



DM'S CHALLENGES™ HIGH-LEVEL OPTION

HORRORS NEVER DIE

DM'S CHALLENGE 4

A Two-Round DUNGEONS & DRAGONS® LIVING
GREYHAWK™ DM'S CHALLENGES™ HIGH-LEVEL OPTION
Adventure Packet for 16th- to 20th-Level Characters
LIVING GREYHAWK™ DM'S CHALLENGE 4
for the HORRORS NEVER DIE Story Arc (2006 -2007)

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Resources: *Tomb of Horrors* [Gary Gygax], *Return to the Tomb of Horrors* [Bruce R. Cordell], *Tome of Magic* [Mathew Sernett, Ari Marmell, David Noonan, Robert J. Schwalb], *Crypt of Lyzandred the Mad* [Sean Reynolds], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona].

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

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WHAT'S A DM'S CHALLENGE ADVENTURE?

DM'S CHALLENGE adventure packets are a part of the LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION. Unlike other RPGA adventures, the DM'S CHALLENGE adventure is not something you download or buy and run as printed with little to no modification. Instead, you get basic guidelines, a special session tracking, and a basic Adventure Record (AR) for an adventure that you write or modify and run.

RPGA-SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION character. Second, it allows the RPGA to track and record what characters did during the adventure, and future adventures will be written with what a majority of the players did in mind – in this way characters' actions shape the future of the campaign. Lastly, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on September 30, 2007.

To learn more about the LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.wizards.com/rpga.

WHAT DO I RUN?

The simple answer to this, whatever you want! The DM'S CHALLENGE adventures are a chance for you, the DM, to let your creativity shine.

This might mean creating an adventure or a group of adventures totally from scratch, giving your home group an exciting sub-plot within the LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION campaign where they can affect the outcome in ways no possible before in campaign-style play. It might mean that you have an interesting adventure idea to run at a show. Maybe a small sub-plot using NPCs or events detailed in published GREYHAWK or LIVING GREYHAWK adventures that have inspired you to build an adventure that will dazzle players and add depth to the campaign as a whole. Even still, it might mean that you have a favorite adventure from a published source that you twiddle with to fit into the GREYHAWK setting and LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION campaign to create a fun and exciting session without hours upon hours of work. The choice is yours. The story is yours. Have fun with it!

WHAT CAN'T I DO WITH A DM'S CHALLENGE?

DM'S CHALLENGE adventure packets allow you to run your own adventure for a group of 4 to 6 players. It does not give you license to produce and distribute (for sale or for free) your own GREYHAWK adventures. Following the d20 System License (see www.wizards.com/d20) grants you the ability to write D&D compatible works, but all of the GREYHAWK setting, and many of the GREYHAWK specific rules are not covered in that license.

That said, the intent of the DM'S CHALLENGE is for you to create and present exciting GREYHAWK adventures to a small group of players, anything more than that is really beyond the scope of the DM'S CHALLENGES program.

ADVENTURE GUIDELINES

Of the standard rules for RPGA adventures also hold true for DM'S CHALLENGE adventures. DM'S CHALLENGE adventures have to be ordered and sanctioned just like other adventures, and thus must be played at RPGA-Sanctioned events if you are playing it as part of the LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION campaign.

When running a DM'S CHALLENGE as part of an RPGA-Sanctioned event, you must follow the RPGA general rules, and the rules detailed in the LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION Rules Document and other campaign documents.

When you design the adventure, design it for an eight-hour time slot – this is especially true if you are running it as part of a public event.

LEVEL OF PLAY

Each DM'S CHALLENGE adventure packet (and all LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION adventures) is optimized for a certain level. The optimized level determines the general levels you should design your adventure at. It also determines the general level of rewards granted for adventure success.

This DM'S CHALLENGE adventure is optimized for 16th-level play, so you should design your challenges for four 16th-level characters. You'll also want to scale the adventure for up to 20th-level characters, as there is a good chance that you will have a range of character levels playing in the adventure, and in those cases you'll want to increase the challenges.

That said, as DM you have discretion when it comes to fitting the challenges of the adventure to your group. If your group finds the challenges too easy or too difficult, feel free to increase or decrease the level of challenge appropriately. The goal is to challenge the PCs and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

HOW MANY ENCOUNTERS?

Some of this depends on your style as a DM, but here are some general guidelines crafted by Andy Collins from his "Craft (Adventures)" column featured on the RPGA website. Andy estimates in that column that the average RPGA round of play contains actually only 200 minutes of actual play time:

"At the highest levels of play, combat can become grindingly slow as characters search through their lists of equipment, spells, and abilities to find just the right choice. Even the most experienced players need time to evaluate a complicated battlefield, and less-experienced players can easily become overwhelmed by the options available. Even the "basic fighter" becomes a complex character requiring many rolls. A full attack by a fighter of this level might include a dozen rolls or more, including up to four or five sets of attack rolls, miss chances, critical hit confirmations, and damage rolls. Spellcasters routinely cast two spells per round, control multiple summoned creatures or active spell effects, track durations on a half-dozen spells simultaneously, and so on.

You can expect each character's turn to take at least two minutes, and sometimes as long as five minutes. Even the number of rounds in a typical combat becomes difficult to anticipate. 10-round fights aren't terribly

uncommon, especially against foes with the ability to teleport into and out of combat with ease. In the hands of an unprepared GM, a single encounter at this level can take up most of a slot, and even experienced, battle-hardened GMs find themselves hard-pressed to run more than a couple such encounters in the space of 200 minutes."

Since each DM'S CHALLENGE adventure packet is designed for two-rounds of play; you should estimate about 400 minutes of play time when you design this adventure. Each DM'S CHALLENGE adventure packet is designed to award a set amount of experience – 4,500 xp per PC. As a rough guideline to assigning this experience to challenges in the adventure, we recommend a ratio of 50% for combat challenges, 25% for traps, puzzles, skill, and class ability challenges, and 25% for roleplaying challenges.

You may want to check out all of the "Craft (Adventures)" columns by Andy Collins (www.wizards.com/default.asp?x=rpga/arch/articles) and the "Adventure Builder" columns by Wolfgang Baur (www.wizards.com/default.asp?x=dnd/arch/ab) for other good advice on creating adventures for RPGA events. These columns offer a wealth of good advice.

TREASURE

At the end of the adventure, all treasure is converted into gold pieces, and split between the PCs. As a basic rule of thumb, for a 16th-level optimized adventure don't stock your adventure with significantly more than 20,000 gp worth of treasure per PC. Be sure to include treasure the PCs can find useful during the adventure (such as healing magics and such).

If you are scaling the adventure for up to 20th-level characters, the amount of treasure per PC available in the adventure should increase as well. The following lists the gp cap on treasure an individual PC can receive in an adventure, based on their character level: 16th-level = 20,000 gp, 17th-level = 25,000 gp, 18th-level = 35,000 gp, 19th-level = 45,000 gp, 20th-level = 55,000 gp.

At the end of the adventure, you can also give out magic item access via the Adventure Record provided with this DM'S CHALLENGE adventure packet. Fill in the blanks provide with items from LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION campaign approved sources that the PCs have encountered during the adventure. List the name of the item and the approved source it is from. If you know the specific PCs who will be participating in your adventure, it is highly recommended to tailor the rewards (and thus the adventure) to their specific needs. If you know you are writing the adventure for a party of fighters, including treasure only usable by spellcasters is probably a bad idea!

HORRORS NEVER DIE STORY ARC (2006-2007)

The HORRORS NEVER DIE Story Arc (2006-2007) deals with the awakening of yet another danger to Oerth at the Tomb of Horrors, one of the Flanaess' most fabled locales. The arc consists of four adventures, three of which are DM'S CHALLENGE adventure packets and one of which is a fully written adventure. The HORRORS NEVER DIE Story Arc (2006-2007) is:

1. DM'S CHALLENGE 1 (released December 2006).
2. DM'S CHALLENGE 2 (released January 2007).
3. RETURN TO THE TOMB (released February 2007).
4. DM'S CHALLENGE 4 (released April 2007).

It is best to run this DM'S CHALLENGE adventure packet last, after players participate in the first two DM'S CHALLENGE adventures and after they participate in RETURN TO THE TOMB (the two-round LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION adventure, which premiered at **D&D Experience** (formerly **Winter Fantasy**), February 15-18, 2007). DM'S CHALLENGE 1 and 2 lead into RETURN TO THE TOMB and DM'S CHALLENGE 4 concludes the story.

WHAT HAS GONE BEFORE?

From *Return to the Tomb of Horrors* by Bruce R. Cordell:

"The legend of the tomb first trickled into civilized lands centuries ago. Whispers of lost treasure and undisturbed burial catacombs lured scores of adventurers over the years to cross unmapped lands in search of fortune and glory. Few ever found the tomb, and fewer still ever returned; the legend of Acererak's last resting place remained a vague rumor of wealth and danger.

Then some twenty years ago, reports of the tomb spread far and wide, for reasons that were unclear at the time. Ironically, its reputation as a dungeon from which few if any explorers ever returned tempted those who consider themselves exceptionally skilled, clever, or lucky. Undeterred by warnings of lethal traps, labyrinthine mazes, and the malevolent sorcerer who lingered beyond life to guard the crypt of his final rest, they came from many lands to match themselves against Acererak's challenge. Those who found the tomb and penetrated its grim darkness soon realized that the legends had not been wrong; death was the reward for the cautious and the foolhardy alike. Some turned back, and many more perished during their explorations. Very few successfully navigated the tomb to find the husk of Acererak's physical form: the demilich. Only then did these brave few discover their true peril; the demilich could wrench their eternal souls from their corporeal flesh through the malevolent power of its gaze alone!

Those who survived the horrors finally emerged from the tomb. Some were missing companions, limbs, or both, but all felt lucky to see the sun once more. From these hardy souls the tale of Acererak's unyielding crypt spread, frightening away some but enticing still others to venture into the darkness ... Those who were drawn to the area were less and less interested in exploring the depths of the tomb. Instead, they were drawn by the legend of Acererak himself ... As time wore on, a community of like-minded grew up around the mound of the tomb located in the Vast Swamp ... They were, in fact, almost all practitioners of the foul dark arts: necromancy. This was Skull City born."

Acererak himself was behind the spreading of the legend and rumors of his Tomb. For he was an ancient lich (and then demilich) whose quest for power over undead had led him to his greatest discovery – a means to achieve eternity by merging his essence with the Negative Energy Plane, this giving him the ability to possess and control any undead being with a link to that plane anywhere in the cosmos. To power this merge, he required the souls of powerful adventurers, and he used his Tomb to lure them to him. Acererak was nearly successful, but the last group of adventurers he chose to power his Apotheosis proved his undoing.

These adventurers fought their way to his Fortress of Conclusion and destroyed both Acererak's physical form and plunged his Phylactery, the key to his Apotheosis and the container for all of the souls he had stolen, into the depths of the Negative Energy Plane, where it was thought destroyed or lost forever. Acererak's spirit was shattered by this act, trapping him between life and death, eternal power and nothingness. He became a Vestige (see *Tome of Magic* by Matthew Sernett, Ari Marmell, David Noonan, and Robert J. Schwalb), a spiritual power to be summoned and used by beings called binders.

The necromancers of Skull City have continued their research at the Tomb to this day, although they find they can no longer enter very far into the Tomb (see *Entering the Tomb* below). This is because Acererak's departure shattered the Tomb, dropping most of it into a state halfway between the Physical and the Negative Energy Plane. Over time, all of it would eventually disintegrate into the nothingness, if not for recent events. The necromancers of Skull City are mentioned here as reference only ... by the time the PCs reach the Tomb in RETURN TO THE TOMB, the threat of the necromancers will already have been resolved (by LIVING GREYHAWK players in COR7-01 *Wrath of the Tomb of Horrors*).

What now keeps the Tomb from breaking apart completely and dissolving into the Negative Energy Plane? A new threat has arrived in the form of another Vestige; one called Tenebrous, The Shadow That Was. Tenebrous is the vestige of the divine power the demon lord Orcus once wielded, as he recovered his power and

his domain after being usurped by another power. Tenebrous has sought a means to gain back this divine power, and he has searched through sites and locales Orcus long ago abandoned to find the means to do so. On an excursion to the City of Moil, a location that Orcus long ago cursed to a miserable fate, he found the City almost completely absorbed into the Negative Energy Plane. Acererak had used Moil and its undead inhabitants to build his Fortress of Conclusion and act as a gateway between his Tomb and his Fortress. Tenebrous used binders faithful to him to determine what had happened in Moil, and he realized quickly that Acererak's plan was the key to his own salvation.

Tenebrous has since recovered Acererak's lost phylactery from the Negative Energy Plane and used it to stabilize what remains of the Fortress, City, and Tomb. Now he needs powerful adventurers to revisit the Tomb and power the device. This is where the PCs come in.

THE FORCES AT WORK

There are a number of individuals and groups which the PCs will interact with during the HORRORS NEVER DIE Story Arc (2006-2007). PCs can choose to ally with any or none of these forces, and their choices will influence their rewards and the conclusion of this Story Arc. The key forces at work are:

- Agents of the Vestige Tenebrous (Chaotic Evil) – These agents will do all they can to lead the PCs to the Tomb of Horrors. Depending on the party of adventurers, they may try to trick the PCs into “working for them”, attack them to lure them in the direction of investigating the Tomb, drop information in places the PCs are likely to visit that lead them to the Tomb, or whatever other ideas you may come up with. If you have access to *Tome of Magic*, the agents should be led by powerful binders; otherwise, you can have them led by clerics with the Death and Evil domains.
- Agents of the Vestige Acererak (Chaotic Evil) – These agents will eventually discover that someone new is using the Tomb of Horrors for their own twisted purpose. Acererak knows he can no longer use his Phylactery for Apotheosis, that path has been lost to him. But he will not allow another to steal his greatest idea. Once these agents learn of the happenings at the Tomb, they will seek out the PCs in an attempt to get them to thwart whoever is using the Tomb now. They'll follow many of the same actions as the Agents of the Vestige Tenebrous above and should be designed similarly.
- Agents of the Lyzandred the Mad (Lawful Neutral) – Thought a legend by most of the inhabitants of the Flanaess (at least amongst the few who know of him at all), this lich is very

real and extremely dangerous to those who oppose his goals. He is as old as Acererak, but his life and unlife took a different path. He discovered a demiplane early in his career that he has made his own. His quest to remove powerful magic items from the hands of those who abuse them (the results of an encounter in his youth with slavers who killed or sold his entire hometown with a *rod of beguiling*) took a dangerous turn as Lyzandred discovered the demiplane he used to keep those items away from others has somehow mixed with his own magics to slowly drive him insane each time he left his demiplane. He chose to remain on the demiplane from that point forward, and he now uses agents and his powerful magics to bring volunteers into his service and continue his quest to keep magic items away from those who would abuse them. Lyzandred learned of Acererak's near miss at gaining Apotheosis from the adventurers who defeated the demilich, and he has carefully monitored the situation at the Tomb of Horrors since then. His fears are realized as his divinations have him now convinced that Acererak's Phylactery has been returned to the Fortress of Conclusion and that someone plans to try to use it once more. Lyzandred will stop at nothing to have that foul artifact brought to his demiplane to be buried forever from the hands of others. Thus he will try to enlist the PCs help in this endeavor. Lyzandred's agents are all former or current adventurers who have volunteered to serve him out of a shared belief in ridding Oerth of dangerous magic items or in payment for him saving their lives.

- Agents of the Demon Lord Orcus (Chaotic Evil) – These agents discover the plans of the Vestige Tenebrous. Orcus is infuriated that someone, even a vestige of a former self, would seek to gain so much power over the realm of undeath. He will not allow another to supplant his authority in that realm, and he will order his agents to assist anyone trying to stop the agents of the Vestige Tenebrous.

ENTERING THE TOMB

The PCs have already entered the Tomb at the time of this adventure. In fact, they're about to leave the Tomb for another plane. This is detailed below.

HOW TO INTERGRATE

You are free to write the adventure you choose to write for this DM'S CHALLENGE with the following stipulations.

First, the following took place in DM'S CHALLENGE I:

1. The PCs should have met at least one surviving member of the adventuring party which defeated Acererak. They should have learned of the fate of the Phylactery at the time of Acererak's defeat (a giant multi-faceted gemstone which was dropped through a gate directly to the Negative Energy Plane and thought destroyed).
2. The agents of the Vestige Tenebrous should have begun to test the PCs to see if they are powerful enough to be worthy of using them to fuel the Apotheosis. Assuming they found them worthy, they should begun to point them in the direction of the Tomb of Horrors by misdirecting them to seek out agents of the Vestige Acererak; they hoped to convince the PCs that Acererak is behind this plot and also to have them gain an *Amulet of the Void* from Acererak's followers.
3. The agents of Lyzandred will have begun to observe the PCs. Careful PCs may have noticed their observers and try to interact with them. The agents would have kept their reasons to themselves at that time. They would have avoided combat, but they also would have defended themselves if needed.
4. The first adventure concluded with a difficult encounter with the agents of the Vestige Acererak. If the PCs overcame these agents, a top agent arrived to offer them a deal to work together against whoever has control of the Tomb. They could have gained an *Amulet of the Void* there and some parties might have taken an oath of cooperation along with the top agent.

Second, the following took place in DM's CHALLENGE 2:

1. The agents of the Vestige Tenebrous should have continued to test the PCs to see if they are powerful enough to be worthy of using them to fuel the Apotheosis. Assuming they find them worthy, they pulled out all the stops to get the PCs to the Tomb of Horrors at the end of the adventure (granting them magical entry to the Tomb at that time).
2. The agents of Lyzandred completed their observation of the PCs. If they deemed the PCs powerful and trustworthy, they invited the PCs to visit Lyzandred's Crypt (on a demiplane Lyzandred controls) to prove their mettle against some of its chambers in return for a great deal of information and reward.
3. PCs who visited Lyzandred's Crypt and reached the point of death during the challenges there did not die automatically ... they were visited in their minds by Lyzandred and offered to have their lives spared in return for agreeing to a *geas*

to deal with the situation in the Tomb of Horrors for him. If they agreed, they were automatically restored to full hp total; otherwise, they did die.

4. PCs who successfully passed through the challenges of Lyzandred's Crypt gained an audience with Lyzandred where he informed them of the situation in the Tomb of Horrors and asked for their assistance (without a *geas*) to deal with the situation. If they agreed, he loaned the PCs a number of magic items and gave them an *Amulet of the Void*.
5. PCs who attacked Lyzandred faced an epic-level lich wizard with access to any conceivable non-unique magic item and a horde of high-level agents and creatures at his beck and call as well as the defenses his demiplane offered. Basically, the PCs had no hope of success against him and quickly found themselves overcome and tossed out of the demiplane.
6. The adventure concluded with a difficult encounter with the agents of the Vestige Tenebrous that led them to the Tomb of Horrors at the end of the adventure.

Third, the following took place in RETURN TO THE TOMB:

1. The PCs could not enter the Tomb without carrying an *Amulet of the Void* and having permitted magical entry by Tenebrous' agents. At the beginning of this adventure they either had, or acquired, both. Tenebrous' agents want the PCs to die in the Tomb, powering the Apotheosis for Tenebrous.
2. If one of the PCs accepted the offer from Lyzandred (**Act of Cooperation - Lyzandred**) and/or the offer from Acererak (**Oath of Cooperation - Acererak**), they gained access to significant information on the Tomb of Horrors that helped them progress through the Tomb.
3. The PCs fought and thought their way through numerous Tomb challenges, eventually reaching a dreaded demilich (not Acererak, but a less powerful, but still deadly copy) deep in the Tomb. Parties either cleverly stole some demilich dust and fled the scene or bravely fought the demilich for the dust.
4. Using knowledge gained from Lyzandred or Acererak, knowledge gained through divinations, or knowledge gained while exploring the Tomb, the PCs have determined that they can use the dust to pass through the face of the great green devil in the Tomb. Where this will take them is uncertain to them at this time.

Finally, the following should take place during this final DM'S CHALLENGE in the HORRORS NEVER DIE Story Arc (2006-2007).

1. The PCs need to pass through the face of the great green devil in the Tomb while carrying some of the demilich's dust. Details on this encounter are reprinted at the end of this section.
2. PCs arrive on a demiplane within the Negative Energy Plane. It is a shard of the Demiplane of Moil, The City That Waits. When adventurers defeated Acererak the last time, most of the Demiplane of Moil was fractured off from this shard. What remains here, held by the power of the Phylactery is a small section of the demiplane, including the Fortress of Conclusion. Details on these two locations and the Phylactery are provided at the end of this section.
3. PCs should encounter an entourage sent by the demon lord Orcus. The entourage will attempt to offer assistance to the PCs (giving them information on the combatants they will encounter and how to destroy the Phylactery). If the PCs choose to attack, the entourage attempts to flee. If they are unable to flee, they defend themselves as best as possible. Once the offer is refused once, they don't make the offer again.
4. PCs should fight their way past the forces of the Vestige Tenebrous and various deadly traps and tricks. The PCs were not intended to survive the Tomb, and it is of the utmost importance that the PCs not be able to reach the chamber of the Phylactery of the Apotheosis and disrupt the Vestige Tenebrous' plans. In addition, they should encounter a dream vestige (see Appendix I) during their journey.
5. PCs should reach the chamber of the Phylactery of the Apotheosis. They should have the fight of their lives against the agents of the Vestige Tenebrous. If they defeat the Vestige Tenebrous' plans, they are victorious and the adventure ends. Proceed to the Conclusion.

FACE OF THE GREAT GREEN DEVIL

Show Illustration #1.

A red tile path leads directly to a leering devil face set in a mosaic at the corridor's end. The devil's mouth gapes wide and empty—in fact it is dead black, emitting no hint of light and allowing none entry.

The mouth opening is similar to a *sphere of annihilation* (*Dungeon Master's Guide*), but this sphere is permanently fixed in place and yawns a little more than 3

feet in diameter—room enough to accommodate those who, pursuing a false hope, leap in where they are completely and forever destroyed.

The whole area radiates evil and magic (necromancy; CL 20th) if a detection attempt is made.

However, if a PC passes through the mouth with any amount of the demilich's dust (even as small as a few grains), he passes through the *sphere* safely and finds himself transported to another plane.

DEMIPLANE OF MOIL

“On the world of Ranais there was a city called Moil. Moil was built on the surface of its world and it daily saw the light of the sun as every normal city did. The uplifting light of the sun, unfortunately, was not sufficient to keep the citizens from dark pursuits: the Moilians were of an evil bent, and gave their worship to a powerful tanar'ri lord they knew as Orcus.

As is the way of such things, the citizens of Moil reaped only a bitter reward for their patronage to this chaotic lord. In the passage of time the Moilians allowed their piety to fail in favor of less bloodthirsty deities.

Predictably, Orcus was wroth. In horrible but unlooked-for vengeance, the entity cast what initially seemed a mild curse over Moil: its inhabitants fell into enchanted sleep that could only be broken by the dawning of the sun. Orcus then physically removed the city from its natural site and transformed it into a nightmarish, lightless demiplane of its own, assuring that the sun would never again shine upon its tall towers. Having completed this deed, Orcus dubbed the demiplane anew as The City That Waits.”

The boundaries of this shard of demiplane are the Negative Energy Plane. See the *Dungeon Master's Guide* for details on the effects of this plane. Moil should be filled with encounters against undead and agents of the Vestige Tenebrous. The most common undead found here are dream vestiges and bleakborn (see Appendix 1). The topography of Moil consists of stone towers, walkways, archways, and bridges floating within open space. Falling off into this space eventually plunges the individual into the Negative Energy Plane.

FORTRESS OF CONCLUSION

Floating at the edge of this shard of Moil, not directly connected by bridges or walkways, is the Fortress of Conclusion, built by Acererak's powerful sorcery, maintained by the Phylactery of the Apotheosis, and existing in both Moil and the Negative Energy Plane. Effects of the Negative Energy Plane on individuals in the Fortress should be even more powerful than on those in Moil alone. The Fortress is also full of undead and agents of the Vestige Tenebrous, as well as devious traps and tricks. At the center of the Fortress, under the most powerful guardianship that the Vestige Tenebrous could

provide, is the Phylactery of the Apotheosis. An appropriate set of guardians for this chamber should include a demilich (see Appendix 1) or similar creature that would be an extreme but winnable challenge for the PCs.

PHYLACTERY OF THE APOTHEOSIS

“A red crystal glowing like a rabid eye pours down light from the apex of this large domed chamber. Unmistakable in the crimson light is a multifaceted crystal, as big as a haystack, in the center of the room. The facets of the crystal allow intermittent emerald gleams to pulse forth, giving rise to random shafts of illumination that reflect ominously from the red-splashed walls. Ghostly faces mouthing in silent agony appear and vanish within the frames of individual facets. The giant crystal is supported by a tripod of black metal, higher than a human could reach, above a hole in the chamber’s floor even larger than the gem. This hole opens on a chasm of cold, absolute darkness.”

The red light streams forth from a bejeweled humanoid skull, that of a demilich or similar challenging creature.

The key to the Apotheosis is the phylactery; the giant crystal in the tripod. There are 2,692 souls trapped in the crystal; if three more can be trapped by the Vestige Tenebrous’ agents within the crystal, Tenebrous can achieve Apotheosis. If anyone touches the crystal directly, their soul is immediately drawn into the crystal (no saving throw) and their body automatically falls through the hole (unless some mechanism of restraint is already in place to prevent the plunge). The hole leads directly into the Negative Energy Plane.

The PCs can defeat the Vestige Tenebrous’ plans by freeing the souls from the Phylactery or by dropping the Phylactery into the Negative Energy Plane. To permanently end the threat of some evil being achieving Apotheosis, the Phylactery needs to be completely destroyed. Methods to achieve any of these three ends are detailed below.

Freeing the Souls

During this encounter, the souls in the Phylactery will have some of their shouts pass into the real world. Cries of “Free Us!” or “Release Us!” will be repeated. If the PCs verbalize a question such as “How?” they will receive an answer from a young girl’s soul in one of the facets closest to the PCs. She tells them, “Only the light of the sun will open a way for us; it is our guide to peace.” If the PCs target the Phylactery with a *sunbeam*, *sunburst*, or similar sun-empowered spell, the Phylactery magnifies and refracts the light of the sun through all of its facets for 1 round. At the end of the round, all of the souls are freed and leave for their proper afterlives.

Dropping the Phylactery into the Hole

If the PCs can engineer a way to drop the Phylactery into the hole, it will be lost in the Negative Energy Plane for many years to come. The Vestige Tenebrous will have lost his opportunity to make use of its powers (just as Acererak did before him). The easiest way to drop the Phylactery into the hole is to destroy two or all three of the tripod’s legs.

Each leg is made of adamantite with permanent extraordinary properties. It is susceptible to non-piercing weapons, as well as electricity, acid, disintegration, and rust effects. All other weapons or effects deal no damage and have no effect on the tripod. Determine the exact stats of the legs to provide a challenging, but manageable encounter for the PCs.

Destroying the Phylactery

If the PCs can engineer a way to destroy the Phylactery itself, the Vestige Tenebrous will have lost his opportunity to make use of its powers (just as Acererak did before him). The Phylactery will be permanently lost, and no being will ever be able to make use of it again to seek Apotheosis.

The Phylactery is immune to all magical spells and effects, excluding those based on the power of the sun (see Freeing the Souls above). It can be harmed by weapons, but it has DR 20/— against any weapon with less than a +4 equivalency in total enhancement bonuses and weapon special abilities. Determine the exact stats of the crystal to provide a challenging, but manageable encounter for the PCs.

If the PCs attack the Phylactery, the souls in the Phylactery will have some of their shouts pass into the real world. Cries of “To destroy the Phylactery is to destroy us as well!” or “Stop, the void will claim our spirits forever!” will be repeated.

CONCLUSION

If the PCs have defeated the Vestige Tenebrous’ plans, then the power keeping this shard of Moil intact will fail. The PCs should have a dramatic escape from the Fortress and the demiplane, ending with their escape from the Tomb of Horrors. The Tomb collapses into the Negative Energy Plane, leaving only the entrance to the Tomb remaining on Oerth. The entrance becomes sealed by powerful magic left by Acererak and can no longer be passed through by almost any being on the face of Oerth. Its further secrets will be left unknown for many generations to come.

The PCs are visited by agents of the Vestige Acererak and/or the lich Lyzandred and receive their thanks (if they allied with either of these individuals).

Finally, the PCs are visited by agents of Orcus. They are rewarded (if they allied with Orcus). In any case, they receive a cryptic hint of things to come as the entourage

departs ... the words "I'm sure we'll meet again ... our Lord sees another troubling development you are sure to want to deal with, in your sickening goodness and lawfulness ..."

Thus concludes the HORRORS NEVER DIE Story Arc (2006-2007) and introduces the Wail of the Banshee Queen Story Arc (2007-2008).

ADVENTURE QUESTIONS

To enable the Campaign to track the results of this adventure and this apply these results to the development of future adventures in the next story arc, please email your answers to the following questions to Steven Conforti, LIVING GREYHAWK Circle, at scon40@aol.com.

1. Did the PCs successfully complete the adventure objectives?
 - a. Yes, total success.
 - b. Yes, mostly successful.
 - c. No, mostly failed.
 - d. No, total failure.
2. Did the PCs successfully complete the adventure encounters?
 - a. Yes, total success.
 - b. Yes, mostly successful.
 - c. No, mostly failed.
 - d. No, total failure.
3. Did the PCs successfully recover the treasure in the adventure?
 - a. Yes, all of it.
 - b. Yes, most of it.
 - c. No, little of it.
 - d. No, none of it.
4. Did the PCs agree to cooperate with Orcus?
 - a. No, they attacked his entourage.
 - b. No, they parlayed with his entourage but did not agree to cooperation.
 - c. Yes, they parlayed with his entourage and agreed to cooperation.
5. Did the PCs reach the Fortress of Conclusion?
 - a. Yes.
 - b. No.
6. Did the PCs defeat the guardians of the Phylactery?
 - a. Yes.

- b. No.
7. Did the PCs destroy the Phylactery?
 - a. Yes.
 - b. No.

ADVENTURE RECORD

You'll want to print out a copy of the Adventure Record for each player.

Fill in the blanks provide on the Adventure Record with magic items from LIVING GREYHAWK DM'S CHALLENGES HIGH-LEVEL OPTION campaign approved sources that the PCs have encountered during the adventure.

Circle the correct gp cap amount for each PC based on their character level when they began this adventure.

If the PCs accepted the offer from Lyzandred (**Act of Cooperation - Lyzandred**), they gain **Lyzandred's Thanks**. If the PCs accepted the offer from Acererak (**Oath of Cooperation - Acererak**), they gain **Acererak's Thanks**. If they accepted the offer from Orcus, they gain **Act of Cooperation - Orcus**.

APPENDIX #1

BLEAKBORN

CR 7

NE Medium undead

Init +3; **Senses** darkvision 60 ft., Listen +12, Spot +12

Aura heat-draining aura

Languages Common, Moilian

AC 27, touch 13, flat-footed 24

(+3 Dex, +14 natural)

hp 72 (8 HD); contingent healing 10

Immune mind-affecting spells/abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fort save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

Resist +2 turn resistance

Fort +2, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee slam +10 (1d6+9 plus 2d6 cold)

Base Atk +4; **Grp** +10

Atk Options cold to the touch, create spawn

Special Actions Combat Reflexes

Abilities Str 22, Dex 16, Con —, Int 14, Wis 14, Cha 15

SQ diet dependent, fire lover, undead traits

Feats Alertness, Combat Reflexes, Lightning Reflexes

Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 cold damage. Each 3 points of cold damage dealt heals a bleakborn of 1 point of damage. If this amount of healing would cause bleakborn to exceed its full normal hp total, it gains any excess as temporary hp. These temporary hp last for up to 1 hour. Anyone who hits a bleakborn in melee also takes 1d6 points of cold damage, unless wielding a reach weapon.

Contingent Healing: A bleakborn only heals when in range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hp or less, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of the bleakborn's remains, automatically triggering its heat-draining aura. As long as affected creatures are within its heat-draining aura, a bleakborn's contingent healing remains active. A bleakborn does not have immunity to cold. While a bleakborn doesn't take cold damage from its own abilities, it can take cold damage from another of its kind (although the bleakborn in the Tomb are special, immune to each other's cold damage).

Create Spawn (Su): Any humanoid slain by a bleakborn becomes a normal zombie in 1d4 rounds. These spawn are under the command of the bleakborn that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life. Sometimes a newly created spawn becomes a bleakborn instead of a mere zombie, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

Diet Dependent: Bleakborns are diet-dependent upon warmth, which they gain through their heat-draining aura.

Fire Lover (Su): A magical fire attack heals a bleakborn of 1 point of damage for each 3 points of damage the attack

would otherwise deal. If this amount of healing would cause bleakborn to exceed its full normal hp total, it gains any excess as temporary hp. These temporary hp last for up to 1 hour. For example, a bleakborn hit by a *fireball* that would normally deal 18 points of damage instead gains 6 hp. A bleakborn makes no saving throws against fire effects.

Heat-Draining Aura (Su): All living creatures (except those immune to cold damage) that approach within 30 feet of a bleakborn are subject to its heat-draining aura. Victims must make a DC 16 Fort save. If they fail, they take 2d6 hp of cold damage per round as their living heat is sucked away, but if they succeed, they lose only 1d6 hp per round that they remain in the radius. Should a bleakborn kill a humanoid creature with its heat-draining aura, the victim rises again as a bleakborn spawn. The save DC is Cha-based.

Description This frigid corpse is so cold that it is frosted with icy crystals. Sensing the warmth of life, it shambles eagerly towards its victims. Its eyes reflect the vacuum of the void, its touch chills to the bones, and its very presence seems to drain the heat from your pores.

Sources *Libris Mortis*

DEMILICH

CR 20

NE Diminutive undead (Augmented Humanoid) Wizard 12

Init +3; **Senses** darkvision 60 ft., Listen +30, Spot +30

Aura fear aura

Languages Common, Abyssal, Celestial, Draconic, Infernal

AC 47, touch 34, flat-footed 44

(+4 size, +3 Dex, +8 armor, +5 deflection, +12 insight, +5 natural)

hp 108 (12 HD); **DR** 30/— (Vorpal weapons ignore this DR but deal half damage)

Immune cold, electricity, polymorph, mind-affecting spells/abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fort save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage, magic (see below)

Resist +20 turn resistance, acid 20, fire 20, sonic 20

Fort +4, **Ref** +7, **Will** +15

Speed fly 180 ft. (36 squares) (perfect)

Melee touch +22 (10d6+20 negative energy damage plus paralysis)

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

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

Atk Options paralyzing touch, touch treated as magic weapon for purposes of DR

Special Actions spells, spell-like abilities, trap the soul

Wizard Actions Prepared (CL 12th):

6th—*chain lightning* (DC 26), *disintegrate* (DC 26), *eyebite* (DC 26), *mass suggestion* (DC 26)

5th—*baleful polymorph* (DC 25), *cone of cold* (DC 25), *mind fog* (DC 25), *teleport*, *wall of force*

4th—*fear* x2 (DC 24), *ice storm* x2 (DC 24), *mass reduce person* x2 (DC 24), *Otiluke's resilient sphere* x2 (DC 24), *shout* x2 (DC 24)

3rd—fireball (DC 23), lightning bolt (DC 23), major image (DC 23), slow (DC 23), vampiric touch (+22 touch), wind wall

2nd—glitterdust (DC 22), gust of wind, Melf's acid arrow (+25 ranged touch), mirror image, scorching ray (3 rays, +25 ranged touch), touch of idiocy (+22 touch), web (DC 22)

1st—magic missile x3, ray of enfeeblement x3 (+25 ranged touch), shield

0—acid splash (+25 ranged touch), detect magic, ray of frost (+25 ranged touch), touch of fatigue (+22 touch)

Spell-Like Abilities (CL 12th; DC 28; save DC is Cha-based):

At will—alter self, astral projection, create greater undead, create undead, death knell, enervation (+25 ranged touch), greater dispel magic, harm, summon monster I through IX, telekinesis, weird

2/day—greater planar ally

Abilities Str 10, Dex 16, Con —, Int 30, Wis 24, Cha 23

SQ undead traits, phylactery transference

Feats Automatic Quicken Spell^B, Automatic Still Spell^B, Blinding Speed^B, Combat Casting, Craft Wondrous Item^B, Eschew Materials, Greater Spell Penetration, Quicken Spell, Scribe Scroll^B, Silent Spell^B, Spell Penetration, Tenacious Magic^B

Skills Concentration +21, Decipher Script +21, Hide +39, Knowledge (arcana) +25, Listen +30, Move Silently +28, Search +34, Sense Motive +27, Spellcraft +27, Spot +30

Possessions bracers of armor +8, ring of protection +5, ring of wizardry IV

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a DC 22 Will save or be affected as though by a fear spell from a sorcerer of CL 21st. The save DC is Cha-based.

Paralyzing Touch (Su): Any living creature a demilich hits with its touch attack must succeed on a DC 28 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Cha-based.

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a DC 28 Fortitude saving throw. If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed and the victim is forever gone.

If the demilich is overcome before the soul is eaten; crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either resurrection, true resurrection, clone, or miracle. A potential victim protected by a death ward spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw. Negative energy protection is effective against the level loss. The save DC is Cha-based.

Magic Immunity (Ex): A demilich is immune to all magical and supernatural effects, except as follows. A shatter spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A dispel evil spell deals

3d6 points of damage (Fortitude save for half damage). Holy smite spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks, and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilized simultaneously still apply.

Automatic Quicken Spell (Feat): You may cast all spells of 0 to 3rd level as quickened spells without preparing them as such. You don't spend a higher spell slot to do so either. Spells with a casting time of more than 1 full round can't be quickened.

Automatic Still Spell (Feat): You may cast all spells as still spells without preparing them as such. You don't spend a higher spell slot to do so either.

Blinding Speed (Feat): You can act as if hasted for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Tenacious Magic (Feat): Whenever the demilich's magic would otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration.

Description A gem encrusted skull.

Sources Epic Handbook

DREAM VESTIGE

CR 16

CE Huge undead (incorporeal)

Init +9; **Senses** blindsight 120 ft., darkvision 60 ft., Listen +25, Spot +25

Aura desecrating aura, frightful presence, deflective aura

Languages all

AC 31, touch 31, flat-footed 26
(-2 size, +5 Dex, +18 deflection)

Miss Chance 50% (incorporeal)

hp 179 (17 HD); DR 10/—

Immune mind-affecting spells/abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fort save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

SR 28

Fort +9, **Ref** +14, **Will** +19

Speed fly 40 ft. (8 squares) (perfect)

Melee 4 tendrils +13 melee touch (3d6+2 plus form consumption)

Space 15 ft.; **Reach** 20 ft.

Base Atk +8; **Grp** —

Atk Options form consumption

Special Actions Combat Reflexes

Abilities Str —, Dex 20, Con —, Int 18, Wis 20, Cha 20

SQ dream travel, incorporeal traits, undead traits, inescapable craving, self spawn

Feats Combat Reflexes, Great Fortitude, Iron Will, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Concentration +24, Diplomacy +6, Hide +16, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)

Desecrating Aura (Su): A dream vestige gives off a 20-foot-radius emanation of utter desecration, imbuing its surroundings with negative energy. This ability works much like a desecrate spell, except that the vestige itself is treated as

the shrine of an evil power. All undead within 20 feet of the dream vestige, including itself, gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hp per HD (the stats above include these bonuses already). Cha checks made to turn undead within this area take a -6 penalty. A dream vestige's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the dream vestige can resume it as a free action on its next turn. Its desecrating aura is suppressed if a dream vestige enters a consecrated or hallowed area, but the dream vestige's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Form Consumption (Su): Each touch by a dream vestige's tendrils drains a portion of the victim's mind (though non-intelligent or mindless creatures are immune to a dream vestige's lascivious caresses). Each touch deals 1d4 points of Int drain to the victim. When a dream vestige drains a victim's Int, it gains 5 temporary hp, no matter how many points it drains. Temporary hp gained in this way last for up to 1 hour. At the beginning of a dream vestige's subsequent action after a creature has been drained to 0 Int, the victim's body is automatically engulfed and dissolved by the dream vestige, leaving nothing behind, not even dust.

Frightful Presence (Su): A dream vestige can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the dream vestige. A creature that successfully saves cannot be affected by that dream vestige's frightful presence for 24 hours. The save DC is Cha-based.

Deflective Aura (Su): A dream vestige is protected by a powerful aura of dream energy. This special aura increases its AC deflection bonus by 13, which is already factored into the stats above.

Dream Travel (Su): A dream vestige can pull itself fully into the world of dreams, leaving behind the waking world, as a standard action. For every minute the vestige moves through the dream realm, it travels 5 miles in the waking world. A dream vestige can also use this ability to travel across planar borders, should it desire. A dream vestige always knows where it will come out in the waking world.

Inescapable Craving: A dream vestige has an inescapable craving for bodies, which it satisfies by using its form consumption ability.

Self Spawn (Ex): When a dream vestige gains a number of temporary hp equal to its full normal hp total, it self-spawns, splitting into two identical dream vestiges, each with a number of hp equal to the original dream vestige's full normal total.

Description A mighty river of fog streams forward like an evil waterfall, swollen with storm and spray. Accompanying the shape is a susurrus of dreamlike voices that murmur, cry, and rail against some terrible fate. Slender tendrils of mist extend from the mass, patting and feeling for sustenance.

Sources *Libris Mortis*

ILLUSTRATION #1





DM'S CHALLENGES HIGH-LEVEL OPTION

Play Notes:

Adventure Record#

DM'S CHALLENGES

This PC's
Character Level
At Begin of Play
(Circle One)

16th-Level
max 4,500 xp;
20,000 gp

17th-Level
max 4,500 xp;
25,000 gp

18th-Level
max 4,500 xp;
35,000 gp

19th-Level
max 4,500 xp;
45,000 gp

20th-Level
max 4,500 xp;
55,000 gp



Event: _____ Date: _____
 DM: _____ Signature _____ RPGA # _____

This Record Certifies that

 Played by _____ Player _____ RPGA # _____
Has Completed
DM'S CHALLENGE 4
of the
HORRORS NEVER DIE Story Arc
(2006-2007)

Cross out any game effects this character does not gain.

• **Acererak's Thanks:** You have sworn to an oath of cooperation with a top agent of the Vestige Acererak, former demilich of the Tomb of Horrors. Whether he or the Vestige can be trusted, or what effects this oath might have upon your PC, are yet to be determined. For the time being, it's led to a reward for your service. You may choose a single magic item from *Magic Item Compendium* and gain Open access to it or gain Open access to the binder class from *Tome of Magic*. List the item selected here: _____.

• **Act of Cooperation – Orcus:** You have agreed to cooperate with Orcus, an extremely powerful demon lord of the Abyss. Whether he or his minions can be trusted, or what effects this cooperation might have upon your PC, are yet to be determined. For the time being, it's led to a reward for your service. You may choose a single magic item from *Magic Item Compendium* and gain Open access to it or gain Open access to the hellreaver and soulguard prestige classes from *Fiendish Codex II*. List the item selected here: _____.

• **Lyzandred's Thanks:** You have agreed to cooperate with Lyzandred the Mad, an ancient powerful lich wizard. While he is not evil, you know not whether you can trust him or what cooperation with him will lead to. For the time being, it's led to a reward for your service. You may choose a single magic item from *Magic Item Compendium* and gain Open access to it. List the item selected here: _____.

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE (Open Access Gained)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Items Sold	
_____	_____
_____	_____
_____	_____
_____	_____
Total Value of Sold Items <input style="width: 100px;" type="text"/>	
Add 1/2 this value to your gp value	

Items Bought	
_____	_____
_____	_____
_____	_____
Total Cost of Bought Items <input style="width: 100px;" type="text"/>	
Subtract this value from your gp value	

GP

Starting GP

+ GP

GP Earned

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL