale of a cleric in the village of Westlyn, known for raising farmers' children who had met with accidental death.

Scaling the Adventure

Although this adventure is designed for 6th-level characters, it may be adapted to accommodate characters of 4th to 5th level, as well as for characters of 7th to 10th level, by simply following these guidelines.

4th- to 5th-level PCs:

- Reduce by 2 the number of zombies encountered outside Area D: The Crypt of Motembe.
- Reduce by 1 each the number of barbarians and rogues in Area E: The Marauders' Camp.
- Reduce by 2 the number of ghosts in Area F6: Tomb of the Faithful.

7th- to 10th-level PCs:

- Substitute ghosts for the zombies throughout the adventure.
- Increase the number of goblins, barbarians, and rogues in the marauders' camp.
- Give goblins in the marauders' camp 2-3 levels of fighter. Add 3-4 levels to the barbarians and 2-3 levels to the rogues. Give Dukas 3 levels of fighter.
- Increase Gol's hit dice and attack bonus by 3-5.

- The PCs have heard rumors of great treasure hidden in the Hills of Bone, possibly even relics of long-dead gods.

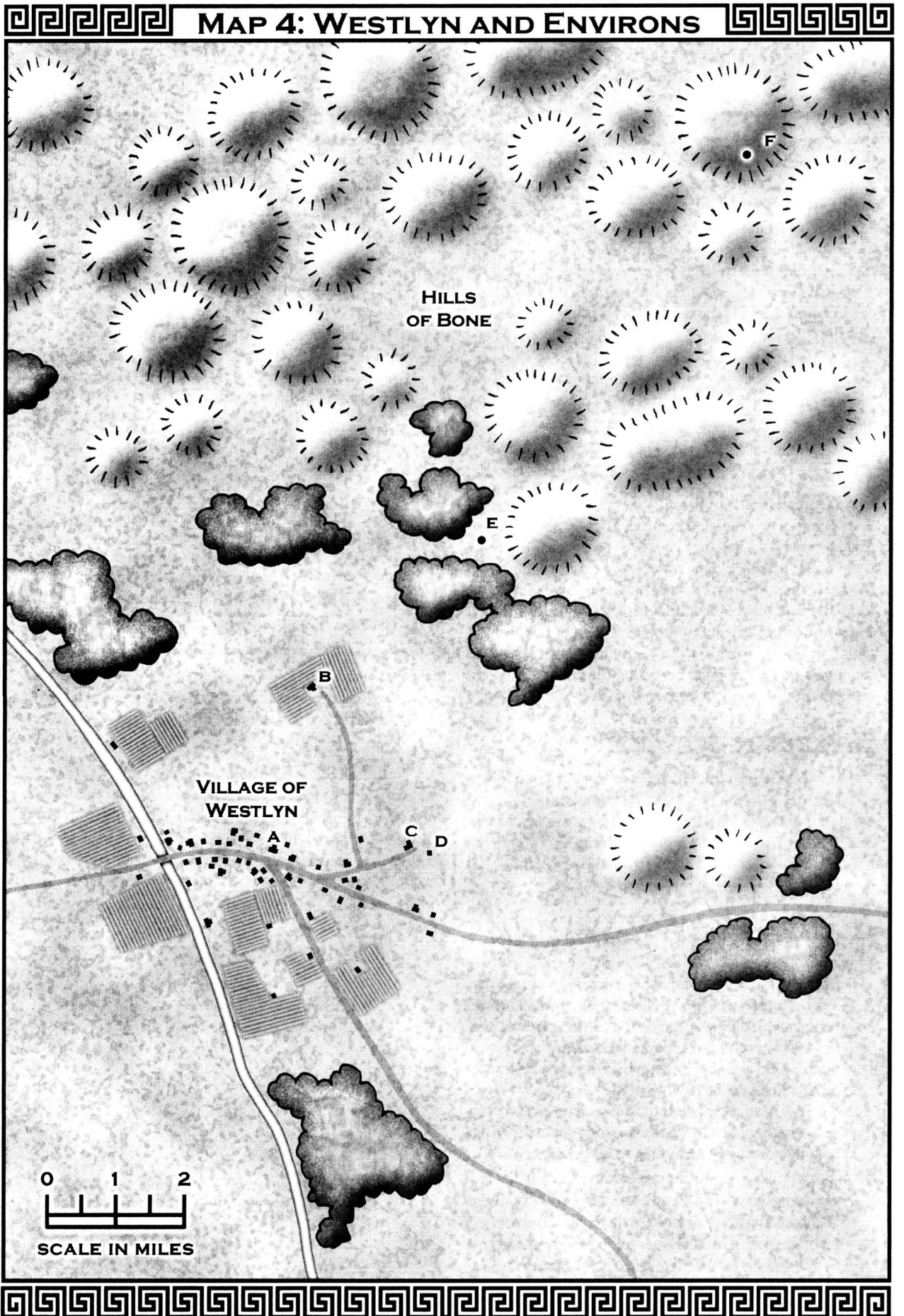
Westlyn

Place the village of Westlyn anywhere in your campaign world that you deem appropriate, though it should be at least a few day's ride from the PCs' current location, forcing them to carry the corpse of their dead friend across wilderness terrain. Generate random encounters as you see fit.

As soon as the heroes ride into town, read or paraphrase the following:

Upon arriving in the village of Westlyn, almost immediately you see that things are amiss. Scorch marks cover the buildings and the grounds; the guardsmen are thin in ranks, their bodies bruised and bandaged; and the locals peer at you with suspicious eyes as you walk past. The bodies of villagers, goblins, half-orcs and guardsmen lie lined up along the road, their faces covered respectfully with canvas tarpaulins.

From the entrance to the village, you can make out a number of common folk boarding up windows and scrubbing away filth at the local tavern. A small shrine sits at the far end of the village square, and a market area is devoid of activity and the normal commerce that fills a village of this sort.



Asking the locals anything is fairly hopeless, as they are frightened out of their wits of strangers in general and adventurers in particular. A dark stranger came into town 3 nights ago, demanded something from Father Elijan at the shrine of Thyr, and was cast out of the shrine. Last night, a band of warriors led by the stranger rode into town and slaughtered many of the locals. Though Father Elijan and Baltham, Burgomeister of Westlyn, sought to defend the village, the shrine was ransacked, and Baltham's daughter Wendy was kidnapped. As quickly as they came, the raiders slipped away into the darkness.

Allow the characters to attempt to speak with any of the commoners, but make a secret Charisma check or Diplomacy check (DC 16) for the character to determine if any particular NPCs respond. A failed check indicates that the NPC responds negatively, either gruffly demanding to be left alone or simply ignoring all attempts at conversation. On a successful Charisma or Diplomacy check, the NPC directs the party to the home of Baltham or the Shrine of Elijan, at your option.

Westlyn (hamlet): Conventional; AL NG; 100 gp limit; Assets 1,000 gp; Population 200; Isolated (Human 96%, Halfling 2%, Elf 1%, Other 1%).

Authority Figures: Burgomeister Baltham, male human Ftr3/Ari2; Father Elijan, priest of Thyr, male human Clr7.

Important Characters: Wellfellow Smiles (see Area A, below); Sinclair Fokner, male halfling Com1, the gravedigger; Rolash, male human Exp2, blacksmith.

Others: Westlyn guard, War 1 (6). These men are all who remain of the loyal guards whose pay comes directly from Baltham's treasury. With these men battered and beaten, Baltham will soon be looking for new recruits to fill their ranks.

Area A: Tavern of the Road

A signpost indicates that this is the "Tavern of the Road." The tables in the interior are broken and scarred with arrow marks and burns. The taproom is busy, with several commoners cleaning up broken bottles.

The innkeeper, Wellfellow Smiles, is distraught. There were travelers staying at his inn and they attempted to help the villagers fight off the raiders last night, kicking over the tables for cover and firing on the raiders as they attacked. Though Wellfellow is reluctant to converse with outsiders, an especially friendly PC can persuade him with a Diplomacy or Gather Information check (DC 16). The innkeeper knows only that the "Dark Stranger" is some sort of spellcaster. Last night, after being run out of town by Father Elijan, the Dark Stranger returned with a band of humans, goblins, half orcs, and ogres, laying waste to all who attempted to stand in his way. They decimated the village's meager defenses and killed several men who took up arms against them.

Wellfellow Smiles, Male Halfling (lightfoot) Com2: CR 1; Size S (3 ft., 4 in. tall); HD 2d4; hp 6; Init +0; Spd 20 ft.; AC 11; Atk +1 melee or +2 ranged; AL NG; SV Fort +1, Ref +1, Will +1; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 9.

Skills: Climb +3, Gather Information +0, Hide +4, Jump +1, Listen +7, Move Silently +3, Profession (innkeeper)

+7, Spot +0, Swim +3. **Feats:** Skill Focus (Profession [innkeeper]).

Languages Spoken: Common, Elven, Gnome, Halfling.

Treasure: Wellfellow keeps 15 gp in various coins in a simple lock box under the counter. The lock requires a successful Open Lock check (DC 15) to open.

Note: The inn is a good place for the DM to introduce new PCs to the party. In the event that this adventure is being used to facilitate the raising of a dead party member, the PCs are likely short a party member and may need a fill-in PC to complete the quest of raising the dead PC. Any new PCs added to the party from the inn have participated in the events of the prior evening. New PCs are aware that goblin, human, and other raiders came down on the village in force, killing many locals before being driven off.

Area B: Baltham's Home

Baltham's home is a fine looking villa set a few miles away from the rest of the village. Baltham is the Burgomeister of Westlyn. A fighting man in his youth, Baltham is now a middle-aged widower. He made his wealth first as a guard for merchant caravans and then as an investor in trade. Baltham has many contacts in the City of Bard's Gate and was able to send his only daughter Wendy to school at the Bardic College there.

When the PCs encounter Baltham, they find him sitting on the front porch of his villa, tears streaming down his face at the carnage that the "reavers" wrought upon his people and at the kidnapping of his daughter Wendy. Baltham tells his story readily to all who will listen. He takes heart in the sight of the armed heroes, instantly begging their assistance, as the village has no more warriors to spare. He implores the adventurers to bring his beloved daughter back to him, though he does not know her involvement with the assault on the village. He offers a 400 gp reward for her safe return.

Baltham, Male Human Ftr3/Ari2: CR 4; SZ M; HD 3d10 plus 2d8; hp 33; Init +4; Spd 30 ft.; AC 16; Atk +6 melee (1d8+2, longsword, crit 19-20) or +4 ranged (1d6, shortbow, crit x3, 60 ft.); AL NG; SV Fort +3, Ref +3, Will +5; Str 15, Dex 10, Con 11, Int 10, Wis 13, Cha 18.

Skills: Climb +5, Diplomacy +9, Jump +5, Knowledge (local history) +5, Ride (horse) +8. **Feats:** Improved Initiative, Lightning Reflexes, Mounted Combat, Ride-By Attack, Skill Focus (Ride [horse]).

Possessions: +1 chain shirt, small steel shield, longsword, shortbow, 20 arrows.

Area C: Shrine of Thyr

This small stone church seats about 20 people. As of last night, there is a desecrated altar at the front of the shrine, covered in filth and burned black. The stone holy water cistern is filled with blood and ash, and an aura of darkness fills this once simple and benevolent place. A few minutes after the PCs enter the area, they hear screaming and the sounds of battle coming from behind the church.

Thyr, God of Law and Justice

Alignment: Lawful Good

Domains: Law, Good, Healing, Knowledge, Protection

Typical Worshipers: Humans, Royalty

Favored Weapons: Light or Heavy Mace

Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other hand. His principles are Justice, Order and Peace. He represents proper and traditional rule and as such was once worshiped (at least with lip service) by all human royalty. He is the embodiment of the enlightened human caste system where each person fairly has their place in a lawfully ordered society aimed at the good of all people. His priests wear white robes trimmed with silver, purple or gold, the colors of kingship. His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister Muir's sword, which he thrust into the earth to end the god's war. Upon seeing the blood of so many gods shed, Thyr foreswore the use of swords and his priests, for this reason, may not use bladed weapons. Many favor reinforced rods, similar to light maces, modeled after Thyr's own rod of kingship. The noble eagle and lion are his sacred creatures.

edge (religion) +13, Listen +3, Move Silently -5, Spot +3. **Feats:** Extra Turning, Power Attack, Skill Focus (Diplomacy), Skill Focus (Knowledge [religion]).

Divine Spells Prepared (5/4/4/3): 0—create water, cure minor wounds, guidance, resistance, virtue; 1st—bless, bless water, cure light wounds (x2); 2nd—augury, delay poison, gentle repose, make whole; 3rd—cure serious wounds, magic circle against evil, remove curse.

Domain Spells (Healing, Protection): 1st—sanctuary; 2nd—shield other; 3rd—protection from elements.

Possessions: +1 chainmail, buckler, +1 heavy mace, wand of detect evil (34 charges), silver holy symbol of Thyr, 20 vials of holy water, 6 potions of cure light wounds.

Speaking with Elijan

After the fight, Father Elijan first casts *detect evil* on the PCs, and if he is satisfied that they are not evil, he offers a quest to them. If a paladin is present, Elijan demands that this person take the quest immediately as an obligation to all creatures of pure heart. He indicates that he cannot raise their comrade, as the Shrine of Thyr has been desecrated during the raid. He claims that the reavers used the *Hand of Gol* upon him during last night's battle, draining much of his power. (He has lost 5 temporary and 2 permanent levels, putting him at level 6 and unable to cast 5th-level spells.) After the PCs have caught their breaths, Elijan takes them inside the church, offers them fresh water, and tells his tale.

Elijan's Tale

A thousand years ago, before the great immortal Arden was banished by the foul Tsathogga, he crafted for his high priests a rod of great power, used for healing and light. In this time, Arden walked among mortals in avatar form and was a great teacher. The rod was given to his descendants to use in peace and love. Then came Arden's destruction at the hands of Tsathogga and the forces of Set, and lo, did a great evil come into the world. Legends tell us that although Arden was destroyed, his rod remained a force of good in the world and was passed among the descendants of the priesthood of Arden as a symbol of their faith that Arden would come again, reborn to the world of mortals to guide them in peace and goodness.

The Champion of the minions of Set at this time was the hill giant Gol, who was thoroughly ruthless and evil and very wily for his race. For his devotion and service, Set decreed that Gol's left hand would have the power to turn whomever it touched into undead minions of Set.

At about this time, Ronashim the prophet was born unto the world. He is said to have been Arden reborn, so golden was his flesh and so powerful was the light that shone from his eyes. A child even still, it is said that Ronashim used the powers of the rod and with it bound Gol to his will. Legends say that Gol's evil will was crushed by the young prophet's power, and he was guided toward goodness, swearing forever to defend the prophet from all enemies. The victory was short lived, however, and it is said that the two were set upon in a devious ambush by the forces of darkness. They were both slain. In the last moment, followers of Arden are said to have stolen away

Battle at the Tomb (EL 5)

As the PCs arrive out back, they see a priest of Thyr confronted by shambling, bleeding, and horribly wounded villagers and townsfolk. Father Elijan has used all of his turn attempts and has already defeated several other zombies; however, he is now in danger of being overwhelmed.

Do not reveal to the PCs that the folk attacking the priest are zombies. Allow them Knowledge (undead) checks (DC 14) or Spot checks (DC 12) to figure this out on their own. The zombies are villagers murdered by the reavers and animated using *animate dead* scrolls. The shadow of Motembe waits at the entrance of his mausoleum, angered at the theft of the hand of Gol and the desecration of his burial vault, yet unable to leave the precincts of his tomb.

Note: Being a shadow, Motembe cannot cross into the daylight, though should this encounter be run at dusk or later in the evening, he moves about freely among the PCs, attacking at will. Even at night, Motembe cannot roam farther than 30 feet from his tomb.

Medium-size Zombies (5): CR 1/2; hp 16 each; AC 13; see the MM.

Possessions: Leather armor.

Shadow of Motembe: CR 3; hp 19; see the MM.

Father Elijan, Male Human Clr6 (currently) (Thyr): CR 6; SZ M; HD 6d8-6; hp 29 (7 currently); Init +1; Spd 30 ft.; AC 18; Atk +8 melee (1d8+3, +1 heavy mace); SA spells, turn undead; SQ improved healing spells (+1 caster level), protective ward (1/day); AL LG; SV Fort +4, Ref +3, Will +8; Str 14, Dex 12, Con 8, Int 13, Wis 16, Cha 7.

Skills: Concentration +5, Diplomacy +8, Heal +13, Hide +1, Intimidate +2, Knowledge (nature) +4, Knowl-

the bodies of the two, with the exception of Gol's left hand, which remained upon the field of battle. In great secrecy did they steal the bodies away and bury them in a hidden place.

The evil ones who had committed the murder of the two seized Gol's hand and used it to fill the world with the undead. This gruesome item became known as the *Hand of Gol*. Finally, the evil ones were defeated by a great priest of Thyr known as Motembe the Holy, who then became keeper of the *Hand of Gol*.

Motembe eventually succumbed to the evil of the hand and the wounds he had suffered to body and spirit during his battle with Gol. As he wrestled for control of his soul, he built a tomb for himself in what eventually became the hamlet of Westlyn to act as a prison to the evil he felt consuming him. He surrounded the tomb with protections against evil in the hope that he and the hand would be forgotten forever. This, sadly, was not to be the case.

Several days ago, a cloaked stranger came to Westlyn and asked Father Elijan for entrance to Motembe's burial place. Elijan refused, and the man was angered, saying that he would return. Last night, the man came back with this band of reavers, and they forced their way into the crypt. The strangers seized the *Hand of Gol*, draining many life levels from Elijan and turning several of the village watch into undead.

Elijan gives the PCs 10 vials of holy water and 2 *potions of cure light wounds* and asks them to end the menace to his village.

Elijan's Dilemma: At this point, Elijan is torn as to what to do. He pleads for the PCs' help and suggests that there may be something of value left in Motembe's tomb. Elijan also knows that time is short and that each moment that the PCs spend in the village is another step for the stranger and his allies to awaken Gol. Elijan tells the party that no matter what, the *Hand of Gol* must not reach the secret Crypt of Ronashim in the Bone Hills.

The PCs' Dilemma: At this point, the PCs' ally will apparently remain a corpse for a while longer. Due to severe level drains in his recent battle, Elijan can no longer cast *raise dead*, nor can he cast *restoration* on himself to gain back his lost levels. Elijan points the PCs back to his story of Ronashim and the *Rod of Arden*. "Where Gol lies so too may be found Ronashim — and, if the legends are to be believed, the *Rod of Arden* as well." Elijan informs the PCs that should they acquire the *Rod of Arden* from the crypt, their friend may live again. The PCs are more or less forced at this point either to find a scroll of *restoration* and restore Elijan or to seek out the *Rod of Arden* and pray that its magic is strong enough to resurrect their friend.

Important Note: What Elijan does not share (because he does not know such information) is that Ronashim was actually born a prophet of Set, not of Arden, as everyone believes. Ronashim was destroyed by followers of Thyr long ago, his corpse taken away in secret and buried in the Hills of Bone, near where the battle between Gol and Motembe took place. Propaganda and revisionist history by the forces of Set and Tsathogga have fooled even the wisest sages with lies about Ronashim's true nature.

Area D: The Crypt of Motembe

Area D1: Entrance Chamber

Where once was a finely carved and frescoed entrance chamber featuring the deeds of the great warrior-priest Motembe, there is now much dust and cracked plaster. A sepulchral door is broken open at the end of this chamber; beyond is a shaft that slopes into darkness.

Keen observation of the murals shows painted carvings that detail how Motembe fought against Set's hordes of undead minions and eventually slew an enemy priest. Motembe is shown as much larger than the priest he slew, as if he were enlarged somehow for the battle. Many of Motembe's allies were slain in the battle and were subsequently destroyed by Motembe as they were transformed into the undead. Another picture shows Motembe smiting a giant with a great gem-capped warhammer. As the giant falls, the gem at the end-cap of the warhammer appears to be lodged in Gol's skull. The last illustration depicts Motembe striking the hand from the fallen giant.

Through Faith and Strength did I live.

In a moment's Pride did I fall.

Had I then the Sight to see

Fated what was to become of me.

Rest me Now at the Feet of Thyr.

Through Faith and Strength may I endure.

Turn her symbol of faith of that which is right

Three times boldly on my Sepulchral;

Release the Light Into the Hall.

With the Hammer IN HIS Name Call.

That which is Risen shall again Fall.

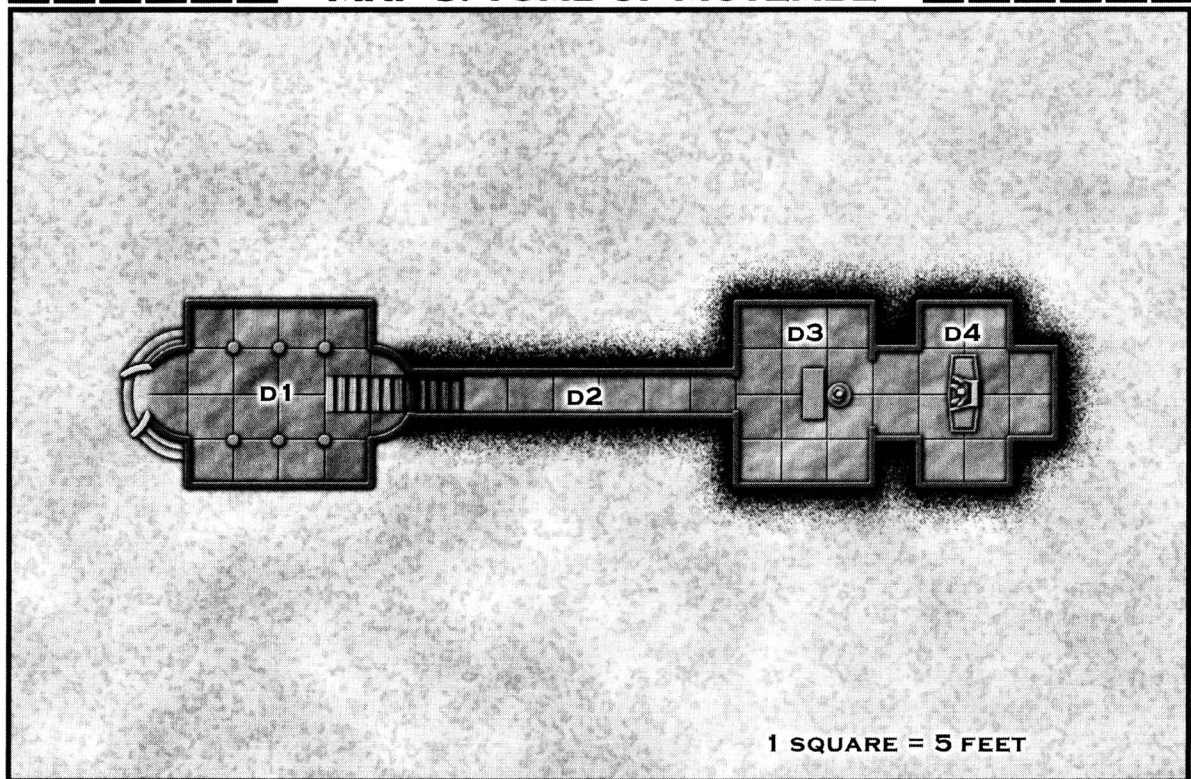
The poem refers to the holy symbol on the side of Motembe's crypt, which when turned 3 times triggers a *daylight* spell and releases the *hammer of Motembe*, although the hammer itself is missing a gemstone end-cap that makes the magic item complete. The gemstone is lodged in the skull of Gol, which is referenced in the illustration on the wall. With the gemstone returned to its place upon the *hammer* and the name of Motembe's god Thyr called, the *hammer* transforms into a +2 *holy ghost touch haMMer*. The DM may assign whatever DC she feels appropriate for bardic knowledge or Intelligence checks to decipher the meaning of this poem. The PCs should preferably figure this one out on their own, as clever players should be rewarded for their game play.

Area D2: The Corridor of Faith (EL 3)

The power that emanates from this dank and dusky corridor seems overwhelming, the result of a *fear trap* that activates the moment anyone sets foot in the hall. A broken and chiseled doorway to the south leads to a darkened chamber beyond.

Fear Trap: CR 3; section of floor (*fear* as per the spell for 1d6 rounds); Will save (DC 14) negates; Search (DC 26);

MAP 5: TOMB OF MOTEMBE



Disable Device (DC 26). *Note:* Producing a good-aligned holy symbol negates this trap and prevents it from triggering.

Area D3: Shrine Room (EL 3)

Within this room is a small shrine dedicated to Thyr. A statue of Thyr stands behind a small altar. The statue has been desecrated with unholy water and innocent blood. A broken doorway leads onward to another chamber. As soon as the PCs enter, **4 zombies** lumber toward them and attack. The zombies were villagers sacrificed in the shrine just before the door was broken open. They were then brought back as undead by the power of the *Hand of Gol* and are possessed with its evil.

Medium-size Zombies (4): CR 1/2; hp 16 each; see the MM.

Treasure: Carefully searching the shrine reveals (Search DC 17) a hidden panel beneath the statue of Thyr. Inside this hidden niche is a large, clear-cut gem. Casting *detect magic* upon the gem reveals that it is magical; casting an *identify* spell reveals that it is a *gem of seeing* with 4 charges.

Area D4: Tomb of Motembe (EL 3)

The room is shrouded in darkness. The PCs' light source reveals carvings upon the wall and the statue of a man recumbent upon a dais, his hand carved with a finger pointing to the ceiling. A large holy symbol of Thyr is carved into the side of the sarcophagus.

As the party enters the chamber, the shadow of Motembe is completely healed and attacks. PCs who have figured out the poem chiseled on the wall in Area D1 and who attempt to turn the holy symbol of Thyr on the side of the

sarcophagus 3 times trigger a *daylight* spell. The *daylight* spell immediately forces Motembe to retreat to his sarcophagus. Note that a PC turning the holy symbol does so as a full-round action and receives no shield bonus or Dexterity bonus to his armor class as Motembe's shadow attempts to drain his strength and turn him to shadow.

If the *daylight* spell is triggered, a brilliant shimmering warhammer appears before the PCs. If a good-aligned PC grabs the hammer, it materializes as a +1 *warhammer*. The PC notices that a jewel is missing from the head of the hammer, but the niche is too small to accommodate the jewel hidden under the statue of Thyr. PCs opening the sarcophagus find Motembe's shadow there, cowering in fear from the *daylight* spell. Attacks against Motembe in this state gain a +3 bonus. Motembe loses his Strength drain powers and has no way to hide from the party.

Should the PCs fail to figure out the poem in Area D1, they face a tough opponent in Motembe, who attacks from the shadows and is nearly impossible to see without the *daylight* spell in effect. When Motembe is finally defeated, his shadow changes to light momentarily as his spirit turns to face the PCs.

Note: Failure to turn the holy symbol of Muir on the side of the sarcophagus 3 times means the PCs do not get the +1 *warhammer*. Wisdom rewards the brave. If a *daylight* spell is not cast or the *daylight* effect from the tomb is not triggered, Motembe attacks from the darkness, gaining the advantage of 40% concealment miss chance on top the 50% miss chance for being an Incorporeal entity.

Treasure: The corpse of Motembe is dressed in his +2 *scale mail*, a +1 *buckler*, and a *cloak of resistance* +1.

Shadow of Motembe: CR 3; hp 19; see the MM.

As Motembe's shadow is defeated, his spirit fills with light and he turns to the party with the following words:

Long has my spirit writhed in torment from the blows of the mighty Gol. Though the beast was laid low indeed, I still failed, for in truth the wounds inflicted upon me did turn my spirit into shade. Blessed are heroes who would take up arms against the foul Gol. Motembe is no longer guardian of the giant's dread hand, his danger again grasps out across the lands. Search for his tomb in the Hills of Bone, but beware the guardian less than the one who sits upon the throne.

With these words spoken, Motembe's spirit ascends to the heavens, finally at rest.

Treasure: +1 warhammer (see above), additionally if Motembe is defeated the following items materialize as did the warhammer: +1 chainmail, +1 small steel shield.

Area E: Reavers' Camp (EL7)

Ahead, you hear the cajoling voices of a large group of men and goblins, sputtering and lisping in their foul languages. You see a small campfire and several horses corralled on the edge of a set of stone pillars. Mist shrouds the area beyond the pillars, obscuring the terrain from even the sharpest of eyes. A woman is in the camp. She appears to be trussed up, but it is hard to tell from your vantage point.

In the foothills below the Hills of Bone is the reavers' camp. A careful party approaching with stealth has an excellent opportunity to sneak up on the reavers unnoticed. Due to the noise that they are making, the reavers suffer a -4 circumstance penalty to their Listen checks in detecting approaching PCs. Furthermore, the noise that the reavers make and the light of their fire gives the PCs a +4 circumstance bonus to their own Spot and Listen checks for detecting the raiders of Westlyn in their encampment.

The reavers consist of 2 human rogues, 8 goblins, 2 half-orc barbarians, and Dukus the ogre. The reavers have busied themselves splitting the loot from their take. Sounds of laughter and revelry suggest that the reavers seem pretty happy at what they have accomplished.

Male Human Rog2 (2): CR 2; SZ M; HD 2d6; hp 8 each; Init +2; Spd 30 ft.; AC 14; Atk +3 melee (1d6+1, masterwork short sword, crit 19-20) or +4 ranged (1d6, masterwork shortbow, crit x3, 60 ft.); SA sneak attack (+1d6); SQ evasion; AL CE; SV Fort +2, Ref +5, Will +0; Str 13, Dex 14, Con 11, Int 10, Wis 11, Cha 10.

Skills: Climb +6, Disable Device +6, Disguise +5, Forgery +6, Hide +8, Listen +5, Move Silently +6, Open Lock +7, Ride (horse) +3, Spot +5. **Feats:** Great Fortitude, Skill Focus (Hide).

Possessions: Leather armor, masterwork short sword, masterwork shortbow, 20 arrows, dagger, thieves' tools, pouch containing 1d20 gp.

Goblins (8): CR 1/4; hp 4 each; see the MM.

Possessions: Studded leather, morningstar, 6 javelins, 2d4 sp.

Male Half-Orc Bbn2 (2): CR 2; SZ M; HD 2d12+4; hp 22; Init +1; Spd 40 ft. (base 30 ft.); AC 15; Atk +6 melee (1d12+6, greataxe, crit x3); SA rage (1/day); SQ half-orc traits, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 13, Con 14, Int 8, Wis 8, Cha 10.

Skills: Climb +7, Intimidate +5, Ride (horse) +6. **Feats:** Power Attack.

Possessions: Chainshirt, greataxe, pouch containing 1d20 gp.

Dukas, Male Ogre (1): CR 2; hp 26; see the MM.

Possessions: Hide armor, Huge greatclub, Huge longspear, pouch containing 30 gp.

Wendy, Female Human Rog4: CR 4; SZ M; HD 4d6+8; hp 24; Init +3; Spd 30 ft.; AC 16; Atk +4 melee (1d6+1, +1 short sword, crit 19-20); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +2; Str 11, Dex 16, Con 15, Int 14, Wis 12, Cha 11.

Skills: Appraise +8, Balance +9, Diplomacy +4, Disable Device +9, Gather Information +7, Hide +9, Innuendo +7, Intimidate +6, Knowledge (religion) +5, Listen +7, Move Silently +9, Search +6, Spot +6, Swim +4. **Feats:** Dodge, Mobility, Spring Attack.

Possessions: Wendy's equipment is stored among the loot the reavers have gathered. It consists of a +1 short sword, ring of protection +1, masterwork thieves' tools, and 50 gp.

Wendy, the daughter of Baltham, is actually the lover of Kashin, the Dark Stranger of whom Father Elijan spoke. Kashin and Wendy met when Wendy was studying music at the Bardic College in Bard's Gate. Through his devices, she was indoctrinated into the cult of Set, and her stories of the Tomb of Motembe led Kashin to research the tale of Ronashim and Gol. After she returned home to her village, Wendy waited for Kashin to build up a force to gather the *Hand of Gol* and actually gave him information that his force could use to cripple the village and capture the *Hand*. Kashin has gone ahead with his acolyte Thortac to raise Gol as an undead master and once again visit his reign of terror upon the world. Wendy plays the part of the helpless prisoner of the reaver band and offers her assistance to the party in retrieving the *Hand of Gol*. In actuality, she attempts to thwart the party at every opportunity, while making it look as if it is someone else's fault (through use of her Bluff skill). Play Wendy carefully, as she could be a good foil to the party if used properly.

Hills of Bone

The area known as the Hills of Bone is a harrowing place that still twinges with the death knell of Gol. It is a misty region filled with moors, bogs, and other pitfalls. Some tracks can be followed, but only to a point where two pillars stand against a wall of rock. Beyond the pillars, the tracks disappear into nothingness as the shrouding mist overcomes the hills. Rangers and others with the Track feat may make checks to attempt to follow the tracks of Kashin and Thortac to the hidden Crypt of Ronashim. The ground would be considered hard, but Kashin and Thortac are riding horses, which makes the effort somewhat easier (Wilderness Lore

Hills of Bone Random Encounters

1d8	Encounter
1	1d6 zombies
2	2d6 goblins
3	1d4 ogres
4	2d4 dire wolves
5	1d2 trolls
6-8	No encounter

Note: See the Appendix for the stats of monsters listed above.

DC 19). As the PCs make their way through the Hills, roll 1d8 for every 5 miles traveled and refer to the sidebar for the possibility of random encounters.

Area F: The Crypt of Ronashim the Prophet

Area F1: The Entrance Chamber

The stone staircase descends 20 feet into this entrance chamber, its walls wet and dank. Set into one wall of the otherwise featureless room is a crypt door of black stone, inscribed with hieroglyphics of an ancient language. There is a bowl-shaped indentation in the stone floor before the doorway. The depression is stained brown and is moldy with age.

Individuals casting *comprehend languages* upon the hieroglyphics or those with Decipher Script (DC 20) make out the following words:

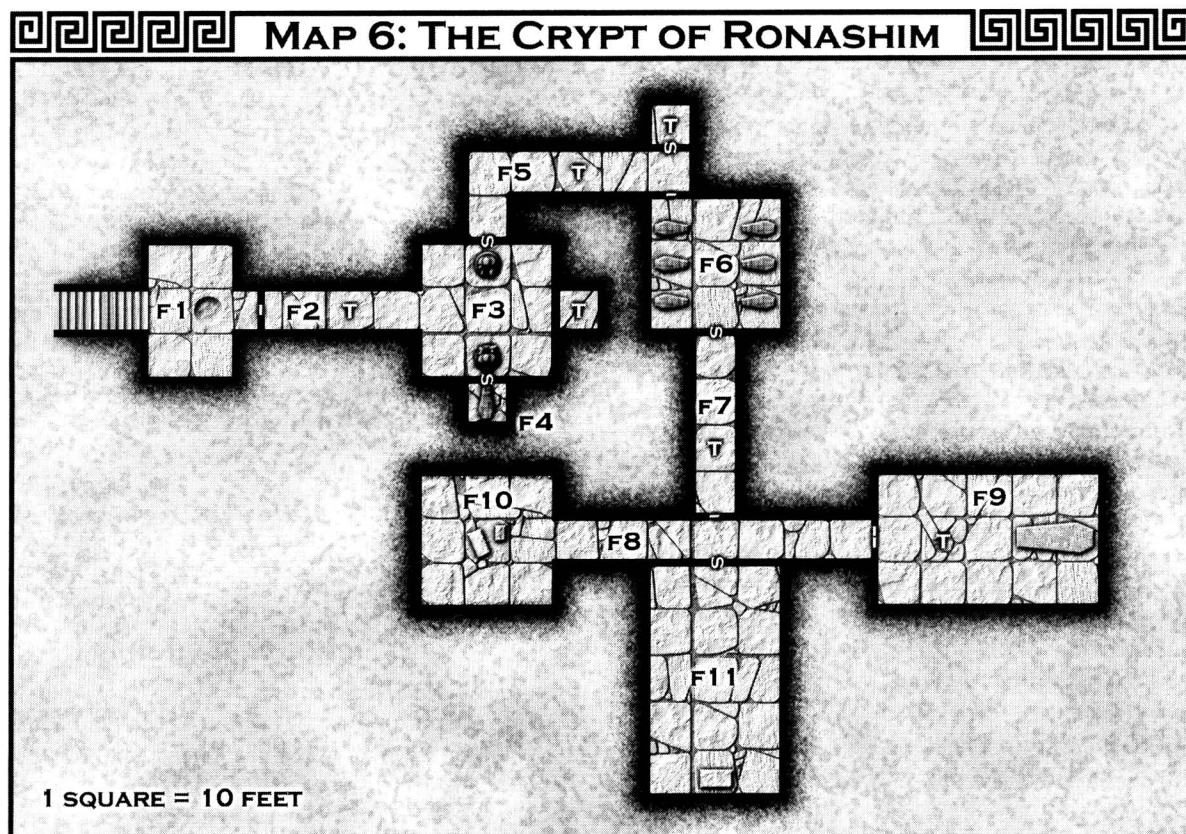
Welcome are those that pay respects
to Ronashim the Prophet.
Blessed are those that seek
the wisdom from beyond.
Cursed are those who would defile his mortal
clay, for they shall feel his wrath.
None may pass here that are not worthy,
And only the purest of the pure are
granted access to his truth.
Give of your humor as in the ancient days,
feed the Prophet, and enter the beyond.
The Faithful know the way and without
molestation may they stay.

An evil PC or worshipper of Set sacrificing a victim over the bowl opens the door instantly. A PC with a successful bardic knowledge check (DC 30) or a Knowledge (religion) check (DC 30) recognizes this bowl as part of an evil sacrificial ritual to Set. Otherwise, only a successful *dispel magic* (DC 23) or a brutal assault opens the door. Optionally, *disintegration*, *stone to mud*, and similar spells are also effective.

Magic Stone Door: 2 in. thick; Hardness 8; 120 hp; Break DC 40.

Area F2: The Entry Hall (EL9)

A shadowy hallway lies beyond the crypt door. It is very dark within, and a foul air rushes out, escaping from the crypt for the first time in centuries. A chamber lies beyond



the narrow hallway, just at the edge of the PCs' light source. The corridor appears to be very well crafted, strongly mortared and very smooth. About halfway down the hallway, a pressure plate on the floor springs the **trap** in this corridor. Approximately 10 pounds of pressure will trigger the trap.

Crushing Wall Trap: CR 9; no attack roll necessary (12d6, crush); Search (DC 20); Disable Device (DC 22).

Area F3: Hieroglyphs and Statues (EL 3)

Depicted on the north wall of this room are complex images of gods and demons grappling for control of a scepter. An 8-foot tall statue of a child bearing a scepter stands in the center of both the eastern and western walls. The statues face each other, with the rods held at half-staff before them. The eyes of the statues glitter like jewels in the torchlight.

The images show the history of the *Rod* as it was created by Arden and given to his high priest, followed by the story of how the *Rod* was passed after the god's fall from one high priest to the next until finally coming into the possession of Ronashim, a child prophet born from an egg. The child prophet is always shown guarded by a large man wearing a gold pectoral fashioned in the shape of eagle's wings. According to the images on the wall, the giant and the child were later slain by minions of Set. Their followers whisked the bodies away to the banks of the Stoneheart Mountain River, where in turn they were consecrated and mummified and buried here. The mural shows the faithful of Arden making pilgrimages to this place, giving their blood and taking counsel from the spirit of the prophet in a hidden sepulcher.

The entire set of images represents an *illusory script*. Casting *detect magic* reveals that the hieroglyphics are magical. Casting *read magic* or *dispel magic* (DC 21) allows someone with Decipher Script (DC 20) to reveal what the images truly say.

The *Rod* was indeed crafted by Arden, but was stolen by followers of Set. After the death of Arden's high priest, dark rituals of magic were cast upon the *Rod*, turning its powers of healing and life into powers of death and disease. The *Rod* was passed down by followers of Set until the birth of Ronashim the Unholy, born from the union of a minion of Set and a human priestess. The child wreaked havoc along with the giant Gol, his bodyguard, spreading disease and pestilence across the land. Angered by this, paladins of Thyr and the beggar-priests of Arden struck down Gol and Ronashim. In secret, the followers of Set recovered the bodies, desecrated and mummified them, and buried them here. The spirit of Ronashim continues to speak to the faithful from beyond the grave, guiding them with the word of Set.

Bards that succeed at a bardic knowledge check (DC 25) may recall the true story of Ronashim and be confused at the seemingly benevolent nature of Ronashim and Gol in the hieroglyphics.

The statues of Ronashim each bear a steel scepter tipped with a clear crystal, and each has a pair of jeweled eyes that are valued at 250 gp each. The statues are set with a falling **trap** that causes them to collapse on anyone who tries to

pry out the jeweled eyes or who would attempt to touch or otherwise manipulate the scepters. A hidden panel discovered with a successful Search check (DC 15) in the back of each statue opens a secret door located directly behind the statue.

Furthermore, the images on the wall are trapped, affecting anyone who touches the wall.

Falling Statue Trap: CR 2; no attack roll necessary (2d6, crush); Reflex save (DC 16) avoids; Search (DC 20); Disable Device (DC 20).

Poison Needle Trap: CR 2; +8 ranged (1 plus greenblood oil poison [injury — Fort DC 13, 1 Con/1d2 Con]); Search (DC 22); Disable Device (DC 20).

Area F4: The Tomb of Rathakotos (EL 3)

As the secret panel slides open, a moldy stench fills your nostrils. Rising from a shattered sarcophagus is the figure of what once was surely a man. Wrapped in moldering linens with a golden circlet nestled over his brow, he emits a low moaning sound and turns his dead eyes upon you.

Rathakotos, a former priest of Set, is entombed behind the secret panel on the eastern side of Area F3. Now a mummy, Rathakotos immediately raises himself from the sarcophagus and attacks the party. The golden band around his forehead grants him +2 turn resistance.

Rakthakotos, Mummy: CR 3; hp 42; see the MM.

Possessions: Headband of turn resistance +2.

Treasure: Within Rathakotos' sarcophagus is a +2 brilliant energy mace, a golden pectoral worth 1,000 gp, a garnet ring worth 100 gp, and a golden bracelet worth 250 gp.

Area F5: The Corridor to the Beyond (EL 10)

A pit trap awaits 20 feet up this corridor. A successful Search check (DC 20) reveals the **trap**, and a successful Disarm Device check (DC 20) permits the PCs to locate a lever that locks the lid to the trap, allowing safe passage. Those falling into the pit find to their surprise that they have landed atop an undead ooze. Those landing in the pit take the falling damage listed and are immediately engulfed. The undead ooze spews out 2d4 skeletons to attack the party while it begins hungrily digesting their fallen comrades.

Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Undead Ooze: CR 6; hp 39; see *Tome of Horrors*, by Necromancer Games.

The corridor ends after 50 feet. Careful searching of the corridor (Search DC 20) reveals secret doors to the east and west. The secret door to the west is trapped. When touched, a chute in the ceiling drops 3 undead carrion crawlers in the corridor; they immediately attack. The eastern secret door opens into Area F6.

Undead Carrion Crawlers (3): CR 4; SZ L Undead; HD 3d12; hp 19; Init +1; Spd 30 ft., climb 15 ft.; AC 18; Atk +5 melee (paralysis [x8], tentacle) and -2 melee (1d4+1, bite); SA paralysis (2d6 minutes, Fort DC 13); SQ undead, scent, darkvision 60 ft.; AL N; SV Fort +3, Ref +2, Will +5; Str 16, Dex 13, Con —, Int —, Wis 15, Cha 6.

Skills: Climb +12, Listen +6, Spot +6. **Feats:** Alertness.

Area F6: Tomb of the Faithful (EL 8)

This room contains 6 stone sarcophagi. Each stone vault is nearly 8 feet long and contains a ghost. The ghosts remain motionless for 3 rounds or until their vault is disturbed, at which time they rise up and confront the party. The ghosts first parley with the PCs, asking who would disturb the rest of the prophet. Characters may make a Bluff or Diplomacy check (DC 18) or otherwise attempt to negotiate with the ghosts for safe passage through the chamber. The ghosts were once priests of Set who helped to build this crypt for Ronashim, and so evil PCs or clerics of Set may be able to couch favor from the ghosts and gather information regarding passage into Ronashim's secret crypt.

If the vaults are left alone, the ghosts do not attack until the second time the tomb is entered (through the eastern doorway), where they wait for the party's return from the deeper and hidden crypt of Ronashim.

There is a secret door in the center of the eastern wall (Search DC 22). The key is found in one of the sarcophagi (chosen at random). If the PCs successfully parley with the ghosts to gain entrance into the deeper recesses of the tomb, the ghosts believe the party to be disciples of Ronashim, open the door, and allow them to proceed.

Secret Door: 1 ft. thick; Hardness 8; hp 90; Break DC 30.

Ghosts (6): CR 3; hp 26 each; see the MM.

Tactics: The ghosts only leave the sarcophagi if they are tampered with. If the sarcophagi are left alone, the ghosts remain here until the party enters a second time (on the way out of Ronashim's crypt) and attack.

Treasure: Combined within the 6 sarcophagi are the following items: 727 gp, a garnet (30 gp), a mother-of-pearl (110 gp), a pink opal (1,250 gp), a sarbossa (115 gp), a *potion of cure light wounds*, and the key to the eastern doorway.

Area F7: The Corridor of Burning Faith (EL 3)

This corridor leads to a blank wall. Inscribed upon the floor is a glyph **trap** that activates when stepped on.

Glyph of Warding Trap: CR 3; no attack roll necessary (5d8 fire blast to all within 5 feet); Reflex save (DC 14) halves; Search (DC 28); Disable (DC 28).

At the far end of the corridor is a bronze door, green with dampness and age. The image of Ronashim the child prophet adorns this portal, the *Rod* in his right hand. He holds his left hand palm-out. Written in an ancient script below the image of Ronashim is this message:

Ronashim stands before thee. Faithful brethren thus proceed and through his touch set thee to the Path of Righteousness. Beyond waits the knowledge of eons lost upon the edge of time, wisdom for some who are free and suffering for the weak who do not know his will. Seek the guardian eternal and he will make the way for thee.

If *detect magic* is cast upon the doorway, the extended palm glows magically. A Spellcraft check (DC 14) reveals Necromancy and Abjuration magic of a powerful nature. Evil PCs placing their palm to the hand of the statue cause the door to open. A good-aligned character placing his palm to the hand of the image of Ronashim also opens the door, but that character must make a Fortitude save (DC 15) or lose one permanent level; only a *restoration* spell will recover the lost level.

Area F8: The Inner Crypts

Inlaid upon a rather solid-looking door is the image of a child's face, mouth turned up in a benevolent smile. A PC making a successful Search check (DC 20) of the doorway reveals a tiny hole in the middle of the mouth. Nothing short of a *disintegrate* spell or *wish* allows passage to the chamber that lies beyond without the key. This doorway detects as highly magical in nature and opens only for the key that Gol protects in Area F9.

To the north of the corridor is a huge 20-foot tall set of double doors. They are carved in the likeness of a giant wearing a golden pectoral decorated with golden wings. He bears a huge sword in his hands and stands legs together, palms resting on the pommel and the tip of the sword touching the ground. A PC making a successful Search check (DC 24) discovers a lever. Depressing the lever opens the double doors with a loud creaking and rumbling, revealing Area F9.

Area F9: The Crypt of Gol (EL 9)

The walls of this ornate chamber are inscribed with many hieroglyphics, showing the deeds of Gol in his role as the defender of the child prophet Ronashim. Once again, these depictions are covered in *illusory script* to depict Gol as a kindly giant and mighty warrior who fell defending Ronashim from froglike beings with gills and scales. In actuality, if *dispel magic* is cast (DC 22), the hieroglyphics change to portray Gol as he truly was: a cruel and demented brute who helped Ronashim to use the *Rod* and spread death and disease throughout the world. Characters of evil alignment see the hieroglyphics as they truly are. Two fresh bodies lie before the sarcophagus.

The room is dominated by a 20-foot long stone sarcophagus that is inlaid in gold. As soon as it is approached, the lid opens and the undead skeleton of Gol steps out and brandishes his huge sword. A trapped floor panel is set 10 feet in front of the sarcophagus, so those approaching from the most direct route must make a Reflex save (DC 20) to avoid falling into the pit below.



Pit Trap (40 Ft. Deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Gol stands up from his tomb with hellfire in his eyes and a loose shroud about his dusty bones. Over his shoulders is a large golden pectoral. Unlike the images of him upon the walls, this pectoral device is gilded with serpents and asps, with a large pulsing bloodstone in the center of his chest. In his clawed right hand he bears a greatsword, the hilt of which is also decorated in the likeness of asps and cobras. At his feet are the bodies of two men, expressions of horror upon their faces. Gol turns and addresses the party.

“Who seeks the secrets of Ronashim the mighty? Who among you would know his mind? I am Gol, and you will answer me or be destroyed as in the days of old.”

He then points to the bodies lying before his tomb, as if warning the PCs against a similar fate. The heroes may negotiate with the spirit of Gol. They have 1d4 rounds to do so, before Kashin (the dark-robed man) and his acolyte Thortac rise from the dead as wights and attack. If negotiation is successful, Gol lets the PCs have the key to Area F11. If they fail, he becomes enraged and attacks.

Gol the Hill Giant, Large Undead: CR 7; SZL Undead; HD 6d12; hp 50; Init +5; Spd 40 ft.; AC 19; Atk +9 melee

(1d6+7 and energy drain [x2], claw) or +11 melee (2d6+7, +2 greatsword [wielded as longsword], crit 19-20); Face/Reach 5 ft. by 5 ft./10 ft.; SA rock throwing, energy drain, create spawn; SQ rock catching, undead, immunities (cold, half damage from slashing and piercing weapons, turning); AL NE; Str 25, Dex 12, Con —, Int 8, Wis 10, Cha 14.

Feats: Improved Initiative, Power Attack, Two-Weapon Fighting.

Energy Drain (Su): On a successful claw attack with his cursed hand, Gol drains 1 energy level from a living opponent. The Fortitude save to remove this negative level has a DC of 15.

Create Spawn (Su): Living beings slain by Gol’s energy drain attack rise up again in 1d4 rounds as a wight under Gol’s command.

Possessions: The key to Ronashim’s crypt, +2 greatsword, golden pectoral (functions as +2 breastplate; good-aligned creatures touching it suffer 1d6 points of electricity damage each round it is touched), bracers of armor +2, +1 dagger, 4 potions of cure light wounds, gemstone to the haMMer of Motembe.

The Hand of Gol ceases to function once Gol is finally destroyed in undead form. For more information on the haMMer of Motembe, see the Appendix.

Thortac and Kashin, Wights (2): CR 3; hp 26 each; AC 20; see the MM.

THE CRYPT OF RONASHIM

Possessions: Masterwork chainmail, +1 dagger.

Tactics: Gol attacks twice per round. The *Hand of Gol* grants him the ability to drain energy levels as a wight. He grabs with his left hand, draining a level and attempting to grapple, and on the following round, he casts the grappled PC down the pit to Area F12. With his other hand, he swings the mighty greatsword. If Wendy is with the PCs when they enter the room and sees the body of Kashin lying dead upon the ground, she screams and begins to sob. She runs to Kashin's side and cups him in her arms. When Kashin rises as a wight, Wendy is the first victim of his attacks.

Treasure: Within the crypt of Gol are a golden holy symbol of Set valued at 100 gp, 600 gp in coins, and a *divine scroll of animate dead* (caster level 9).

Area F10: Preparation Chamber

This chamber was once used by priests of Set to prepare and desecrate the bodies of Ronashim and Gol. A large stone table and a small stone table occupy the center of the chamber. Along the eastern and western walls are decaying racks of reagents and mummification tools. Material spell components for casting *animate dead* and *desecrate* are located here. The mummification tools are of masterwork quality and could fetch 500 gp on the black market to necromancers or their ilk.

Area F11: The Crypt of Ronashim (EL 5)

All light sources in this room are affected by *deeper darkness*. At the far end of the room is a small altar-like crypt. Sitting atop the small crypt is Ronashim. Ronashim

is a **tomb spirit** and greets the party in his child guise. He asks the PCs, "Why do you seek me? What wisdom is it that you wish to take from my tomb?"

If the party mentions Arden and raising the dead god, Ronashim laughs. He asks them why they wish to raise the Dead God. Ronashim always twists the PCs' words to make them sound like a reference to Set rather than a reference to Arden. He knows that Arden's followers are of very limited power and is puzzled as to why they would think that the *Rod*, long since cursed, would be able to raise him from immortal death.

Allow the players to spend some time talking with the spirit of Ronashim. If the questions get too complicated, however, Ronashim becomes angered and attacks.

Tactics: The area of the crypt acts as if *desecrate* and *deeper darkness* have been cast upon it. Ronashim's bones within the crypt have an *amulet of shielding* (functions as a *brooch of shielding*) upon them. Ronashim seeks out the weakest characters first, attempting to slay them immediately. He uses his chilling breath weapon as often as possible.

Ronashim the Unholy Child-Prophet: CR 5; SZ S Undead (Incorporeal); HD 8d12; hp 50; Init +6; Spd 20 ft., fly 50 ft. (good); AC 16; Atk +8 melee (1d4 and 1d6 cold, incorporeal touch); SA unnerving presence, chill (incorporeal touch, 1d6 cold damage), breath weapon (30 ft., every 1d4 rounds, 4d6 cold), create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness, alter self; AL NE; SV Fort +2, Ref +5, Will +8; Str —, Dex 14, Con —, Int 14, Wis 14, Cha 15.

Skills: Hide +15, Intimidate +12, Intuit Direction +8, Listen +12, Search +12, Sense Motive +8, Spot +12.



Rod of Arden (Lesser Artifact)

The *Rod of Arden* is a mace-like scepter made of gold with a sapphire at one end and a ruby at the other. It is carved in sunburst patterns at both ends, with a pair of asps encircled around the handle.

To general appearances and normal testing through use of the *identify* spell, the *Rod* seems to possess the powers it had before it fell into the hands of Set's minions, which include the following: 3/day—*remove disease*; 2/day—*daylight*, *magic circle against evil*; 1/day—*raise dead*, *restoration*; acts as a +2 *holy light mace* when used as a melee weapon.

In actuality, Ronashim's dark rituals and wicked incantations through the might of the dark god Set have warped the *Rod* with evil and given it the following powers: 3/day—*contagion*; 2/day—*deeper darkness*, *magic circle against good*; 1/day—*desecrate*; 1/week—*raise dead* (raised subject is *curse*d and infected with slimy doom), *slay living*; acts as a +2 *unholy light mace* when used as a melee weapon.

Good-aligned beings wielding the *Rod* suffer 1 negative level for the duration it is held in their grasp, although they may not readily recognize this weakness.

Individuals raised by the *Rod* in its cursed form are infected with slimy doom disease and affected by a *geas* as if cast by a 20th-level sorcerer. The *geas* compels the infected individual to immediately find the most populated area, seeking close personal contact with as many different individuals as possible. Anyone coming in contact with the infected individual must make a Fortitude save (DC 14) or contract slimy doom.

Casting *identify* alone upon the *Rod* does not reveal its current nature. The *identify* spell instead gives the original reading of the *Rod* as it once was. *Identify* must be cast specifically on the *Rod* twice to uncover all of its secrets. A successful Knowledge (religion) check or bardic knowledge check (DC 25) reveals the steps needed to restore the *Rod* to its original state once the nature of its curse is detected.

To remove the curse upon the rod, it must first be blessed on a consecrated altar by a good-aligned cleric of at least 9th level, after which *remove curse* or *break enchantment* must be cast upon the *Rod*, turning it into a normal *rod of resurrection* with 4 charges. Should *remove curse* be cast upon the *Rod* alone without first preparing the *Rod* by blessing it and consecrating it, the *Rod* becomes a simple *rod of resurrection* with 5 charges.

Caster Level: 20th.

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Unnerving Presence (Su): Ronashim's presence can unnerve those within 30 feet. All in the area must succeed at a Will save (DC 16) or suffer a -1 penalty to all rolls for 2d6 rounds. Whether or not the save is successful, that creature is immune to Ronashim's unnerving presence for one day.

Chill (Su): Ronashim's touch deals 1d6 points of cold damage.

Breath Weapon (Su): Once every 1d4 rounds; line of frigid air 30 feet long; 4d6 damage, Reflex save (DC 14) for half.

Alter Self (Sp): Similar to the spell, Ronashim can appear as a normal and non-corporeal child (though his form is not changed, it just appears that it is).

Treasure: Within the small stone sarcophagus are a *pearl of power* (1st level), 3 *potions of cause moderate wounds*, an *amulet of shielding* (functions as a *brooch of shielding*), 1,500 gp, and the *Rod of Arden*. See sidebar for more information on the *Rod of Arden* and its functions.

XP Awards

Give out the standard award to players for successfully overcoming any monsters and traps within the crypt. Grant an additional 100 XP per discovery of hidden hieroglyphics that were disguised behind *illusory script*. If the party happens to save Wendy and bring her back to confront her father, this will be a sad scene but a worthy act for a good-aligned party and should grant the PCs a 50 XP bonus. Alternately, an evil party that somehow saves her may find her a valuable ally.

Them Bones

This adventure is a classic subterranean excursion. You should use this adventure if the PCs have a dead comrade and have had no success in their previous attempts at resurrection. The special item provided in **Them Bones** should be considered a last resort, a magic so powerful that if it fails to raise the dead, then only the grace of the gods can help the fallen party member.

Though the average encounter in this adventure is EL 8, suitable for 4 PCs of 8th level, the monsters are placed so that heroes as low as 5th level can find success by dealing creatively with their foes. For example, a chamber full of 20 troglodytes could challenge even a high-level party, but by drawing those troglodytes out a few at a time (which is certainly possible), a lower-level party can compensate for the overwhelming numbers. Refer to the “Scaling the Adventure” sidebar, below, for more information.

Deceased Character’s Player: This adventure allows the player of the dead character to play any number of creatures or NPCs, depending on whom the PCs choose to ally themselves with, including Klavdiya, as she pursues the party, or the dark elf Solaufein. Of course, the player of the deceased character can always simply play the monsters, including Red Eyes.

Adventure Background

A clan of troglodytes has taken up residence in an abandoned dwarven mining station under the waters of the fabled Aeganon Lake. Using the underground chambers beneath the lake as their tribal headquarters, the troglodytes quickly secured the area and fortified their position. The chieftain of the clan was slain in a power struggle with a cloaker the troglodytes call Red Eyes. After the coup, the monster promptly took command of the clan. A visionary of its race, Red Eyes hopes to overcome the human settlements along the lake’s northern shores, raiding the area for food, tools, and especially steel. To this end, the cloaker plans on contaminating the shallow coastal waters of the lake with poison prepared expressly for the occasion.

Fortunately for Red Eyes and its minions, the principle ingredient in this recipe for disaster is a fungal herb found in the bodies of most fungus men, a secret recently discovered by one of the cloaker’s troglodyte assistants (refer to New Monsters in the Appendix for a description of fungus men). A fungus man community happens to lie not far from the troglodyte domain, in a series of moist caverns beneath the lake. The territorial troglodytes consider the fungus men to be competitors for living space and resources. Several months ago, Red Eyes launched the first attacks against the peaceful fungus men in hopes of not only extracting poisons from the bodies of fallen enemies, but also eventually eliminating the rival community and thus gaining control over even more territory. Forced to defend themselves, the fungus men responded to the aggression, executing a series of counterattacks and essentially escalating the matter into all-out war.

A large cavern in the center of the subterranean passages soon became the political boundary between the two belligerents. The troglodytes refer to this “neutral zone” as

the Falling Place, as so many warriors have died there since the hostilities began, while the pragmatic fungus men have their own term for the area, which roughly translates into “the broken circle.” Regardless of its name, the cavern has proven lethal not only because of its perilous position between the two armies, but also because of the remarkably large number of oozes, slimes, and jellies that populate the area. These creatures are a danger to both the troglodytes and the fungus men — and a nuisance to a colony of deep gnomes who have come up from the Underdark with intentions of settling in the region. So far, the deep gnomes have managed to conceal their presence from the warring parties, thanks to their magic and cunning. They intend secretly to foment unrest in the opposing nations until the bloodbath ensures them an easy victory over both the troglodytes and the fungus men.

Into this violent cauldron stumbled one Torvayin Hoth, a young human thief searching the caverns for treasure. Finding himself in the Falling Place, Torvayin explored the cavern, only to be killed by a terrible creature known as a mercury ooze. Wrested from its mortal body, Torvayin’s spirit was unable to pass easily into the afterlife and complete its quest for eternal rest because the thief’s physical remains were scooped up by a fungus man scout party, taken back to the fungus man community, and transformed into an animated guardian. Upon arriving on the plane of Ysgard, the soul formerly known as Torvayin was informed that its entry to the plane was barred as a bit of its essence was snagged by the fungus men who animated the thief’s remains.

Trapped in a state of flux without the physical anchor of its corpse, Torvayin’s soul became an undead creature known as a haunt, drifting up from the caverns into the daylight world above, where it hoped to find assistance in securing its rightful place in the afterlife. The haunt eventually took up residence in the home of a mysterious ranger named Klavdiya Antonova. The ranger’s home also serves as her seaside fishery. Though unsuccessful in its attempts to possess Klavdiya’s body, the haunt has managed to seriously disrupts the ranger’s fishing business.

Adventure Synopsis

Klavdiya Antonova implores the PCs to put an end to the unseen menace that prowls her home. In doing so, the heroes meet and parley with the spirit of the dead thief, who sets them on a quest to retrieve its mortal remains. In exchange for their services, Klavdiya promises to provide the heroes with a piece of magical ore known as *ephemeryl*. Of *ephemeryl*’s many strange properties, none is more potent than its ability to grant a *wish* — just what is needed when all other attempts to resurrect a dead friend have failed. For a full explanation of *ephemeryl*, refer to New Magic Items in the Appendix.

Two complications confront the PCs on this quest. First, Torvayin does not know what became of his corpse; it could be anywhere down there by now or even consumed by scavengers. The truth is that the fungus men recovered all of Torvayin’s body except his right arm, which is now being used by a troglodyte soldier as a war club. The PCs

Scaling the Adventure

6th- to 7th-level PCs

- Play the troglodytes carefully, so that the PCs never face them in overwhelming numbers.
- Remove the black pudding from Area 5.

9th- to 10th-level PCs

- Play the troglodytes in Areas 10 and 11 in such a way that they always attack en masse, ensuring a combat of EL 10.
- In Area 20, double the cloaker's hit dice and include a shadow lurking in the corner of the room.

must recover the entire corpse in order to send Torvayin to Ysgard for his eternal rest.

Secondly, Klavdiya herself is a little bit more than she seems at first . . .

Character Hooks

- First and foremost, of course, the PCs have a dead friend and have so far failed to restore him or her to life. After using contact other plane or similar Divination magic, they are directed to seek out one Klavdiya Antonova in the town of Yunn. Alternately, a high priest might send them to Klavdiya if the church's own attempts to resurrect the character failed.
- A dead friend is by no means required to play the adventure. The easiest means of embroiling the PCs in this storyline is to have Klavdiya Antonova approach them and ask for their assistance as they pass through the town of Yunn.
- The PCs overhear barroom gossip of disturbing events around the fishery owned by Klavdiya Antonova. Some say the fishery is haunted. Optionally, the PCs are hired by a local merchant or other concerned individual to put an end to the "strange noises" at the fishery.
- A relative of Torvayin Hoth asks the PCs to investigate the thief's disappearance. He was last seen in the area of Yunn, exploring nearby caves.
- Torvayin Hoth was a member of the local thieves' guild. One of the guildmaster's lieutenants recruits the PCs to track down Torvayin, who has been missing for quite some time. The search for Torvayin leads to the town of Yunn.

And So It Begins

Refer to Map 7 for details of Aeganon Lake and the surrounding areas.

Yunn (village): Conventional; AL LG; 145 gp limit; Assets 3,428 gp; Population 472 (89% Human, 6% Halfling, 3% Dwarf, 2% Other).

Authority Figure: First Citizen Sheb Nikandur, male human Exp4.

Important Characters: Master fisherman Gizyu Martanis, male halfling Com5; Klavdiya Antonova (see "Klavdiya and the Haunt," below).

Area 1: Northern Pier

This series of docks serves as the anchor point for several small fishing boats owned by a few dozen full-time fishermen. Most of these fishermen know the general history of the vast lake and dam, though nothing of note has happened here in many years. The Aeganon is a placid place, the fishermen a hardworking yet ordinary lot. The fishermen know nothing of the danger beneath the lake.

Area 2: Mercantile Store

This trading post is owned and operated by a pleasant halfling named Imnosh, who barter his tools and food-stuffs for furs and fish. If the PCs find themselves without an essential piece of spelunking gear, Imnosh can usually provide what they need, although his prices are 10% higher than normal, due to the distance between the lake and the nearest large city. If asked, Imnosh once saw a "lizard man" slinking out into the water, but it was early in the morning hours, and the halfling suspects his imagination is responsible for the vision. (What he actually saw, of course, was a troglodyte.)

Area 3: Homes

These simple houses provide the local trappers and fishermen with a roof against the rain. Populate these homes with any NPCs you see fit.

Area 4: Breakwater Dam

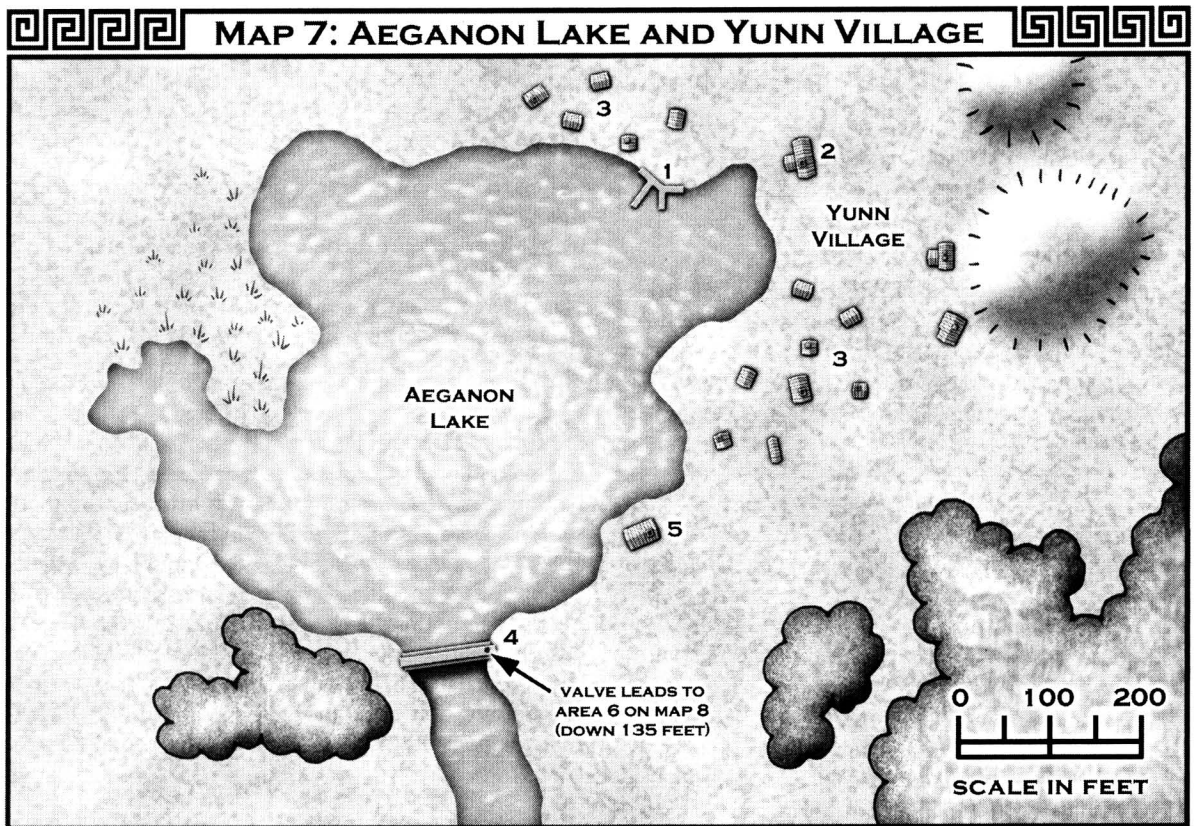
This giant earthen levee once controlled the flow of water from Aeganon Lake into the lands below, but its great clockwork gears have long since been disabled. The dam has not functioned properly since the dwarves left. Now the spillway stands open, permitting a continuous curtain of water to slide down the smooth stones on the far side. The chambers beneath the dam are further described below.

Area 5: Klavdiya's Home and Fishery

This is the dwelling of Klavdiya (pronounced KLAHV-dee-ya), a human ranger who watches over the residents of the lake and keeps the region relatively free of monstrous interlopers. The southern end of the building serves as her modest home, while the northern end is a great warehouse and fishery where she processes fish and trades them for goods that the lake people need for survival, namely grain and furs.

Area 6: Aeganon Lake

The lake itself is several hundred feet across and perhaps 300 feet deep. The waters are home to any number of normal freshwater wildlife and very few, if any, monstrous or magical inhabitants. PCs skilled in fishing have no trouble plying their trade in the lake, with its normally abundant yield.



The Aeganon is a huge freshwater lake that provides food, water, and diversions for thousands of beings in the region. Decades ago, the lake water on the northern shore was channeled through a series of ever-narrowing pipes, the resulting water pressure used to assist in a blast-mining process under the direction of a small enclave of dwarves. Though the veins eventually played themselves out and the mining complex was abandoned, the remains of the dwarven handiwork still lie beneath the bed of the lake.

Klavdiya and the Haunt (EL 4)

While the PCs are passing by the lake, perhaps on their way to another destination, Klavdiya Antonova approaches them and asks for their assistance; optionally, the PCs have come to Yunn in search of Klavdiya. Either way, the PCs are only in Yunn for a brief time before Klavdiya introduces herself and explains her trouble.

Klavdiya Antonova, Female Human Rgr6: CR 6; Size M (5 ft., 5 in. tall); HD 6d10-6; hp 44; Init +2; Spd 30 ft.; AC 21; Atk +7/+2 melee (1d6+1, scimitar, crit 18-20) or +11/+6 ranged (1d6+3, +3 *shortbow*, crit x3, 60 ft.); Fort +4, Ref +4, Will +3; AL NG; Str 13, Dex 15, Con 8, Int 11, Wis 12, Cha 16.

Skills: Animal Empathy +7, Appraise +1, Hide +2, Jump +4, Knowledge (fishing) +3, Knowledge (nature) +6, Listen +1, Move Silently +5, Pick Pocket +3, Ride (horse) +3, Search +8, Spot +1, Wilderness Lore +7. **Feats:** Mounted Combat, Ride-By Attack, Skill Focus (Knowledge [fishing]), Skill Focus (Search), Track.

Ranger Spells Prepared (2): 1st—*detect snares and pits*, *pass without trace*.

Possessions: 13, 549 gp (buried behind the fishery), scimitar, +3 *shortbow*, *sleep arrow of undead's bane* (x2), 12 +1 arrows, +1 *scale mail*, +2 *large steel shield*, *boots of elvenkind*, *potion of detect thoughts*, *potion of invisibility* (3 doses).

Personality: Klavdiya trusts no one, but she is good at heart. She is fascinated by beautiful things, most especially gold and jewelry.

Klavdiya is actually in Yunn for reasons other than catching fish and watching over the lake. She is an obsessed treasure-hunter who often leaves town on extended quests to retrieve magical items and rare *objets d'art*. She sells nearly everything she finds and gives half her earnings to charity. The rest she buries behind the fishery. She uses Yunn as her base because she believes that the dwarves who once operated Breakwater Dam had in their possession one of the most sought after precious stones in the world: *ephemeryl*. With natural magic properties, *ephemeryl* is both a gemstone and a minor artifact; it is certainly capable of restoring the dead to life. For more information, refer to New Magic Items in the Appendix.

Klavdiya has two goals: first, she wants to rid her fishery of the spirit that torments it; secondly, she desires the *ephemeryl* she believes to be buried somewhere in the mines beneath the dam. She gladly tells the PCs of the stone's alleged properties, suggesting that they conduct an investigation in the caverns under the lake — but only after they deal with the haunt. In exchange for taking care of the haunt, Klavdiya tells the heroes of the *ephemeryl* and promises to show them to the cavern entrance. She has every intention of letting them retrieve the *ephemeryl*, but her obsession soon gets the best of her. Though she is neutral good in alignment, an irresistible lust for the

precious stone soon overtakes her, and she plots to acquire the item for herself. The only reason she has not yet ventured into the abandoned mines is that she fears what lurks below the lake; the PCs, however, make the perfect agents for her plan, unwitting though they may be.

In order to obtain the *ephemeryl*, Klavdiya intends to follow the PCs in their quest. She has no desire to reveal this plan. Using her *boots of elvenkind* and a draught from her *potion of invisibility*, Klavdiya sneaks after the heroes, always staying at least 50 feet behind them and taking the utmost care to remain unnoticed. She fears the dangers of the caverns and does not want to brave them alone. As soon as the PCs descend into the caves, she pursues them. This development makes for an interesting twist in the PCs' exploration, as they sometimes hear strange sounds behind them or sense that they are being watched. Make random Listen checks for the heroes, opposed by Klavdiya's Move Silently skill (which is enhanced by her *boots of elvenkind*). She carefully searches every chamber she enters, hoping to spy the *ephemeryl* and seize it before anyone notices. If the heroes discover her, she admits everything. No harm is done. Otherwise, she does not reveal herself unless the PCs are in danger of dying, in which case she materializes and does what she can to assist them. She is, after all, noble at heart.

Allow the players to ask Klavdiya whatever questions they like. She is truly desperate to stop the haunt but disguises her distress with elegant and admirable restraint. Despite her efforts to surprise the invisible intruder, Klavdiya has been unable to confront it face to face, due to the creature's skill at evasion. If the PCs are up to the challenge, Klavdiya shows them inside her home, where they spend at least one night on watch in the fishery, eating fresh trout for supper and perhaps discussing matters with the trappers and hunters who happen by. At an appropriate time, after the PCs have scoured the building for clues and come up empty-handed, the haunt makes its appearance in the form of a ball of glowing, eldritch light.

The haunt does not want to harm the PCs; it desires only the recovery of its mortal remains, hence its troubling uncertainty and its hesitation to act. If the PCs attack without provocation, the haunt disappears, only to return the following night. If the PCs wisely refrain from assaulting the glowing globe, the haunt takes a chance and transforms itself into a murky, flickering image of its former self — a handsome young rogue in faded leathers. The sight of this ghostly thief might well provoke the PCs to action, in which case the haunt promptly retreats. Only by attempting to parley can the PCs open up a line of communication with the haunt.

In the ensuing dialogue, the PCs learn that Torvayin Hoth met his grisly fate in a hidden cavern somewhere beneath the building that it now roams. Furthermore, the haunt seeks nothing but a final rest in the spiritual realm, but has been denied such closure for reasons it does not understand. The haunt is unaware that its plight was brought about when its body was taken too far from its place of death. The fungus man scouts carried the body beyond the 180-foot range that binds the haunt, inadvertently throwing it into a state of spiritual limbo.

Make the players work during this conversation, prying information from the flighty, angry soul of an emotionally unstable thief. In its distress, the haunt can only assume that it must be reunited with its body before it will be permitted to escape the mortal world. In a tangled tirade that is half supplication and half demand, the haunt beseeches the PCs to venture below into what it calls the Soggy Dark, locate the entirety of its lost remains, and send it on its way. The haunt stresses the fact that the complete corpse is required, not simply a bone or two. The haunt promises to refrain from harassing the lake people until the PCs return, but it vows to visit the full store of its anger upon Klavdiya and the townsfolk should the PCs fail.

Torvayin's bones should be easy to identify. One of the reasons he was such a skilled pickpocket was due to the fact that he was born with an extra joint in each finger. He relates this information to the PCs, so that they might seek out a corpse bearing such an anomaly.

If the PCs agree to this proposition, the haunt directs them to the hidden cave entrance in the rocks on the side of the lake. Klavdiya claims that a family of cave bears dwells in this shallow cave, but the haunt knows that the bears were recently slain and a secret passage uncovered in the back of the lair (actually, Torvayin killed the bears before finding and opening the ancient secret door). If the PCs refuse the quest, the haunt becomes more aggressive in its advances against the people of the lake, and Klavdiya climbs through the secret tunnel and tries to resolve the matter herself, although she will not likely ever emerge from the Falling Place.

Haunt (1): CR 4; hp 32; see **Tome of Horrors**, by Necromancer Games.

Into the Dark

Permit the PCs to equip themselves in whatever manner they deem appropriate. When they are ready, refer to Map 8 for an overview of the cave complex and the various tribes that dwell within.

Area 1: Smelly Cave

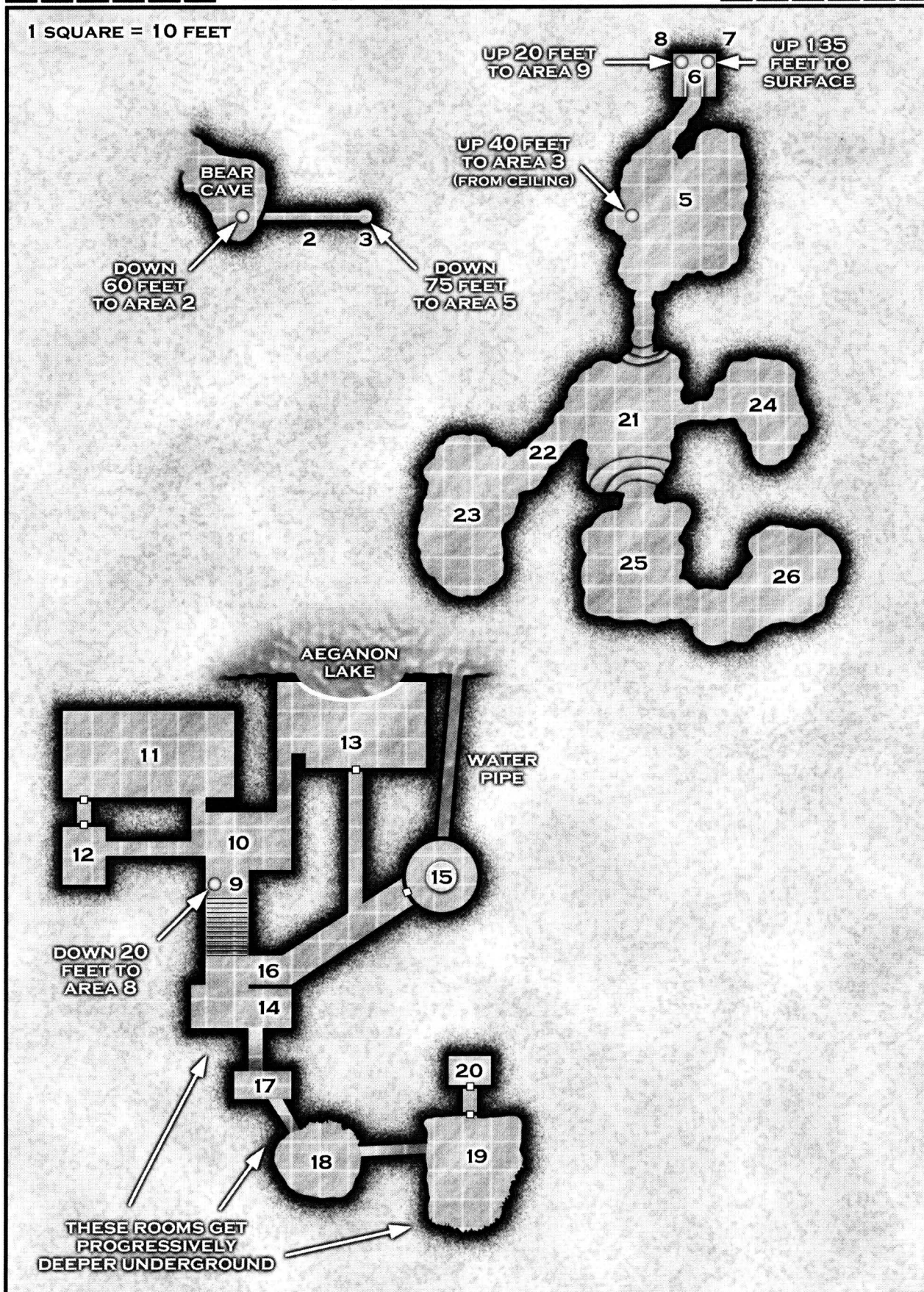
The former lair of two adult cave bears and three of their young, this cavern is now vacant, smelling strongly of forest creatures and their food. The most powerful stench arises from the bears' corpses, which are being feasted upon by worms. After he killed the bears, Torvayin skinned the carcasses, taking the hides with him as he passed through the secret door that now stands ajar in the back of the cave. The meat of the dead bears rotted rapidly, filling the cavern with a sickening stench. Nothing of value is found here, save the hidden tunnel itself.

Area 2: Tunnel

This passageway once served as an exit point for a long-vanished tribe of Underdark raiders. From the bear cave, a shaft drops straight down for a distance of 60 feet, where it continues as a tunnel east at a 45-degree angle. The shaft is 4 feet across. Climbing down the shaft requires a Climb check at DC 20. Be sure to familiarize yourself with the rules on climbing, the benefits of employing climbing gear, and so forth, as these rules may come into play several times during the course of the adventure.

MAP 8: TROGLODYTE CAVES

1 SQUARE = 10 FEET



Area 3: Pit

At this point, the tunnel turns into a sheer drop yet again. The walls in this area, however, are coated in a film of water and muck, residue from the sodden ground above. The surfaces in this tunnel are considered slightly slippery for climbing purposes (Climb DC 25). Furthermore, the rock is unstable, owing to thousands of years of water erosion, so that any piton or spike driven into the tunnel face is 25% likely to pull free at the most inopportune moment. The pit is 40 feet deep from its upper rim to the ceiling of the Falling Place and another 35 feet from the ceiling of that chamber to the floor. In other words, falling from the very top of the shaft all the way to the floor of the Falling Place (75 feet) results in 7d6 points of damage.

Area 4: Neutral Zone Entrance (EL 3)

This spacious cavern is the center of contention between the troglodytes and the fungus men. Without the aid of magic (or a very long rope), the PCs might find getting from the ceiling to the floor 35 feet below difficult, especially since a patch of **brown mold** clings to the ceiling just 3 feet from the tunnel opening.

Brown mold: When the first PC descends into the pit and comes within a few feet of the opening, he or she feels a slight but certain drop in the temperature. This is the only warning that the PCs are about to enter the zone of the brown mold. The brown mold clings to the ceiling beside the shaft opening, dealing 3d6 points of subdual cold damage to anyone within 5 feet. To make matters worse, any climber who takes more than 9 points of damage from the mold must make an immediate Reflex save (DC 18) or lose his grip on the rope. If not belayed or otherwise protected, the unlucky climber falls to the rocky floor below, suffering 3d6 points of damage. To bypass the brown mold safely, characters either must protect themselves against the extreme temperatures or somehow get rid of the mold. Optionally, characters may use their climbing gear to attempt a rapid descent, dropping past the brown mold quickly enough to avoid anything worse than an uncomfortable chill. Such a maneuver requires a Climb check at DC 15 for those with the proper apparatus, such as rappelling harnesses or pulleys, or at DC 25 for those not so equipped.

Though the far reaches of the chamber remain lost in shadow, the cavern's considerable size is made evident by the way the slightest sound produces an echo that seems to resonate from a great distance. A feeling of vast openness looms from the dark ceiling high above. The floor of this limestone cavern is littered with shards of rock, most of which are coated in a thin film of slime. Natural columns of white stone support the ceiling high above, while stalactites hang down like fearsome teeth. Water seems to drip from everywhere, and patches of multi-colored fungus cling to the walls.

Area 5: Cavern Floor (EL 10)

Once the PCs have reached the bottom of the cavern, read or paraphrase the following:

Creatures: As the troglodytes and fungus men have discovered, the Falling Place can prove a lethal trap for the

unwary. Several dangerous life forms await passersby. As the various inhabitants of this chamber are difficult to see among the shadows and the rocks, a Spot check (DC 15) is required to notice them and avoid being surprised.

Black Pudding: CR 7; hp 108; see the MM.

Mercury Ooze (2): CR 4; hp 52; see **Tome of Horrors** by Necromancer Games.

Ochre Jelly (2): CR 5; hp 57, 52; see the MM.

Everything that falls in this chamber is scavenged. The troglodytes carry off the enemy dead to extract poison ingredients, the fungus men bear the fallen troglodytes to their community for animation, and the pudding dissolves anything left behind. Careful inspection of the chamber reveals the sinkhole on the east side; there is no sign of Torvayn's bones. The PCs find this cavern completely devoid of anything other than rock.

While the PCs are exploring, two events take place in this cavern.

Encounter 1: Runaway Slave (EL 5)

While the PCs are scouring the ground for clues or circumventing the molds and jellies, a drow elf — his skin as dark as the shadows through which he runs — suddenly appears in the passageway to the north. Running for his life, the drow bolts into the chamber. He wears only a ratty loincloth and carries a bloody short sword. His white hair whips wildly about his head, and his eyes are charged with a feral light.

Solaufein Mlezziir, Male Elf (Drow) Ftr5: CR 6; Size M (4 ft., 11 in. tall); HD 5d10+5; hp 37; Init +2; Spd 30 ft.; AC 12; Atk +8 melee (1d6+3, short sword, crit 19-20) or +7 ranged; SA drow traits (spell-like abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* [as cast by a 5th-level sorcerer]); SQ elven traits, drow traits (+2 racial bonus to Will saves vs. spells and spell-like abilities, SR 16, darkvision 120 ft., light blindness); AL LE; Fort +5, Ref +3, Will -1; Str 16, Dex 14, Con 12, Int 17, Wis 7, Cha 6.

Skills: Alchemy +4.5, Climb +9, Disguise +1, Escape Artist +4.5, Handle Animal +4, Hide +2, Listen +2, Move Silently +2, Perform +0, Search +5, Spot +4.5, Swim +11. **Feats:** Alertness, Expertise, Improved Disarm, Point Blank Shot, Rapid Shot.

Possessions: Shortsword.

Personality: Solaufein is honorable but prone to fits of jealousy. While desperate to survive, he is also inherently conniving.

If the PCs attack Solaufein on sight, he defends himself to the death. Perceptive PCs note the dark elf's ragged condition. In addition to his own language, Solaufein speaks Dwarven and Elven. If allowed to talk, Solaufein admits to being part of a drow raiding party from deep below. After his band was dispersed by a large force of deep gnomes, Solaufein was taken prisoner by the hideous (and in his opinion, disgustingly primitive) troglodytes, from whose domain he just escaped. From what he observed during his confinement, Solaufein knows that the troglodytes are engaged in a vicious war with the fungus men and that this chamber is where many pitched battles are decided. He believes a major troglodyte offensive is imminent. He also knows that the troglodytes take pains to



retrieve the bodies of their fallen enemies, although they leave their own dead behind. He suspects that the fungus men probably bear away the corpses of the slain troglodytes, though he does not know why they practice this bizarre ritual.

Though evil, Solaufein is also lawful and so can be trusted to keep his word when he gives it; he knows to cut a deal when it serves his best interests. He is more than willing to do whatever the PCs ask, so long as he can ensure his own eventual freedom. Once a pact of any kind is formed, the dark elf does not renege on his end of the bargain. As far as geography is concerned, Solaufein knows only that the sinkhole in the eastern portion of the cavern leads to a large enclave of the hated deep gnomes, who were responsible for attacking and scattering his reconnaissance party. Solaufein knows nothing of the dead thief, though he is somewhat familiar with the troglodyte lair. He is extremely reluctant to return to the troglodyte domain as a guide for the PCs. He only accompanies the party if they promise him freedom as soon as their quest is complete.

Encounter 2: The Welcome Wagon (EL 12)

Just as the PCs are completing their arrangement with Solaufein (or perhaps discarding his ruined body if they opted to attack him), a large group of deep gnomes emerges from the sinkhole on the eastern side of the chamber. If the PCs are particularly astute and place a sentry at this tunnel, they are permitted an opposed Listen check versus the deep gnomes' Move Silently skill in order to detect the sneaky gnomes who are slowly advancing on the chamber.

Male Deep Gnome, War1 (35): CR 1; Size S (3 ft., 5 in. tall); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 16; Atk +5 melee (1d8+4, light flail, crit x3) or +3 ranged (1d8+3, shortspear, crit x3, 20 ft.); SA gnome traits; SQ gnome traits, deep gnome traits (stonecunning, darkvision 120 ft., SR 12, +2 racial bonus to all saves, +4 dodge bonus to AC vs. all creatures [except giants]); AL NE; Fort +6, Ref +3, Will +0; Str 16, Dex 13, Con 14, Int 9, Wis 7, Cha 5.

Skills: Hide +7, Knowledge (religion) +1, Listen -2, Move Silently +1, Spot -2. **Feats:** Blind-Fight.

Possessions: Each deep gnome carries 2d4 strangely shaped gold coins, a shortspear, and a light flail.

Ulk, Male Deep Gnome Sor6/Ftr2: CR 9; Size S (3 ft., 6 in. tall); HD 6d4+6 plus 2d10+2; hp 32; Init; Spd 20 ft.; AC 18; Atk +8 melee (1d8+4, +2 light flail) or +6 ranged; SA gnome traits; SQ gnome traits, deep gnome traits (stonecunning, darkvision 120 ft., SR 19, +2 racial bonus to all saves, +4 dodge bonus to AC vs. all creatures [except giants]); AL NE; Fort +8, Ref +4, Will +9; Str 14, Dex 10, Con 12, Int 14, Wis 14, Cha 12.

Skills: Alchemy +4.5, Balance +3, Craft +7, Hide +6, Listen +2, Move Silently +0, Ride +2, Scry +13, Sense Motive +4, Spellcraft +11, Spot +2. **Feats:** Craft Wand, Improved Initiative, Skill Focus (Scry), Spell Focus (Illusion), Two-Weapon Fighting.

Possessions: Assorted gems worth 2,300 gp, +2 light flail, ring of protection +3, dust of disappearance.

Arcane Spells Known (Cast Per Day: 6/7/5): 0—detect magic, detect poison, flare, ghost sound, light, prestidigitation,

read magic; 1st—*color spray*, *magic missile*, *silent image*, *ventriloquism*; 2nd—*invisibility*, *minor image*.

Under the cover of *invisibility*, the deep gnome burrow warden, Ulk, has been observing the PCs since their arrival in the cavern, and he plans to manipulate them into inciting an internecine battle between the troglodytes and the fungus men. Unless the PCs immediately attack this small army of deep gnomes, Ulk steps forward to respond to any negotiations initiated by the PCs.

Give the PCs the burden of opening a line of dialogue with Ulk. If addressed with the proper degree of obeisance, Ulk responds to the PCs' queries. In halting Common, he greets the adventurers with typical deep gnome reserve, keeping his warriors in tactical positions behind him. When role-playing Ulk, keep in mind his foremost goal: the deep gnomes want to control the chambers currently held by the troglodytes and fungus men. Obviously, the PCs represent a wild card in this game, and a powerful one at that, as they were able to survive the dangers of the Falling Place. With this in mind, Ulk proposes an alliance between the PCs and the deep gnomes. He claims that the deep gnomes desire peace in the region, wanting only to end the fighting between the two feuding armies.

When the PCs relate the nature of their quest, Ulk (and possibly Solaufein Mlezziir, if the dark elf is still alive) deduces that several options exist for obtaining the thief's skeleton.

- The PCs can seek out the troglodytes and sign on as mercenaries in the coming assault on the fungus men. If the troglodytes hold the thief's bones, the PCs can ask for them as payment for their services. If the fungus men are in possession of the bones, the PCs can cut a deal with the troglodytes ensuring that the PCs get the bones when the battle is over. Ulk secretly favors this option above all others, as it ensures a bloody engagement between the two armies. Solaufein, however, wants no part of such a plan; under no circumstances will he ally with his former captors.
- The PCs can conduct their own deadly strike against the fungus men, taking the bones by force, as the fungus men are most likely in possession of the skeleton. This is Ulk's second most desirable outcome, as it still ensures a fatal conflict, and while the PCs are busy with the fungus men, the deep gnomes can approach the troglodytes peacefully and inform them of the situation, prompting them to take advantage of this development and attack. Ulk is even willing to assign a few deep gnome warriors to assist the PCs in this type of mission. If it will buy his freedom, Solaufein has no problem with this option, especially if the PCs equip him for the fight.
- Finally, the PCs can rely on stealth to enter either one of the domains furtively and track down the bones without raising the alarm. Solaufein likes this idea. Ulk hates it. The burrow warden discourages this course of action, claiming that it will be nearly impossible for the PCs to locate the bones using such methods. If they seem intent on this route, however, he promises to lend what assistance he can. Of course, he betrays them at his earliest opportunity.

Regardless of which option the PCs choose, Ulk's plan is simple: either watch the fight or make one. If the PCs opt to sign on with the troglodytes or raid either army by force, a large-scale battle is ensured, and the deep gnomes have little trouble dealing with the few survivors and taking control of the area. In the event that the PCs use more subtle means of locating the bones, Ulk intends to follow the heroes invisibly, then cast his *Illusion* spells in the midst of either community in order to make them believe that their enemies are upon them.

From the Falling Place, the PCs may proceed to the domain of either the troglodytes or the fungus men, perhaps accompanied by Solaufein or a few deep gnome warriors (and possibly with Ulk following them invisibly, if he believes such a course is necessary). Casting *locate object* or similar divination magic indicates that Torvayin's bones are being held by both the fungus men and the troglodytes (both camps have pieces of the corpse). Not all PC groups will be armed with such spells, though, or they may simply choose to head to the troglodyte lair and sign on as mercenaries in the coming battle.

Troglodyte Domain

How the PCs are received by the troglodytes depends upon their method of approach. Characters who enter by force or by stealth will meet with different responses than those posing as potential mercenaries. The troglodyte clan beneath Aeganon Lake is some 110 members strong, with 40 males of warrior age and ability. Of the remaining troglodytes, 50 are female noncombatants and 20 are elderly or young. While 50% of the warriors fight with their natural weapons, the other half are armed with either longswords or javelins. When angered or engaged in combat, troglodytes secrete a vile oil that is so repugnant to all creatures that all who fail their Fortitude save (DC 13) lose 1d6 points of Strength for 10 rounds. The troglodytes readily make use of their superior numbers by charging and attempting to overbear their opponents, as per the rules for overbearing in the PHB.

Troglodytes (40): CR 1; hp 13 each; see the MM.

Possessions: Each troglodyte carries either a longsword or javelin. Each also has 1d6 gp and several small steel trinkets kept in belt pouches. As well, 1 in 6 warriors carries a minor magic item, such as a +1 *dagger* or random potion.

Area 6: Checkpoint (EL 6)

The walls of this low-ceilinged chamber are fashioned of polished stone, unlike the natural, rough-hewn passages to the south. What appear to be two defensive barricades (also made of mortared stone) extend for 10 feet on either side of the southern entry before opening up into the chamber proper. These barricades are 4 feet tall, leaving about 3 feet of clearance beneath the ceiling. There are 2 other apparent exits from the room, both of which are round metal valves in the ceiling, accessed by a pair of rusty ladders. A sickly oil smell permeates the room.

Creatures: Positioned here are 6 troglodyte sentries in what was formerly a storage area for the sundry tools used by the dwarven workers once stationed at the mine. Since

securing the area, the troglodytes have assembled two low rock walls on either side of the room, creating a gauntlet through which all must pass on their way to the heart of the lair. These walls are 4 feet high, providing the troglodytes with 75% cover, which grants them a +7 bonus to AC and a +3 bonus to all Reflex saves. Behind each wall is a supply of javelins, as well as several noisemakers — pots, pails, and drums — that the troglodytes sound in case of emergency. The sounds of battle alert the tribe. If the PCs find a way to communicate with the guards (one of them speaks a smattering of Common), the troglodytes accompany them to the Miners' Quarters to meet with subchief Lishk about employment as mercenaries.

Troglodytes (6): CR 1; hp 13 each; see the MM.

Area 7: Inspection Pipe

A Strength check (DC 20) is required to crank the wheel in the center of this valve-door, as it has become stiff from lack of use. The ladder beyond extends up the flue of a metal-lined shaft that climbs 135 feet to the surface. The shaft is capped by another round steel door, which opens up beside the shore of the lake, permitting miners egress from the caverns. The upper door of the shaft cannot be opened from the outside, as the door is comprised of steel several inches thick. In the event of an emergency, the troglodytes use this route as a means of escape.

Steel Valve Door: 3 in. thick; Hardness 10; hp 60; Break DC 28.

Area 8: Access Tube

Climbing the short ladder and opening this door reveals a shaft that extends 20 feet straight up. Characters climbing the shaft emerge in the floor of the Central Hall, where a sentry awaits.

Area 9: Central Hall (EL varies)

This wide passageway is the main artery of traffic between the various troglodyte chambers. The walls are comprised of carefully set bricks, a masterpiece of stonemasonry and plainly not of troglodyte construction. A stairway in the south leads down 20 feet to Area 16. The changes in elevation throughout the chambers are necessary, as water is being channeled by gravity from the lake to the Blast Mines at Area 18. There is a 50% chance that 1d6 troglodytes are passing through his hall when the characters arrive.

Creatures: A single troglodyte sentry is always posted at the top of the Access Tube leading down to the Checkpoint. Though bored, the troglodyte is alert enough to notice characters climbing up the shaft on a successful Listen check (DC 9), unless the PCs are intentionally trying to be stealthy, in which case the Listen check is opposed by the PCs' Move Silently check. The sentry wears a whistle around his neck to warn of invaders.

Troglodyte (1+): CR 1; hp 13 each; see the MM.

Area 10: Miners' Quarters (EL 10)

This smelly and poorly kept chamber evidently serves as a living quarters. Around the perimeter of the room are

sleeping mats and a random assortment of strange personal effects. Steel ornaments are prominently displayed, as are other small trophies such as petty gemstones, mirrors, and blown glass. The entire room reeks strongly of troglodyte body oil. Scrawled in the Common tongue on the rear wall of the chamber, left here by a previous adventurer, is a single word: EQUINOX. What this word portends, if anything, is left up to you.

Creatures: Along with subchief Lishk, there are 20 troglodyte warriors here, preparing for battle with the fungus men. Lishk's statistics are similar to those of his brethren, although he wields a jagged +2 *longsword* he calls "Gutter." If the PCs proposition Lishk about serving in his army, he excuses himself to discuss matters with Chief Red Eyes. Lishk does not reveal that Red Eyes is a cloaker. The cloaker has no aversion to serving with humans, at least until they have outlived their usefulness. Red Eyes agrees to give the PCs any bones they desire in exchange for their assistance in the upcoming assault on the fungus men. Of course, the cloaker has no intention of keeping its word, instructing Lishk to ambush the adventurers as soon as the fungus man domain is secured.

Troglodytes (20): CR 1; hp 13 each; see Troglodyte Domain, above.

Lishk, Male Troglodyte (1): CR 1; hp 19; +2 *longsword*; see the MM.

Also in the room are several dozen females and a few young, all doing what they can to prepare for the next strike against the hated fungus men. This chamber once housed the dwarven miners who worked the aqueducts and sifted the blasted rock from the chunks of raw ore. Now it serves as the sleeping area for dozens of troglodytes and their families.

Treasure: A thorough inspection of the chamber uncovers a total of 385 gp, 250 sp, and 6 gems averaging 50 gp each. One of the warriors wields a +1 *morning star*, while another wears a platinum *ring of telekinesis* on his crooked reptilian finger, though he has yet to discover its magical properties.

Area 11: Former Clan Hall (EL 10)

On the walls of this troglodyte sleeping area is evidence of the former denizens of these apartments. In fading paint are the signs of the pickaxe and the hammer, as well as other depictions of mining and industry, though the images are scarred and chipped from years of neglect.

Creatures: This area once served as the dwarven meeting hall, where the clan would gather to discuss business and social matters. The remaining 60 troglodytes reside here, 20 of whom are warriors. Among them is a warrior by the name of **Theeko**. Being a bit more educated than the rest of his clan, Theeko enjoys the favor of Red Eyes, serving as the cloaker's aide-de-camp. Theeko's success is due entirely to his knowledge of herbs and toxicology. He discovered that a powerful poison could be manufactured from certain spores found within the bodies of fungus men, and as a reward, Red Eyes has bestowed a few gifts on Theeko, including a decorated war club fashioned from human bone. This war club is actually the right arm of Torvayin's corpse, as evidenced by the multitude of joints

on its skeletal fingers. The PCs must wrest the arm from Theeko to complete their mission. Theeko flees if a fight breaks out in this chamber, running to the cloaker's room (Area 20) in a blind panic.

Troglodytes (20): CR 1; hp 13 each; see the MM.

Theeko, Male Troglodyte (1): CR 1; hp 14; see the MM. Possessions include a club fashioned from human bone (Torvayin's arm).

Treasure: This room contains many sleeping pallets and inexpensive trinkets. A thorough search reveals 610 gp, 180 sp, and a string of strange blue pearls worth 500 gp.

Area 12: Brewery

Cluttered with earthenware pots, cups, vials, and dirty glass decanters, this room is evidently some sort of herbal workshop, its shelves heavy with an assortment of chemical ingredients. The worktables are built for beings of small stature. In between the tables are baskets full of freshly harvested fungi and clumps of green moss. Lying on the largest of the tables is what appears to be the body of a humanoid with a large, mushroom-shaped head and pale plant-like limbs. The creature's chest cavity has been split open, revealing the alien architecture of its bodily organs.

This is the room where Theeko concocts the toxin that Red Eyes intends to use for poisoning Aeganon Lake. Theeko can be found here 50% of the time, distilling his lethal brew. Other than a single large cask of finished fungal poison (ingested; Fortitude save [DC 14] or suffer 2d6/2d6 points of temporary Constitution damage), there is little of interest here other than the organic substances and laboratory tools that herbalists or wizards might find useful in their respective trades. Anyone making a successful Search check (DC 18), however, unearths a slender flask made of slippery blue steel. This is actually a *beaker of plentiful potions*.

Area 13: Observatory

The entire northern wall of this large chamber is made of glass approximately 10 inches thick. A true wonder to behold, the north wall is a great concave window, 35 feet wide and 20 feet tall, looking out into the underwater depths of the lake, where fish swim through a variety of freshwater flora. Pearly sunlight filtering through the water gives the scene an otherworldly glow. The remainder of the room is filled with moldy couches and thick wooden chairs with stubby legs, as well as shards from shattered stoneware and the ruins of those who inhabited these halls years ago.

Though seldom visited by the troglodytes, this area once served as a lounge for the miners and a place of recreation when they were off duty. Amidst the debris is evidence of the chamber's former use, as bits of game pieces, marbles, and playing cards remain as the only legacy of the dwarves who once lived here.

Reinforced Glass Wall: 10 in. thick; Hardness 5; hp 30; Break DC 25. Cumulative damage over 30 points creates a crack in the glass; 1d6 rounds later, the water pressure ruptures the window, filling the chamber in 1 minute. All the caverns at an equal or lower elevation are entirely

submerged in 3d6 minutes. Refer to the map to note room elevation and to the DMG for rules on swimming and drowning.

Area 14: Control Room

This round chamber is cluttered with mechanical devices such as wheels, levers, and complex pulleys, most of which look beyond repair. A huge machine constructed of elaborate brass pipes and hundreds of valves and stoppers fills the bulk of the room, which boasts archways on both the east and west walls. The upper reaches of the machinery are mostly lost in cobwebs, and a telltale layer of dust covers the pipes and pulleys. Two wide copper pipes fastened by brackets to the ceiling enter the room on the east and disappear through the western archway. Water drips from a dozen cracks and faulty gaskets, forming a thin film of water on the floor.

The dwarves once used this room to regulate the water flow from the lake into the aqueduct pipes that lead to the Blast Mines. From the Reservoir (Area 15), the water flowed through the pipes into this Control Room, and from here the suction pumps of the machinery forced it downward into pipes of decreasing diameter, so that by the time it reached the Blast Mines, the water had built up sufficient pressure to break up the soft rock and wash it into the filters that separated it from the ore.

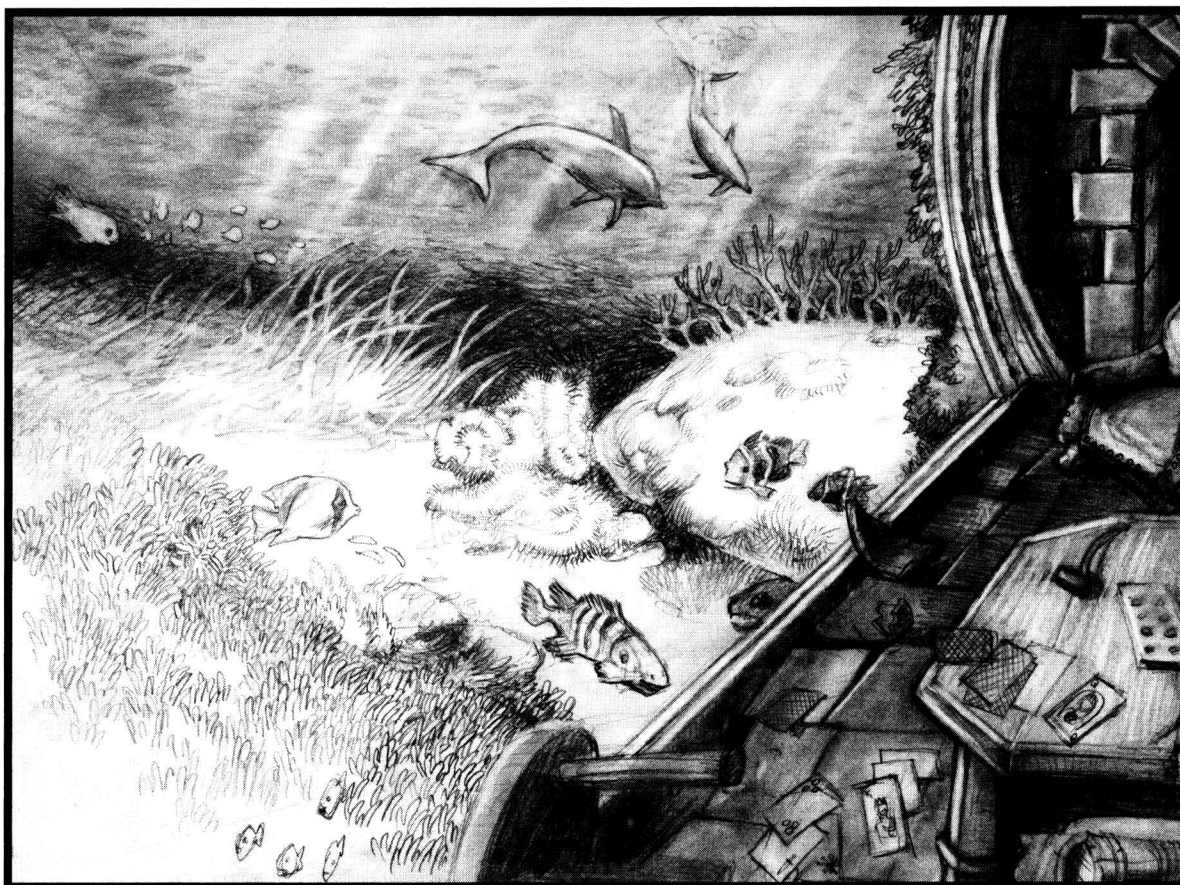
Any prisoners captured by the troglodytes are shackled to the machinery here. This is where Solaufein Mlezzir was held before he escaped. If the PCs assault the lair only to be overborne by the troglodytes, they will be taken here, where they remain for at least 8 hours. After that time, the cloaker summons them one at a time to devour them, perhaps sharing a few scraps of meat with his underlings.

Anyone with Knowledge (engineering) can spend 1d4 hours to reconstruct enough of the valves and stopgaps in this room to direct a fairly intense flow of water into the Blast Mines, effectively flooding that area and driving out any troglodytes who remain there. Alternately, a Disable Device check (DC 20) also serves this purpose. If either of these checks fails on the roll of a natural 1, however, the water pressure destroys several major stopgaps, and Aeganon Lake begins to drain into the Control Room, filling it in 1d4 rounds and flooding the remainder of the troglodyte lair in 5d10 minutes! The entire dungeon complex, all the way to the fungus man community, is fully flooded within a matter of hours. In this case, Torvayin's bones are probably lost forever.

Area 15: Reservoir (EL 5)

In the center of this large round room is a stone tower some 15 feet tall and 10 feet in diameter. The tower is etched in runes, apparently Dwarven in design. Though no doors are visible around the tower's base, the top of the tower is accessed by a metal staircase. A wide copper pipe, green with age and mildew, extends from the side of the tower and disappears through the wall on the chamber's northern side. Two smaller pipes lead through the passage on the west. The ceiling is at least 20 feet above the floor.

As the Dwarven runes explain to any with the capability of reading them, the tower is a cistern holding almost 9,000



gallons of lake water, delivered here via the wide copper pipeline. The two narrow exit tubes permit the water to be drawn in specific amounts into the Control Room. The cistern has a hardness of 8 and can sustain 90 points of damage before rupturing (Break DC 35), discharging 73,500 pounds of water in a single round and dealing 8d6 points of damage to anyone in front of the fissure. The top of the cistern may be reached on a successful Climb check (DC 20). There is no lid on the cistern, permitting access to its interior, and the water's surface is coated in a film of slime. The mouth of the copper pipe is barely visible beneath the murky water. The pipe itself is nearly 3 feet wide, broad enough to accommodate any character not wearing armor bulkier than chainmail. Swimming down the pipe from the cistern to the lake is certainly possible, as the distance is only 75 feet, although it is another 115 feet from the far end of the pipe up to the surface of the lake. The pipe is a potential escape route for character's requiring a rest from the rigors of the troglodyte lair — though anyone entering the water disturbs the cistern's inhabitant.

Creature: A creature called a **drench** became trapped in the cistern when the dwarves unwittingly funneled it here during a routine water collection. Refer to New Monsters in the Appendix for more information on this creature.

Drench: CR 5; SZ L Elemental (water); HD 4d8+4; hp 22; Init +5; Spd swim 40 ft.; AC 15; Atk +5 melee (1d10+4, slam); Face/Reach 5 ft. x 10 ft./5 ft.; SA improved grab, drench, drown, water mastery; SQ elemental, acid and cold resistance (10), control elemental, damage reduction (10/+1), reform body, transparency, vulner-

abilities; AL NE; Fort +5, Ref +3, Will +2; Str 15, Dex 15, Con 12, Int 12, Wis 12, Cha 11.

Skills: Hide +9, Listen +7, Move Silently +9, Spot +7.
Feats: Improved Initiative.

Improved Grab (Ex): If the drench hits a Medium-size or smaller creature with its slam attack, the drench drags victim underwater and attempts to drown it.

Drench (Ex): The drench's touch puts out nonmagical fires or magical fires as *dispel magic* cast by a 4th-level sorcerer.

Drown (Ex): See the rules for drowning (see the DMG); victim can break free and reach the surface by making a successful Strength check (DC 12) followed by a Reflex save (DC 14).

Water Mastery (Ex): The drench gains a +1 bonus to attack and damage rolls if both it and its opponent touch water.

Control Elemental (Ex): The drench may take control of a water elemental that is within 30 feet by making a successful Intelligence check (DC 10). If the water elemental is being controlled by another creature, the drench can gain control by making a successful Intelligence check (DC 10 + Intelligence modifier of caster currently controlling water elemental).

Reform Body (Ex): When reduced to 0 or fewer hit points, but not slain, the drench reverts to its base water form and recuperates; it regains its attack form 2 rounds later, when it is fully healed.

Transparency (Ex): Absent magical means, a drench is effectively invisible in water until it attacks.

Vulnerabilities (Ex): Fire-based spells cause the drench to act as if *slowed* and heat its body, dealing an additional point of heat damage per round to those coming in contact with it; *purify food and drink* deals 2 points of damage per caster level to the drench, and this damage is not regained when the drench uses its reform body ability.

Treasure: Midway along the length of the pipe, lying in the silt, is a *ring of animal friendship*, discovered only by a successful Spot check (DC 20).

Area 16: Pipe Maintenance Halls

This hallway once provided the dwarves with access to the pipes that carried water from the machinery of the Control Room to the blast site. The pipes are corroded but still intact, running along the ceiling of the hallway. The pipes have a hardness of 9 and 8 hit points (Break DC 20). Rupturing the pipes causes the water in the cistern to blast outward with incredible force, albeit one nearly impossible to aim in any particular direction.

Area 17: Central Pipeworks (EL 5)

Anyone entering this room feels a sudden chill, as if a cold wind had blown down from the ceiling. This dank, dripping chamber serves as a pipe-reduction area, as the pipes narrow in width and force the water inside to gain speed. The floor is covered in several inches of frigid water, as the pipes are rather leaky. Piled against the wall are a few dozen rusty tools, formerly used to keep the pipes in good repair. The ceiling is obscured in darkness.

Creatures: In the midst of the darkness on the ceiling lurk 2 **shadows** that have been preying upon the unwary troglodytes for several days.

Shadows (2): CR 3; hp 19 each; see the MM.

Treasure: Lying facedown on the floor, his essence drained by the shadows and his body currently being ravaged by rats, is a troglodyte who fell prey to the monsters here while making his way to his master, Red Eyes. The troglodyte had discovered a book in an old dwarven footlocker, and the book is still lodged in his backpack. It is entitled, *Soil Journeys: Translated from the Halfling Tongue by Nigel O'Phaeo*. This text, written in Dwarven, is a discussion of agriculture and animal husbandry. It contains the formula for a new spell, *one with the earth* (see the sidebar for details).

Area 18: Blast Mines

This is where the actual mining work took place when the dwarven operation was still functioning. The water was collected in the Reservoir and then siphoned in certain quantities into the Control Room. From there, the water was routed through the pipes, where the pressure would increase as the water was forced to travel through smaller and smaller conduits. When the valve was finally released in the Blast Mines, the tremendous pressure was great enough to blast chunks of rock from the walls. The debris washed into grates in the floor and was carried to the Ore Collection Chamber, where workers would sift out the ore. The water-pressure system permitted a large amount of work to be accomplished by a minimal crew, whereas a

One with the Earth

Transmutation

Level: Drd 5, Clr 6

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour per level or until expended

Saving Throw: None

This spell is a dwarven version of the druid spell *tree stride*, although in this instance the caster moves from one large block of stone, dune, section of earth, or boulder to another. Each stone must be free standing (i.e., a stretch of flat farmland would not suffice, although a barrow of packed earth in that field would permit passage) and at least somewhat greater in size and weight than the caster. Upon entering one stone, the caster knows immediately the location of all other sufficient stones, mounds, or dunes within the spell's range. The distance traveled is dependent upon the type of stone entered:

Natural stone 3,000 feet

Worked stone 2,000 feet

Earthen mound 1,000 feet

Sand dune 500 feet

Each transport takes a full-round action. The spell ends when the caster steps out of a boulder or dune.

The caster may opt to remain in the rock or boulder for up to 1 hour.

typical "hard" mining operation would have required many more laborers working longer hours to produce similar results. If the water is turned on in the Control Room, the nozzles here may be moved around the chamber and used as makeshift weapons, dealing 2d6 points of damage to anyone caught in the blast.

The troglodytes have ransacked the mines for anything of value, though a few of them still venture here occasionally in hopes of chipping a bit of precious metal from the rock. Unless the alarm has been sounded, there is a 50% chance that 1d3 troglodytes can be found in any of the Blast Mines. A successful Search check (DC 18) uncovers a few loose stones, nuggets, or bits of raw ore, with the exact value left up to your discretion, based upon the rarity of such minerals in your own campaign.

Area 19: Ore Collection Chamber

In the final stage of the mining operation, the chunks of rock from the Blast Mines were washed over the floor of this room, where workers would separate the bits of stone from the ore. The excess water and shards of rock were then sent down the drains and the ore was hauled away. Other than a few mounds of wet rocks, little remains here but the grates in the floor, which lead to drainage pipes too narrow for most forms of investigation. The pipes eventu-

ally reach an underground stream and then an effluvial washout several miles away.

Treasure: Only one thing of value can be found in this room (Search DC 18). Buried under the mud and rocks is a purple gem. This is a piece of *ephemeryl*, for which Klavdiya has been searching for quite some time. If Klavdiya discovers the stone before the PCs, she pockets it and then quietly slips away. If one of the heroes picks it up, Klavdiya notices and then attempts to use her Pick Pocket skill at the earliest convenience. If this attempt fails, she tries to bargain for the stone, making any promise in order to acquire it.

Area 20: Clan Leader (EL 6)

Both of the outer doors to this area are locked.

Strong Wooden Doors: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 20.

The room is draped in heavy shadow. Obviously once an office and bedroom of some kind, the chamber has since fallen into near ruin. A broad teak desk is split down the center, a scattering of ancient papers resting on the floor. Beside a crumbling bed, a single wooden cabinet stands open, revealing what appears to be a pile of moth-eaten clothing. A painted map of Aeganon Lake adorns the south wall, although the paint has faded and a large stain mars the center of the map. Resting against this same wall are 4 large wooden barrels, evidently well sealed. Around the base of the barrels are several glass bottles, mounds of herbs and spores, and what appear to be the bodies of 3 or 4 large fungus men. From a peg on the wall just inside the door hangs a ratty traveler's cap and a shabby black cloak. Lying in the opposite corner is a pile of humanoid bones.

Creature: The cloak hanging next to the hat is actually Red Eyes preparing to strike. Known to troglodytes as Red Eyes, this cloaker is exceptionally clever and could prove a deadly opponent for the PCs.

Red Eyes (cloaker): CR 6; SZ L Aberration; HD 9d8+18; hp 70; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19; Atk +8 melee (1d6+5, tail slap) and +3 melee (1d4+2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA engulf, moan; SQ shadowshift; ALCN; Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills: Hide +12, Listen +11, Move Silently +12, Spot +11. **Feats:** Alertness, Improved Initiative.

Tactics: Red Eyes attempts to take the PCs by surprise, in effect catching them flat-footed. The first attack Red Eyes launches is that of a high-speed swoop, jumping off the peg that appears to hold him and attempting to engulf a single PC. Highly intelligent, Red Eyes directs this initial attack against an unarmored opponent. Every round, it attacks with its tail and also uses one of its special moan attacks. If pressed, it flees to Area 19 and continues to bombard the heroes with its sonic assault.

Treasure: The PCs might believe the bones are Torvayn's remains, but actually they are nothing more than the leftovers of Red Eyes' most recent meal. The papers on the floor, written in Dwarven, are old maintenance reports and clan manifests, though you are encouraged to insert any paperwork here appropriate to the campaign, such as incriminating evidence implicating

a prominent NPC in a long-forgotten crime. The cabinet contains nothing but insects, and the desk was plundered long ago for anything of value. The barrels contain a finished mixture of water and poison that Red Eyes intends to use to contaminate the lake. Anyone who has visited the Brewery and possesses herbalism-related skills recognizes these barrels as the products of a high-volume poison-brewing operation. So far, Theeko has concocted enough poison to affect only a small portion of the lake; he requires several dozen more fungus man bodies to complete his grisly task.

Covered in lice, the hat that hangs near the door was recently discovered on the body of someone who eventually became dinner for the troglodytes. Unbeknownst to Red Eyes, it is a *hat of disguise*.

Concluding the Troglodytes

At this point, the PCs are either members of the troglodyte army or the new rulers of the empty troglodyte lair. If all of the troglodytes have been routed, Ulk the deep gnome burrow warden moves quickly to the lair of the fungus men and generates several illusions of the PCs visiting terrible and heinous punishment upon the fungus men, ensuring that the fungus men soon attack *en masse* — and if Ulk has his way, then the PCs will wipe out the fungus men as well.

In the event that the PCs infiltrate the troglodyte lair by stealth and ascertain that the bones are not here, Ulk uses his illusions to incite the troglodytes to charge their enemies hastily across the Falling Place. The only way for the PCs to guarantee one side is not provoked into slaughtering the other is through diplomacy, which works best if the PCs realize that Ulk is playing both sides against each other — information that the PCs can relate to both the troglodytes and fungus men. If they prove to be capable diplomats, the PCs temporarily bring the two armies together in an effort to drive the deep gnomes from the region. In this event, Ulk's people have no choice but to retreat into the depths of the Underdark, never to be seen again . . . at least, that is, until the time comes for Ulk to get a little revenge against the pesky adventurers.

Fungus Man Domain

The PCs might approach the lair of the fungus men in several ways, and their actions dictate the fungus men's response. The first adversaries the PCs are likely to encounter are several animated troglodyte corpses. As Solaufein Mlezzir observed, the fungus men carry away the dead bodies of their enemies. The fungus man king uses special animator spores to revive the dead temporarily and use them as guardians on the outskirts of the lair. For a detailed look at the fungus men and their various spore applications, see New Monsters in the Appendix.

Fungus Men: CR 2; SZ M Plant; HD 3d8+3; hp 16; Init -1 (Dex); Spd 20 ft.; AC 14 (-1 Dex, +5 natural); Atk +3 melee (3d4+1, slam); SA spore clouds (3/day, Fortitude DC 14, become passive); SQ darkvision (90 ft.), plant; AL LN; SV Fort +4, Ref +0, Will +1; Str 12, Dex 8, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +3*, Move Silently +3*. * Includes the +4 racial bonus to Hide and Move Silently checks. An additional +4 racial bonus to Hide checks applies when in forested or fungal surroundings.

Area 21: Outer Defenses (EL 7 or 9 w/black pudding)

Though the fungus men are innately peaceful and have no desire for war, much of their time has recently been devoted to martial pursuits. In an effort to augment their forces and further distance their inner circles from the carnage, the fungus men employ the *animated* corpses of dead troglodytes as guardians, and 6 such sentries are found here.

The walls and floor of this cavern are damp and slick, coated with multi-colored moss and lichen. Water drips from the ceiling. A natural incline on the north leads to a passage 20 feet up the wall, while several giant mushrooms actually form a series of steps leading up to a hall on the south. Other passages open at floor level in the west and east.

Creatures: In the center of the chamber are many lumbering humanoids, covered in purple and green moss and smelling heavily of mushrooms. Though the creatures appear to be troglodytes in shape and stature, the last glimmer of life obviously fled their bodies long ago. The fungus man King created these monsters with his special animator spores. Disturbed by the arrival of the PCs, the troglodyte fungus zombies advance, their sharp claws black with dirt.

Troglodyte Fungus Zombies (8): CR 1; SZ M Plant; HD 2d8+4; hp 13; Init -3 (Dex); Spd 20 ft.; AC 9 (-3 Dex, +2 natural); Atk +1 melee (1d6, slam), +1 melee (1d8, long spear, crit. x3), or +1 melee (1d4 [x2], claw); and -4 melee (1d4, bite); or -2 ranged (1d6, javelin); SQ link to creator, plant; AL N; SV Fort +5, Ref -3, Will +0; Str 10, Dex 5, Con 14, Int 8, Wis 10, Cha 1.

Trap: In the center of the cave, covered in a matting of thick moss, is a pit 40 feet deep, at the bottom of which lives a black pudding that followed the fungus men here from the Falling Place. Observant PCs will find the pit on a successful Search check (DC 18). Any character weighing over 125 pounds who steps onto the shaded area on the map falls into the pit and sustains 4d6 points of damage from the fall and is immediately subject to the attack of the black pudding.

Black Pudding (1): CR 7; hp 108; see the MM.

Treasure: As in all rooms throughout the lair, the floor of this vast chamber is made of soft earth, rather than the stone found in the troglodytes' domain. On a successful Search check (DC 20), the PCs discover a metal pipe buried beneath the soil. Inside this water-proof container is a *divine scroll* of *Speak with Plants*.

Area 22: Shrieking Hall (EL 6)

Leading to an enormous Garden, this hallway is warded by several **shriekers** that warn the fungus men tending the Garden of any interlopers who pass this way.

Creatures: Unless the PCs douse all light sources and circumvent these creatures by walking along the extreme edge of the hall, the shriekers begin to wail.

Shriekers (5): CR 1; hp 11 each; see the MM.

Treasure: These plants were recently fertilized with a mixture of compost and powdered troglodyte bone. During the brewing of the fertilizer, a necklace from one of the bodies slipped into the brew. Digging around with a successful Search check (DC 18) reveals a choker of platinum, inlaid with 100 tiny chips of ruby (1,150 gp).

Area 23: Garden (EL 11)

Fungus man communities are divided into "shelves," each shelf containing 10 members or more who spend their days in cycles of gardening, and participating in wild fungal bonding rituals (as wild as fungus men can get anyhow). Here in this lush and expansive fungal garden, Blue Shelf is currently tending the community crops. The fungus men in this shelf bear a shading around their headstalks that resembles a faint azure halo.

Creatures: Like the other two shelves of the lair, Blue Shelf is comprised of 15 members, who attack anyone bearing a weapon or acting hostilely to the community.

Fungus Men, 3 HD (5): CR 2; hp 16 each; see Fungus Man Domain, above.

Fungus Men, 4 HD (5): CR 2; hp 22 each; Atk +4 melee; SV Fort +5, Ref +0, Will +1; see Fungus Man Domain, above.

Fungus Men, 5 HD (5): CR 3; hp 27 each; Atk +4 melee; SV Fort +5, Ref +0, Will +1; see Fungus Man Domain, above.

The Garden itself has a high domed ceiling and dozens of rows of carefully tended fungal crops. A PC with the Knowledge (herbalism) or Profession (herbalist) skill may attempt a check at DCs ranging from 12 to 25 to find any particular herb or fungus in the Garden. You should decide whether or not any of the flora here is poisonous or represents a danger to the PCs, such as the various strains of deadly plants described in the MM. Other than a few simple gardening tools, this cave contains nothing of interest.

Area 24: Melding Cave (EL 11)

The 15 members of Pale Shelf are currently sitting around a stone ring in the center of this circular cave. These fungus men bear a slight yellow marking on their headstalks. Each of them is currently experiencing a deep and fruitful meditative state, from which they are awakened only if the shriekers sound the alarm or if the PCs make no efforts at silence.

Creatures: These 15 fungus men are angry at being disturbed and fight to kill. Statistics are identical to those of the Blue Shelf in Area 23, above.

Treasure: Though this chamber is decorated in hypnotic patterns of colored moss and luminescent fungi, nothing of value is apparently to be found. Underneath

one of the large rocks, however, is a hollow niche, in which rest a dusty rose *ioun* stone.

Area 25: Sleeping Cave (EL 11)

At rest in this chamber are the 15 members of Bright Shelf, their headstalks ringed with a crimson band. If caught unaware, these fungus men require 1d3 rounds to come to their senses and engage in combat. The room itself is thick with vegetation, all of which is sculpted to provide the resting fungus men with the greatest degree of comfort.

Creatures: These 15 fungus men will not give up their wealth without a fight. Statistics are identical to those of the Blue Circle in Area 23, above. If the PCs are part of an attacking troglodyte army that sacks this room, they will need to bicker with the troglodytes over the disbursement of the riches.

Treasure: Sequestered within the tangle of fungi and roots is the bulk of the community's treasure, most of which has been taken from the bodies of those who perish in the Falling Place (if asked, the fungus men refer to the Falling Place as "the broken circle," as it represents a place of great loss and sorrow). The treasure consists of a +2 *whip*, fashioned by a swashbuckling wizard named Cordova of Illyan, as well as a *potion of control plants* (caster level 9) and a *potion of water breathing*. Also scattered in this cavern are 1,532 gp, 1,250 sp, a broken-bladed dagger with a dazzling sunstone set in the pommel (900 gp), a large piece of unworked black onyx (600 gp), a pair of alexandrite earrings (50 gp), and a single uncut moonstone (10 gp).

Area 26: King Spore Father's Quarters (EL 9)

A ring of colored mushrooms encircles this cavern, and glowing fungi of different hues pulse softly on the walls. In the center of the cave sits a prominent boulder heavily overgrown with sweet-smelling vegetation. Along the back wall is a shelf made of interwoven roots, supporting several dozen jars and bottles.

The king's chamber is a combination resting, meditation, and throne room. If treated diplomatically (perhaps with a Diplomacy check at DC 15), the king is willing to give the PCs the bones they desire in exchange for wiping out the troglodytes. Though the king is passive by nature and does not seek a confrontation, he believes that the troglodytes have no intention of agreeing to an armistice. To restore peace to his community, the king gladly uses the PCs as weapons against his foes.

Creatures: The Spore Father responds with force to any threat against his community. Any sounds of battle draw him from his chamber. Here, also, is the majority of Torvayin Hoth's body. Torvayin's corpse, without its right arm, has been animated and stands in this chamber as a guardian. The fungus zombie's appearance is most effective if the PCs have previously encountered animated troglodytes, as they should realize that a similar fate has befallen Torvayin's bones. Even the most dull-witted PC will notice that this zombie has only one arm, an indication that this is indeed Torvayin's corpse.



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Spore Father, the Fungus Man King, Drd5: CR 9; SZ M Plant; HD 6d8+12 plus 5d8+10; hp 78; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk +9/+4 melee (6d4+2, slam); SA hallucination cloud (3/day, Fortitude DC 17, *confusion*), spore clouds (3/day, Fortitude DC 14, become passive); SQ animal companion, animator cloud (1/day), darkvision (90 ft.), nature sense, plant, resist nature's lure, trackless step, wild shape (1/day), woodland stride; AL LN; SV Fort +11, Ref +2, Will +8; Str 14, Dex 8, Con 14, Int 12, Wis 14, Cha 10.

Skills: Animal Empathy +8, Concentration +10, Heal +10, Hide +3*, Knowledge (nature) +9, Listen +4, Move Silently +3*, Spot +4, Wilderness Lore +10. **Feats:** Alertness, Brew Potion. * Includes the +4 racial bonus to Hide and Move Silently checks. An additional +4 racial bonus to Hide checks applies when in forested or fungal surroundings.

Divine Spells Prepared (5/4/3/1; base DC 12 + spell level): 0—*create water* (x3), *detect magic*, *mending*; 1st—*cure light wounds*, *invisibility to animals*, *obscuring mist*, *summon nature's ally I*; 2nd—*charm person or animal*, *summon nature's ally II*, *warp wood*; 3rd—*plant growth*.

Languages: Sylvan (understands but unable to speak).

Torvayin's Bones, Fungus Zombie: CR 1; SZ M Plant; HD 1d6+1; hp 7; Init +0 (Dex); Spd 20 ft.; AC 12 (+2 natural); Atk +1 melee (1d6+1, slam); SQ link to creator, plant; AL N; SV Fort +3, Ref +0, Will +2; Str 12, Dex 11, Con 13, Int 14, Wis 14, Cha 1.

King Spore Father governs his small community from atop the boulder, which serves as his throne. The jars on the shelf contain the ingredients for the king's herbal brews. A few such elixirs are completed and ready for use: 2 *potions of plant growth*, 4 *potions of cure light wounds*, a bottle of green slime, and a *potion of protection from elements (fire)*.

Concluding the Adventure

Depending on the tactical decisions the PCs make in the caverns, several outcomes are possible. One community or the other might still persist, in which case the deep gnomes quickly take over those caverns left empty, eventually launching their own attacks against the remaining tribe. In the event that both the troglodytes and the fungus men are destroyed, the deep gnomes rapidly clean up the pieces and establish themselves as undisputed rulers of the caves. If the PCs somehow contrive to keep the feuding races from killing each other and also uncover the deep gnome plot — thus dispersing the pesky deep gnomes to the Underdark — an ad hoc award of 200 XP each is certainly in order.

As soon as the haunt's bones are returned to him at Klavdiya's fishery, the spirit thanks the PCs profusely . . . and promptly disappears. His spirit moves on to the afterlife, and all is well at Aeganon again.

If the PCs end up with the *ephemeryl*, they may use its evanescent powers as they see fit—including using it to raise their fallen comrade. Refer to New Magic Items in the Appendix for details of the stone's application.

Appendix

Three sections of information are presented here: **Random Encounters**, **New Monsters**, and **New Magic Items**.

Random Encounters

The statistics of all creatures for random wilderness encounters are presented here.

Bandits, Male Human Rog2: CR 2; SZ M; HD 2d6; hp 9; Init +1; Spd 30 ft.; AC 13; Atk +3 melee (1d6+1, masterwork short sword, crit 19-20) or +2 melee (1d8+1, shortspear, crit x3) or +2 ranged (1d8, light crossbow, crit 19-20, 80 ft.) or +2 ranged (1d8+1, shortspear, crit x3, 20 ft.); SA sneak attack (+1d6); SQ evasion; AL CE; Fort +0, Ref +3, Will +0; Str 13, Dex 13, Con 11, Int 11, Wis 11, Cha 10.

Skills: Climb +6, Disable Device +5, Disguise +5, Forgery +6, Hide +5, Listen +5, Move Silently +5, Open Lock +6, Ride (horse) +2, Spot +5. *Feats:* Dodge, Simple Weapon Proficiency (shortspear).

Possessions: Masterwork leather armor, masterwork short sword, shortspear, light crossbow, 20 bolts, dagger, thieves' tools, pouch containing 75 sp.

Bee, Giant: CR 1/2; M Vermin; HD 3d8; hp 18; Init +2; Spd 20 ft., fly 80 ft. (good); AC 14; Atk +2 melee (1d4 and poison, sting); SA poison (sting — injury, Fort DC 13; 1d6/1d6 Con); SQ vermin; AL N; Fort +3, Ref +3, Will +2; Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9.

Skills: Intuit Direction +6, Spot +6.

Centaur: CR 3; SZ L Monstrous Humanoid (10 ft. long); HD 4d8+8; hp 26; Init +2; Spd 50 ft.; AC 15; Atk +7 melee (1d10+4, greatclub) and +3 melee (1d6+2 [x2], hooves), or +5 ranged (1d8+4, mighty composite longbow [Str 18], crit x3, 110 ft.); AL NG; Fort +3, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills: Hide +2 Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5. *Feats:* Weapon Focus (hoof).

Dire Boar: CR 4; SZ L Animal; HD 7d8+21; hp 52; Init +0; Spd 40 ft.; AC 15; Atk +12 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA ferocity; SQ scent; AL N; SV Fort +8, Ref +5, Will +6; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

Dire Lion: CR 5; SZ L Animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15; Atk +12 melee (1d6+7 [x2], claw) and +7 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA pounce, improved grab, rake (1d6+3); SQ scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Move Silently +9, Spot +4.

Dire Wolf: CR 3; SZ L Animal (10 ft. long); HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14; Atk +10 melee (1d8+10, bite); SA trip; SQ scent; AL N; Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*. *A dire wolf receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Eagle, Giant: CR 3; SZ L Magical Beast; HD 4d10+4; hp 30; Init +3; Spd 10 ft., fly 80 ft. (average); AC 15; Atk +7 melee (1d6+4 [x2], claw) and +2 melee (1d8+2, bite); SQ evasion; AL NG; Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11*, Wilderness Lore +8. *Feats:* Alertness.

Girallon: CR 5; SZ L Beast; HD 7d10+14; hp 52; Init +3; Spd 40 ft., climb 40 ft.; AC 16; Atk +12 melee (1d4+8 [x4], claw) and +7 melee (1d8+4, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA rend (2d4+12); SQ scent; AL CE; SV Fort +7, Ref +8, Will +3; Str 26, Dex 17, Con 14, Int 3, Wis 12, Cha 7.

Skills: Climb +16, Move Silently +8, Spot +7.

Goblin: CR 1/4; SZ S (Goblinoid); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15; Atk +1 melee (1d8-1, morningstar) or +3 ranged (1d6-1, javelin); SQ darkvision 60 ft.; AL NE; Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. *Feats:* Alertness.

Harpy: CR 4; SZ M Monstrous Humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13; Atk +7/+2 melee (1d4, club) or +2 melee (1d3 [x2], claw); SA captivating song; AL CE; SV Fort +2, Ref +7, Will +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills: Bluff +8, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9, Spot +6. *Feats:* Dodge, Flyby Attack.

Madrigil the Dark Knight Errant, Male Human Ftr6: CR 6; SZ M; HD 6d10+12; hp 48; Init +2; Spd 30 ft.; AC 19; Atk +10/+5 melee (1d8+4, masterwork longsword, crit 19-20) or +9/+4 melee (1d6+2, masterwork handaxe, crit x3) or +9 ranged (1d6+2, masterwork throwing axe, 10 ft.); AL LE; Fort +7, Ref +4, Will +2; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11.

Skills: Climb +4, Craft (weaponsmithing) +7, Handle Animal +6, Jump +2, Profession (soldier) +4, Ride (horse) +8. *Feats:* Blind-Fight, Cleave, Combat Reflexes, Endurance, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 buckler, 2 potions of cure moderate wounds, masterwork chainmail, masterwork longsword, masterwork handaxe, masterwork throwing axe, pouch containing 100 gp and a piece of pearl (250 gp).

Male Werewolf Drd3 (hybrid form): CR 5; M Shapechanger; HD 3d8+9; hp 26; Init +6; Spd 50 ft.; AC 14; Atk +4 melee (1d6+2, sickle) and +4 melee (1d6+1, bite); SA curse of lycanthropy; SQ alternate form (wolf or human), damage reduction (15/silver), wolf empathy, scent, animal companion, nature sense,

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trackless step, woodland stride; AL CE; Fort +8, Ref +3, Will +7; Str 14, Dex 15, Con 16, Int 11, Wis 14, Cha 13.

Skills: Animal Empathy +6, Concentration +7, Handle Animal +6, Knowledge (nature) +6, Listen +10, Scry +5, Search +8, Spot +10, Wilderness Lore +4*. **Feats:** Blind-Fight, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Track, Weapon Finesse (bite). *Werewolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Divine Spells Prepared (4/3/2): 0—create water, cure minor wounds, resistance, virtue; 1st—entangle, magic fang, obscuring mist; 2nd—barkskin, heat metal.

Ogre: CR 2; SZ L Giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, Huge greatclub) or +7 melee (2d6+5, Huge longsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. **Feats:** Weapon Focus (greatclub).

Orc: CR 1/2; SZ M Humanoid (Orc); HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14; Atk +3 melee (1d12+3, greataxe, crit x3) or +3 melee (1d8+2, battleaxe, crit x3) or +1 ranged (1d6+2, javelin, 30 ft.) or +1 ranged (1d6, shortbow, crit x3, 60 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen, +2, Spot +2. **Feats:** Alertness.

Owl, Giant: CR 3; SZ L Magical Beast; HD 4d10+4; hp 29; Init +3; Spd 10 ft., fly 70 ft. (average); AC 15; Atk +7 melee (1d6+4 [x2], claw), +2 melee (1d8+2, bite); SQ superior low-light vision; AL NG; Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +6, Listen +16, Move Silently +9*, Spot +10*. **Feats:** Alertness.

Satyr: CR 2 (without pipes) or 4 (with pipes); SZ M Fey; HD 5d6+5; hp 22; Init +1; Spd 40 ft.; AC 15; Atk +2 melee (1d6, gore) and -3 melee (1d4, dagger, crit 19-20), or +3 ranged (1d6, shortbow, crit x3, 60 ft.); SA pipes; AL CN; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills: Bluff +9, Hide +13, Listen +15, Move Silently +13, Perform (dance, pan pipes, plus any 2 others) +9, Spot +15. **Feats:** Alertness, Dodge, Mobility.

Shambling Mound: CR 6; SZ L Plant; HD 8d8+24; hp 45; Init +0; Spd 20 ft.; AC 20; Atk +10 melee (2d6+5 [x2], slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA improved grab, constrict (2d6+7); SQ plant, electric-

ity immunity, fire resistance (30); AL N; Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +0*, Listen +4, Move Silently +4.

Snake, Huge Giant Constrictor: CR 5; SZ H Animal; HD 11d8+11; hp 60; Init +3; Spd 20 ft., climb 20 ft.; AC 15; Atk +13 melee (1d8+10, bite); SA improved grab, constrict (1d8+10); SQ scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +9, Spot +9.

Troll: CR 5; SZ L Giant; HD 6d8+36; hp 70; Init +2; Spd 30 ft.; AC 18; Atk +9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA rend; SQ regeneration (5), darkvision (90 ft.), scent; AL CE; Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. **Feats:** Alertness, Iron Will.

Twisted Treant: CR 8; SZ H Plant; HD 7d8+35; hp 66; Init -1; Spd 30 ft.; AC 20; Atk +12 melee (2d6+9 [x2], slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA animate trees, trample (2d12+5), chill touch (1d6 and 1 temp Str, Fort DC 18 negates Str damage); SQ plant, fire vulnerability, half damage from piercing; AL NE; Fort +10, Ref +1, Will +6; Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12.

Skills: Hide -9*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9. **Feats:** Iron Will, Power Attack. *Twisted treants receive a +16 racial bonus to Hide checks when in forested areas.

Wolf-Spider: CR 4; SZ L Magical Beast; HD 6d10+12; hp 45; Init +7; Spd 40 ft., climb 20 ft.; AC 15; Atk +8 melee (1d8+3 and poison, bite); Face/Reach 10 ft. by 10 ft./5 ft.; SA poison, trip, web; SQ scent; AL NE; Fort +7, Ref +8, Will +2; Str 15, Dex 17, Con 14, Int 8, Wis 10, Cha 2.

Skills: Climb +13, Craft (trap making) +5, Hide +5, Jump +7, Listen +2, Spot +12, Wilderness Lore +4*. **Feats:** Alertness, Improved Initiative, Weapon Finesse (bite). *Wolf-spiders receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Zombie: CR 1/2; SZ M Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11; Atk +2 melee (1d6+1, slam); SQ undead, partial actions only; AL N; Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

New Monsters

Two of the monsters featured in *Raise the Dead* are found in neither the *MM* nor the *Tome of Horrors*.

Drench

Large Elemental (water)

Hit Dice:	4d8+4
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft. swim
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	slam 1d10+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, drench, drown, water mastery
Special Qualities:	Elemental, acid and cold resistance 10, control elemental, damage reduction 10/+1, reform body, transparency, vulnerabilities
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 15, Dex 15, Con 12, Int 12, Wis 12, Cha 11
Skills:	Hide +9, Listen +7, Move Silently +9, Spot +7
Feat:	Improved Initiative
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Neutral evil

Combat

The drench is a transparent water creature that attempts to drown any who enter its domain.

Improved Grab (Ex): If a drench hits a Medium-size or smaller creature with its slam attack, the victim is dragged underwater and the drench attempts to drown it.

Drench (Ex): With a touch, a drench puts out nonmagical fires or magical fires as *dispel magic* cast by a sorcerer whose level equals the drench's total HD.

Drown (Ex): See the rules for drowning in the *DMG*; victim can break free and reach the surface by making a successful Strength check (DC 12) followed by a Reflex save (DC 14).

Water Mastery (Ex): A drench gains a +1 bonus to attack and damage rolls if both it and its opponent are touching water.

Control Elemental (Ex): A drench may take control of a water

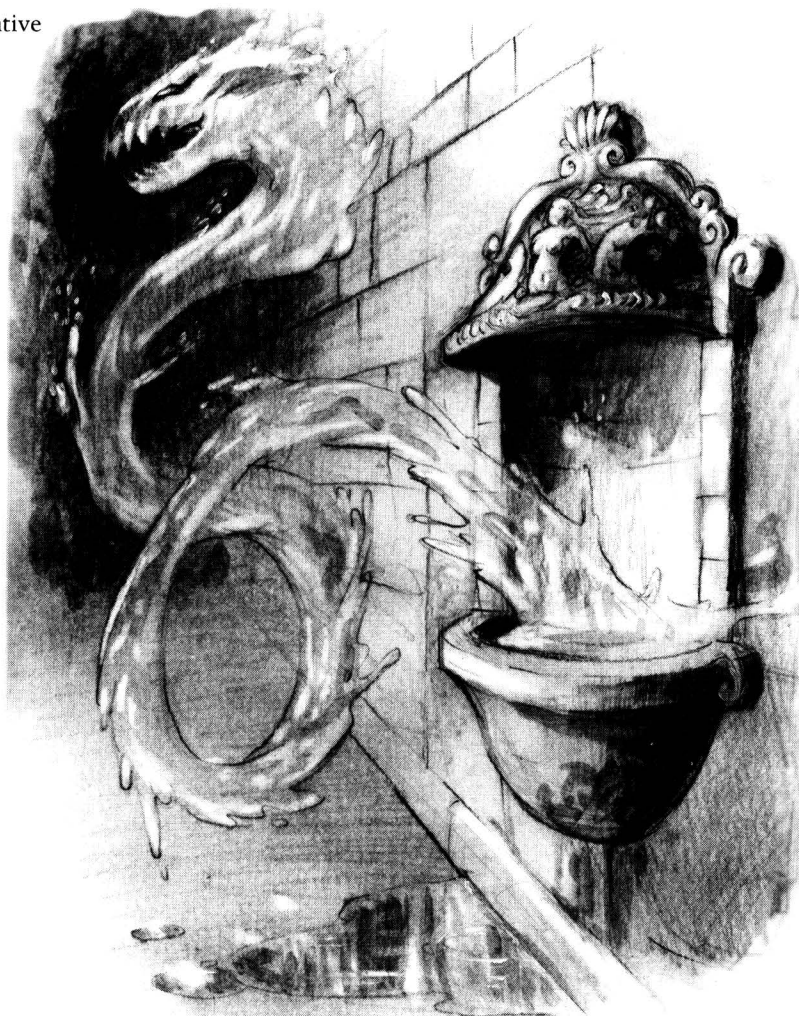
elemental that is within 30 feet by making a successful Intelligence check (DC 10). If the water elemental is controlled by another creature, the drench can gain control by making a successful Intelligence check (DC 10 + Intelligence modifier of caster currently controlling the water elemental).

Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits; darkvision to a range of 60 feet.

Reform Body (Ex): When reduced to 0 or fewer hit points, but not slain, the drench reverts to its base water form and recuperates, regaining its attack form 2 rounds later, fully healed.

Transparency (Ex): Absent magical means, a drench is effectively invisible in water until they attack.

Vulnerabilities (Ex): Fire-based spells cause a drench to act as if *slowed* and heat its body, dealing an additional 1 point of heat damage per round to those coming in contact with it; *purify food and drink* deals 2 points of damage per caster level to the drench, and these hit points are not regained when the drench reforms.



Fungus Man

Medium-size Plant

Hit Dice: 3d8+1 (17 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 14 (-1 Dex, +5 natural)
Attacks: Slam, +3 melee
Damage: Slam 3d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spore clouds; hallucination cloud and animator cloud (king only for both)
Special Qualities: Plant, darkvision 90 ft.
Saves: Fort +4, Ref +0, Will +1
Abilities: Str 12, Dex 8, Con 12, Int 10, Wis 10, Cha 10
Climate/Terrain: Any underground
Organization: Solitary, groups (2-12), or colony (20-200)
Challenge Rating: 2, or 4 (King)
Treasure: 1/2 Standard
Alignment: always Lawful Neutral
Advancement: 4-6 HD (Medium-size) and by character class

Fungus men are intelligent fungi that live deep in the Underdark. They resemble shambling toadstools and range from 6 to 7 feet in height. Fungus men deplore violence and rarely attack unless provoked. They live in tightly knit colonies, caring for fungus gardens and generally keeping to themselves.

Each colony is led by a King, a 6 HD fungus man who has the following adjusted statistics: AC 17 (-1 Dex, +8 natural); Atk +6 (6d4+2, slam); SA additional spore clouds; SV Fort +7, Ref +1, Will +3, Str 14, Dex 8, Con 14, Int 12, Wis 12, Cha 10.

Fungus men communicate telepathically; they have no known spoken language.

Spore Cloud (Ex): Three times per day a fungus man can emit a spore cloud affecting all creatures within 20 feet of it. All those caught within the cloud must succeed at a Fortitude save (DC 14) or become totally passive, unwilling to take any aggressive action

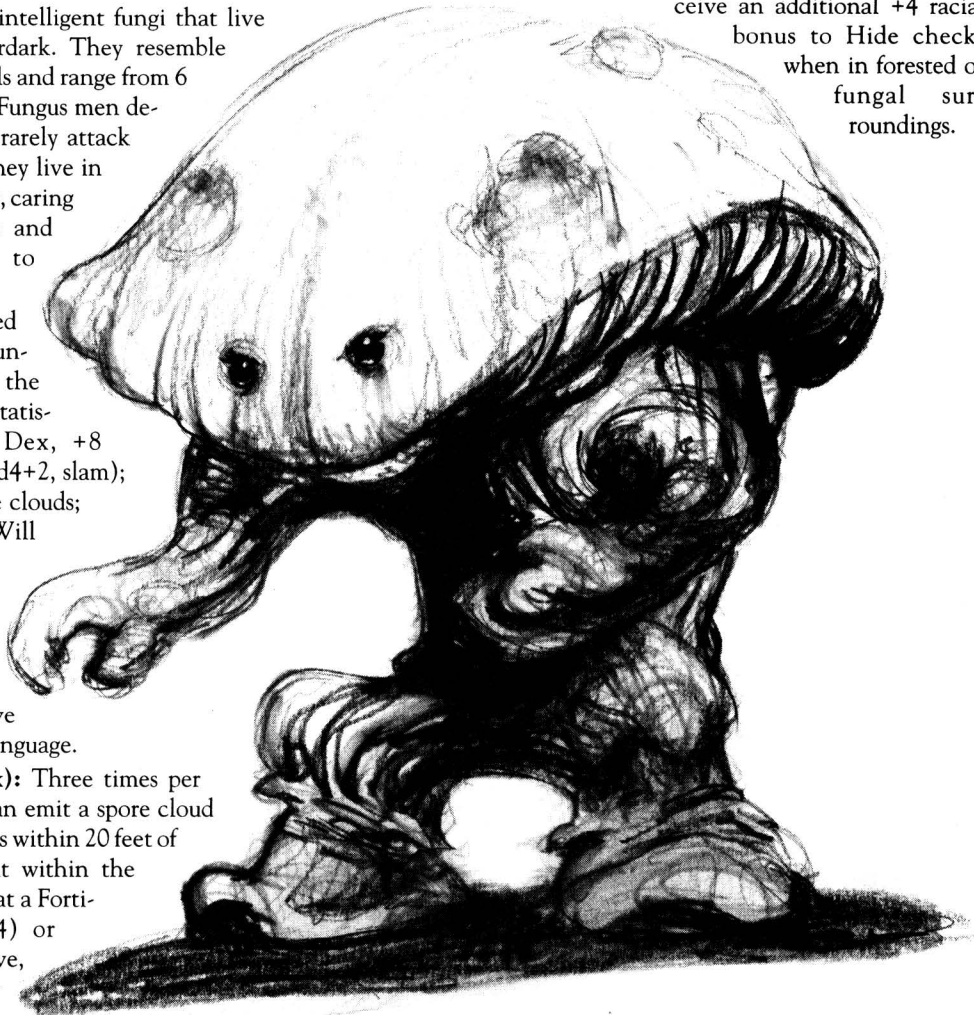
unless attacked themselves. This effect lasts for 1d6 hours. The fungus men usually choose to leave pacified creatures alone.

Hallucination Cloud (Ex): Three times per day the king, and only the king may, in addition to the spore cloud, emit a hallucination cloud. This cloud has a 20-foot radius, and all within the cloud must succeed at a Fortitude save (DC 17) or behave as affected by a confusion spell. This effect lasts 10 rounds.

Animator Cloud (Ex): Once per day the king and only the king may use a special spore cloud to invigorate dead tissue, creating a fungus zombie. Used only on the corpse of a dead corporeal creature, these spores reanimate dead bodily tissue, creating something akin to a zombie. This cloud has a 20-foot-radius. A fungus zombie is not undead and cannot be turned by clerics; it follows basic commands given to it by its creator. Eventually the decay process outstrips the fungi's ability to hold the corpse together. After 1d4 weeks, the creature collapses into a pile of effluence and the fungus holding it together withers and dies.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Skills: Fungus men receive a +4 racial bonus to Hide and Move Silently checks. They receive an additional +4 racial bonus to Hide checks when in forested or fungal surroundings.



Fungus Man Characters: A fungus man's favored class is druid. Fungus man kings usually have at least a few levels as druid.

Fungus Zombie

Fungus zombies are corpses which have been animated by fungus man spores into an invigorated semblance of their former life. Tough tendrils formed within the corpse by fungal spores trigger electrical current through the deteriorated nerve bundles of the host creature, allowing the fungus man who created it to maintain control over its fungus zombie(s). Fungus zombies are often mistaken for undead as their plant related immunities are similar to those of true zombies. The spores of the fungus men who create fungus zombies are only strong enough to keep a fungus zombie intact for 1d4 weeks before rot and lack of food for the fungus colony growing within it cause it to disintegrate.

Creating a Fungus Zombie

"Fungus Zombie" is a template that can be added to the corpses of corporeal creatures. The creature's type changes to Plant. It loses all type and alignment modifiers (such as Fire, Aquatic, or Good). The fungus zombie uses all the base creature's statistics and special abilities, except as noted here.

Hit Dice: Same as the base creature

Speed: Drops to 20 feet per round or same as the base creature, whatever is greater.

AC: Natural armor bonus changes to a number based on the fungus zombie's size.

Size	Natural AC
Small	+1
Medium-size	+2
Large	+3
Huge	+4

Attacks: A fungus zombie gains a slam attack in addition to the base creature's attacks. Recalculate the zombie's attack bonuses based on its new type (Plant) and abilities (-4 Dexterity). Plant creatures have a base attack of HD x3/4 (as cleric).

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise use the values below or the base creature's damage, whichever is higher.

Size	Damage
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6

Special Attacks: The fungus zombie loses all special attacks the base creature once possessed.

Special Qualities: The fungus zombie loses all the base creature's special qualities. Its type changes to Plant, and it gains all immunities associated with the Plant type.

Link to Creator (Ex): A fungus zombie is linked to the fungus man who created it, and can never move more than 200 feet from it.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Saves: Base saves are those of a fighter (i.e. good Fortitude).

Abilities: The new fungus zombie's Dexterity decreases by -4, its wisdom changes to 10, and its charisma decreases to 1.

Skills: As the fungus zombie is created from a corpse, it has no skill points.

Feats: As the fungus zombie is created from a corpse, it loses all feats once possessed by the base creature.

Climate/Terrain: Any underground or fungus man colony.

Organization: Solitary, gang (2-5), squad (6-10), mob (11-20).

CR: A fungus zombie's CR depends on its HD as follows: less than 1 HD, CR 1/2; 1-2 HD, CR 1; 2-3 HD, CR 2; 3-4 HD, CR 3; 5-7 HD, CR 4; 8-10 HD, CR 5; 11-13 HD, CR 6; 14-17 HD, CR 7; 18-20 HD, CR 8.

Treasure: None

Alignment: Always neutral.

Advancement: None.

New Magic Items

Five new wondrous items appear for the first time in these adventures.

Ashan'kor Chartom

A solid leather book, bound together by coarse thread and penned in simple inks, the *Ashan'kor Chartom* is virtually indistinguishable from any normal text. Perhaps those trained in the arcane could detect what power the book holds, but lore keepers quickly find themselves stumped; no records of this book existing are available. Indeed, it appears to be a new book altogether, hardly looking like it has existed for centuries.

Good-aligned PCs who open the book and attempt to read the glyphs must succeed at a Will save (DC 18) to avoid 1d4 points of permanent Intelligence drain, 1d4 points of permanent Wisdom drain, and being permanently affected by an *insanity* spell. Their evil-aligned counterparts will discover they do not have the same problem.

Evil-aligned PCs who read the first glyphs aloud, in the original Infernal, find the book reveals to them its true and complete contents. Washed away are the curses and entrapments intended for the unworthy, replaced by the full text of the *Ashan'kor Chartom*.

The spells included in the pages are *contact other plane*, *dismissal*, *enervation*, *lesser geas*, and *lesser planar binding*. These spells, however, are not the greatest dangers of the book, as the true danger is the book itself. It is a beacon that calls out to the undead, which invariably find themselves hungering after the book, hounding the possessor to his deathbed if he is so arrogant as to refuse to give up the item.

A PC possessing the book has twice as many random encounters with the undead. Standard encounters with the undead are always negative, resulting in the undead beings attempting to rip the book's possessor to pieces, picking him over any other target for their attacks. Mobile undead within a 5-mile radius of the possessor move as quickly as they can to intercept the owner and claim the book for themselves.

Caster Level: 13th.

Prerequisites: Craft Wondrous Item, *bestow curse*, *feeblemind*, *insanity*.

Market Price: 8,275 gp.

Weight: 6 lbs.

Ephemeryl

As mysterious as it is beautiful, as elusive as it is powerful, the gemstone known as *ephemeryl* is one of the few known naturally occurring magical substances. Whereas most wondrous items are crafted by the hands of mortals, monsters, or

divine beings, *ephemeryl* cannot be created; all attempts to reproduce it artificially have failed. It is only found underground, but otherwise there is no pattern to its places of origin, as it is just as likely to be located in the shallow sedimentary silt of a riverbed as in a deep layer of subterranean igneous rock. It never appears in quantity. No more than a single stone is ever located in the same geographical area. *Ephemeryl* requires neither cutting nor polishing. It always appears as a perfectly shaped, multi-faceted jewel, usually pale violet in color. If successfully appraised, it appears to be worth 5,000 gp, though not even the most knowledgeable jeweler can identify it as being any type of known gemstone.

The primary characteristic of *ephemeryl* is that one moment it is for all intents and purposes a normal stone, solid and real, and the next moment it is nothing but a wisp of purple vapor. In other words, someone could hold the stone in her hand for hours, even for days, and then suddenly the stone turns to smoke for no apparent reason, existing in this state for days, even months at a time before reverting to its solid state. No one knows why the stone behaves in this fashion, nor can the transformation be arrested by any means.

In solid form, *ephemeryl* grants anyone who touches it a +1 Wisdom bonus and a precognitive sense much like the divine spell *divination*. This ability may be used a number of times per day equal to the owner's Wisdom modifier (after the +1 bonus), with a minimum of 1 time per day. In vapor form, *ephemeryl* is almost impossible to contain, as it behaves exactly like smoke in terms of being blown away by wind. It cannot be held in the hand. The vapor hangs in the air like a ribbon of purple fog, dissipating in 1d4 rounds, even if protected from the wind. The only way to prevent the *ephemeryl* from being lost is to capture it in an airtight container, such as a flask. This can be accomplished on a successful Wisdom check (DC 20), as bottling the substance is more an act of will than of agility, cunning, or even luck. If the Wisdom check succeeds, the *ephemeryl* slips into the container in the user's hand. If the user then inhales the *ephemeryl*, that person is infused with the very essence of magic itself; power flows into her lungs and radiates outward through her body, causing her hair to stand on end and her



fingers to tremble. Completely paralyzed by the magic cascading through her, she can take no action for the next round. In the following round, however, the *ephemeryl* rushes through her blood vessels and into her heart, where all true magic begins, granting the user her fondest desire. Treat this as a *wish*. The recipient of the *wish* has 1 minute to utter her desire. Afterwards, the *ephemeryl* passes invisibly through her pores, perhaps to reform as stone again elsewhere, for someone else to discover.

One sure way of keeping the vaporized *ephemeryl* from fading away is to place the solid *ephemeryl* in an adequate container beforehand, so that when the transformation takes place, the Wisdom check is unnecessary. Unfortunately, unless the owner knows exactly what she has found, she will not likely take this precaution. Though *ephemeryl* detects as being magical, it defies all attempts at identification by any Divination spell; what is evanescent has no true nature and subsequently cannot be properly identified. Every day there is a 1% cumulative chance that solid *ephemeryl* turns to vapor, and thus no stone has ever been known to remain tangible for more than 99 days. When the stone transforms, the owner loses the Wisdom bonus and *divination* power.

Golden Cauldron of Purity

This 12-inch diameter bowl of pure gold is carefully engraved with druidic symbols of power. A druid using this bowl in conjunction with a +1 *sickle* or better can harvest a druidic focus that allows him to prepare and cast spells as if he were 1 level higher. The mistletoe, oak, or holly leaves thus harvested retain these powerful benefits for 24 hours and may be used once per week. Only druids or priests of nature deities may use this item.

Caster Level: 20th.

Prerequisites: The *golden cauldron* is a minor artifact and not generally within the PCs' ability to create.

Weight: 4 lbs.

Hammer of Motembe

Motembe, the great priest of Thyr, wielded this mighty +2 *warhammer* in his epic battle against the evil giant Gol. As a defender of good and destroyer of the undead, Motembe's *hammer* strikes incorporeal undead as if they were solid flesh. This *holy warhammer* does an additional 2d6 points of holy damage against evil foes.

Caster Level: 15th.

Prerequisites: Craft Magical Arms and Armor, *holy smite*, *plane shift*.

Market Price: 50,000 gp.

Weight: 8lbs.

Headband of Turn Resistance

These gilt golden bands were first put into use by priests of Set for the purposes of strengthening their undead hosts against the priests of Arden. Over time, the bands fell into the hands of the followers of Orcus. Perfected by the priesthood of Orcus, the bands are decorated with a skull-shaped device that locks over the brow of the undead being, the decorative element of the headband embedding in the creature's skull. The headband cannot be removed until the creature is destroyed. The headband confers a +1 to +5 turn resistance.

Caster Level: 5th.

Prerequisites: Craft Wondrous Item, *desecrate*.

Market Price: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

RAISE THE DEAD

A Friend Has Fallen

Terik lays the body of his fallen comrade before the high priest. "You seek the divine aid of my goddess, adventurers," he asks as he peers into the smoking brazier. "The goddess shall grant you aid. But first there is a task you must perform."

Now You Must Pay The Price

Raise the Dead turns death into a chance for adventure! Occasionally, a player character dies. This DM Utility product contains four thrilling quests designed to bring a fallen hero back to life. It includes options for non-good aligned characters and other "difficult to raise" characters such as druids, rangers and non-humans. This book also allows interesting options for the player of the deceased character.

Fantasy-Swords and Sorcery
Adventure(Dungeon)
Core D20 System



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