

Demon Wishing

A Two-Round Dungeons & Dragons® Living Greyhawk™ Naerie Regional Adventure

Version 1.0

by Dan Hass

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Meta-organizations featured: Armed Forces, Church of Heironeous, Idee Volunteers

A previous task was left uncompleted. The taint of evil, while bound, still infests the area near Osfelred. Heroes are needed to settle the matter once and for all. A sequel to NAE4-02 *The Venomous Temple*. A two-round regional set in Principality of Naerie for Character levels 4-14 (APL 6 to 12).

Resources for this adventure [and the authors of those works] include *Book of Exalted Deeds* [Christopher Perkins], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Greyhawk Regional Feats* (from *Dragon Magazine* #315) [Erik Mona], NAE4-01 *The Living and The Dead* [Jp-Saarinen], NAE4-02 *The Venomous Temple* [Jp-Saarinen], NAE16-01 *Temple Below* [Sampo Haarlaa], *Spell Compendium*, and TSS4-07 *Cat's Grace* [Rainer Nagel].

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard two-round Naerie regional adventure, set near Osfelred (Greenrock). Characters native to the Naerie region pay 1 Time Units per round. All other characters pay 2 Time Units per round.

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

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

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

PREPARATION FOR PLAY

Before start of play, the DM should determine if any PC has any of the following from the adventure NAE4-02 *The Venomous Temple*: Niruc, local hero of Greenrock; Disfavor of House Drien; Favor of House Drien. The DM should also note which (if any) PCs are members of the Armed Forces meta-organization or the Idee Volunteer Sympathizer meta-organization.

NEW RULE ITEMS

Adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

In CY594 adventurers penetrated a devastated temple of Pyremius, the Venomous Temple, near the remote village of Osfelred (Greenrock). In exploring the temple the

adventurers freed an "oracle" of Pyremius, Shesfeh. The adventurers discovered that a glabrezu destroyed the temple and trapped Shesfeh when a *binding* spell was botched. The adventurers did not have the resources to deal with the glabrezu and avoided it.

The temple sits within the territory of House Drien, vassal of House Oedil. House Drien has posted a watch over the destroyed temple to keep out both the unwary and the ill intentioned.

The glabrezu, Falmius, has attracted the attention of a pair of tieflings intent on starting a cult around the demon and they have secretly penetrated the temple to aid their liege. Falmius realizes the only way to break the *binding* is for him to kill the traitor to the congregation of Pyremius that was the reason for the original *binding*.

The traitor is a former member of the Pyremius temple guard named Heikor. Heikor was drawn to Pyremius because of his fascination with fire and advanced to be a sergeant. But Heikor was swayed by the Joramy faith, and left the temple to pursue the faith of Joramy. Guilt over his actions as part of the cult of Pyremius pushed him into the Iron Hills where he travels from community to community helping them improve their lives through the use of fire.

As time has passed, elements of Prince Barzhaan's Royal Army which follow Heironeous have pushed for an expedition to deal with the bound glabrezu, which even though trapped in a subterranean, demolished temple of Pyremius, they still see as an intolerable aberration.

However, during this period senior members of the Hextor segment of the Royal Army were of the opinion that the glabrezu might be a resource that could be exploited if a proper angle could be found. They have been searching for some sort of leverage that could be used to bend the demon to their will rather than just destroy it or send it back to the Abyss. These conflicting points of view have recently come to a head with the Heironeous followers determined to slay the beast regardless of the sentiments of the Hextor followers. With influence within the Royal Army precariously balanced between followers of Heironeous and Hextor, the Hextorites want to insure that the Heironeans don't get the upper hand by completing such a noteworthy mission. To diffuse the difficult political situation within the Royal Army, Prince Barzhaan's advisors are searching for a neutral group to handle the mission.

Meanwhile the leader of House Drien, Sir Guandrem, has been guarding the entrance to the former temple. He has sent advisors to negotiate with the glabrezu over the years, but has met with little success. The ambitious noble originally hoped to acquire access to the demon's monthly *wish* to use in furthering his own goals. He made a small amount of progress, and discovered some information regarding the demon, but it has become apparent that more influential forces within the Principality are determined to eliminate the glabrezu, and his time has run out.

Sir Guandrem believes that the most advantageous solution for him now is to commission his own party to

kill the glabrezu rather than have the honor of such a feat claimed by other entities. He has entrusted his chief aide Dolrich with commissioning such a group.

Finally, the Idee Volunteers have learned that House Haxx's has plans in motion regarding the glabrezu. They have also heard rumors of House Drien's attempts to secure the aid of the demon. Due to their inherent suspicion of the Naerie authorities, they worry that House Haxx (instead of Drien) is planning to strike a deal with the demon, and the Idee Volunteers set plans in motion to prevent this.

ADVENTURE SUMMARY

NAE7-02 *Demon Wishing* is a 2-round regional set in the Principality of Naerie. The PCs are called upon to gather resources and destroy a glabrezu currently bound in the destroyed temple of Pyremius from NAE4-02 *The Venomous Temple*.

Introduction: Members or sympathizers of the Idee Volunteers are called upon to kill the glabrezu before elements of the Royal Army can. Followers of Heironeous are called upon to complete the mission in all haste to avoid Hextor elements sharing credit for the mission. PCs with the Disfavor of House Drien (from NAE4-02 *The Venomous Temple*) are asked to undertake the mission to atone for past grievances. PCs with the Favor of House Drien (from NAE4-02 *The Venomous Temple*) are called to the service of House Drien once more. If no PC in the party has any of the above vested interests the PCs are offered a commission by House Haxx to complete the task without entangling either followers of Heironeous or Hextor.

Encounter 1 [Dolrich seeks help]: By the time the PCs arrive in the vicinity of Osfelred, Dolrich has heard of their mission. He approaches the PCs and offers them information that could aid them. He warns them that the demon is quite strong, and only a well prepared party has any hope. He describes the Suloise *blade of thunder* and explains how such a weapon would be a great help in defeating the glabrezu. He has discovered the whereabouts of such a blade; one was reportedly buried in the hidden crypt of a cleric of Pyremius named Talam. He has learned the general location of the crypt, but the word among aspiring grave robbers is that it is one of the most deadly sites around, so the adventurers need to be skilled.

Encounter 2 [The Crypt of Talam]: The PCs penetrate the tomb of the cult leader of Pyremius, Talam. They have the opportunity to retrieve a Suloise *blade of thunder*, and access a journal detailing a mission Talam took shortly before succumbing to old age. The mission was a raid on the palace in the Abyss of a glabrezu named Falmius. Talam managed to loot a Suloise *blade of thunder* and learn the true name of the glabrezu. However, the escape from

the palace did not go well. Only a handful of the party managed to return, including the young squire, Heikor.

To protect the tomb, the builders tapped into a geothermal vent to engineer a nasty trap.

Encounter 3 [Settling Things with the Idee Volunteers]: Upon returning to Osfelred, the PCs are targeted by outsiders sympathetic to the Idee Volunteers trying to prevent House Haxx's plans. (There is ample opportunity for a role-playing, non-violent solution to this encounter if the PCs convince the outsiders that they are planning to destroy the glabrezu, rather than negotiate with it.)

Encounter 4 [Dolrich's Advice]: Dolrich checks in with the PCs. His research has turned up a reference to Heikor as a key player in the Venomous Temple drama and he has learned Heikor's location: Denshaw, a hamlet in the Iron Hills. If the PCs have not discovered Heikor's involvement, he informs them that Heikor's presence is vital to success.

Encounter 5 [Retrieving Heikor from Denshaw]: The PCs must convince Heikor to aid their cause. Heikor has tried to leave the cult of Pyremius behind, but he is haunted by the memories of his past sins, and consents to help the PCs if properly approached. Heikor shares his knowledge of the glabrezu's true name with the PCs and at APLs below 12 indicates that if it is spoken by a being pure of heart (of good alignment) it has a debilitating effect on the demon lord. From this point on at APLs below 12, it becomes very important for the PCs to insure the safety of Heikor.

Encounter 6 [Back in Osfelred]: Having retrieved Heikor and the sword, the PCs are ready to assault Falmius.

Encounter 7 [Setting Things Right with the Army]: The leadership of the Heironeous faction of the Royal Army and the Hextor faction of the Royal Army are at odds over who should get the glory of disposing of the Glabrezu. The House Drien's guards have been alleviated of security duty at the Venomous Temple entrance, and replaced by a contingent of the Royal Army made up of equal mixes of Heironeons and Hextorites. They are charged with barring any entry (even by members of the Royal Army) until the leaders can sort out a compromise. At higher APLs this arrangement is being overseen by a kolyarut (inevitables specializing in enforcing the details of contracts and agreements).

Dolrich's credentials are useless. The PCs must convince the Royal Army guards (and any inevitable[s] present) that the PCs will insure the current balance of influence is maintained, use stealth to get past the guard, or fight their way past the detail (an unlikely course).

Encounter 8 [The New Trap]: The tieflings accompanying Falmius have constructed a new trap.

Encounter 9 [Falmius]: The PCs finally face Falmius. The encounter presumes that Heikor speaks his true name to weaken him. Falmius has been joined by two tieflings who heard of the glabrezu and aspire to start a cult around him.

Conclusion:

The PCs eliminate Falmius: Since he was actually transported to the Prime Material Plane, he is dead.

The PCs allow Heikor to fall into Falmius' clutches without eliminating Falmius: Falmius immediately kills Heikor. Falmius is thus freed from the binding and returns to the Abyss.

INTRODUCTION

Refer to player handouts 1A-1E. Any PC who has the AR item **Niruc, local hero of Greenrock** (from NAE4-02 *The Venomous Temple*) should review player hand out 1A. Any PC who has the AR item **Disfavor of House Drien** (from NAE4-02 *The Venomous Temple*) should review player hand out 1B. Any PC who has the AR item **Favor of House Drien** (from NAE4-02 *The Venomous Temple*) should review player hand out 1C. Any PC who is a member of the **Army of Naerie** meta-organization should review player hand out 1D. Any PC who is a member of the **Idee Volunteers** meta-organization should review player hand out 1E. If PCs are members of multiple organizations, give them the handout for that which they have higher affiliation score (though they can still score points for all affiliations at the end of the module). If no member of the party has any of these, then the PCs simply find themselves in the vicinity of Greenrock while traveling.

For various reasons, or perhaps on a whim, you have found yourself in the vicinity of the hamlet of Greenrock, a settlement in the dense Sarwyck Forest under the shadows of the Iron Hills. While the area is not considered overly hostile, neither is it considered completely safe. So you have assembled a group of fellow travelers as numbers are usually enough to drive away unforeseen dangers in the wild. The midday meal, prepared along the way has allowed you to get to know those in your party a little better, and by late afternoon you are approaching the fringes of the hamlet.

The PCs have an opportunity to familiarize themselves with each other, if they are not already.

If no PC in the party has received a player handout instructing them to proceed to the inn in Greenrock, the DM should make it clear that it is the obvious place for a group of road-weary travelers to end the day's journey.

Greenrock is a small agricultural community. It has an inn, a shrine to Heironeous (maintained by Cranelarn "Beacon" Gyraldren), and a general store Westor's Goods

(where the PCs may obtain any mundane items from the *Player's Handbook*).

Unless the PCs have a specific objection, once the PCs introduce themselves move to Encounter 1.

👑 **Greenrock** (Hamlet): Conventional; AL NG; 100gp limit; Assets 850gp; Population 170.

Authority figures: Varsarlör, eldest of hamlet (NG male human Ari1)

Important characters: Felmren, Captain of the Guard (LN male human War5), Cranelarn "Beacon" Gyraldren (LG human male Pal1), Fionyann, cleric of Atroa (NG female human Clr2), Ejuak Sverann, keeper of Boar's Fortitude Inn (CG male human Ftr6), Westor Greenfeet, keeper of Westor's Goods (CG male halfling Brd2).

1: DOLRICH SEEKS HELP

Once the PCs enter the inn, read aloud or paraphrase the following.

The inn's common room is nearly empty in the lull between the midday and evening meal. The only occupants are the innkeeper who gives your party an inviting smile, and a lone patron sitting at a table nursing a tankard of ale. The patron notices you and smiles as if he is expecting you. He wears fine clothes unstained by daily labor and an obvious signet ring marks him as a noble. An impressive lance leans against the wall within easy reach. He is middle aged and bears scars which indicate that his life has been battle-filled. With a casual wave of his hand he invites your party to sit with him.

🗡 **Dolrich of Eragern:** male human (Oeridian) fighter 5; hp 45; see Appendix 1.

Appearance: Stout, bearded middle-aged man. Has several battle scars. Wears a traveler's outfit and for protection he has chainmail (which is not used currently).

Personality: Highly charismatic and intelligent soldier who is very good in disguising his true motives. Absolutely loyal to House Drienn.

Dolrich, the lone patron, introduces himself. His contacts in the area have given him a few minutes warning of the PCs arrival. He attempts to persuade the PCs to his mission. If the PCs threaten or attempt to intimidate him, he politely ends the discussion and leaves the PCs to their own devices to complete their objectives without his direction.

Dolrich holds the title of Chief Advisor to Sir Guandrem, head of House Drien. He has served House Drien all his life; in his younger years he was a warrior for the House. His loyalty and honesty won his current diplomatic position. Under authority of Sir Guandrem, he is arranging an expedition to eliminate the glabrezu inhabiting the ruined temple of Pyremius. He has heard

of the PCs, and hopes they are capable of fulfilling the mission. He offers them 500 gp each, the gratitude of House Drien, and the benefit of his information and advice.

Once the PCs agree to the assignment he warns them that the glabrezu is quite powerful and only a well-prepared party has any hope of killing it. He has learned of the *Suloise Blade of Thunder*, and believes it will help the PCs in their goal.

Dolrich can give a full accounting of the properties of a *Suloise Blade of Thunder* (see Appendix 2).

Dolrich knows the general vicinity of the crypt of Talam. Talam was a cleric of Pyremius, and rumors have it that the treasure he was buried with contained a *Suloise Blade of Thunder*. Dolrich can give the PCs directions to it. Proceed to Encounter 2

If the PCs accept Dolrich's commission: proceed to Encounter 2: The Crypt of Talam.

If the PCs do not take Dolrich's commission: The location of the Venomous Temple is a DC 12 Knowledge (Geography), Knowledge (local: the Splintered Suns), Gather Information, or Bardic Knowledge check. The PCs may proceed directly to Encounter 8 (but this could be disastrous – especially for APLs less than 12).

The location of Talam's Crypt (hidden in the Iron Hills) is a DC 25 Knowledge (Geography), Knowledge (local: Splintered Suns), or bardic knowledge check. Should a PC succeed on any of these checks the party may proceed directly to Encounter 2.

Heikor's history and current location (aiding the community of Denshaw) is a DC 20 Gather Information check or DC 25 Knowledge (local: Splintered Sun), or Bardic Knowledge check. Should a PC succeed on any of these checks the party may proceed directly to Encounter 5, but should also have Encounter 3 along the way.

Previous Traps in the Venomous Temple: Some PCs may remember that the temple had three traps at the main entrance. Those PCs who played NAE4-02 *Venomous Temple* still know the three prayers (of blade, poison and fire) to pass them safely. However, Dolrich notes that apparently the army has destroyed some of the archways and the traps appear non-functional.

Troubleshooting: It is possible that PCs attitude towards Dolrich is negative due to his actions in previous adventures and that they are inclined to attack him. If the PCs do so, they should be counseled that unprovoked murderous behavior is construed as an evil act and certainly as an illegal one.

Using the Resources of Greenrock: Greenrock has modest supplies in it and aside from holy water that Cranelern sells, there is very little that the PCs can gain from here. If they need a good aligned individual to say the words, Cranelern can come along and even fight (DMG 120), though he probably cannot achieve much.

However, if PCs need spellcasting help, Sarwych forest is home to Grensham (N male human Drd4/Clr1/Divine Oracle3) and his brown bear animal companion Moorteeth. PCs might have met him in NAE4-01 *The Living and the Dead* or in NAE16-01 *Temple Below* and he is willing to supply any 4th level or lower druid spell from PHB, including *reincarnate*, though Grensham probably needs to rest to prepare the appropriate spell. Grensham does not take part in combat against the glabrezu. The PCs may also learn about Grensham on a successful DC 20 Knowledge (local: the Splintered Suns) or DC 15 Gather Information check in Greenrock.

2: THE CRYPT OF TALAM

Once the vicinity of the crypt of Talam is known, it requires a DC 30 Search or DC 25 Survival check in the vicinity to actually locate the entrance. If the check fails, the PCs are unable to recover the blade but module is not over.

Alternately, a DC 30 Knowledge (local: the Splintered Suns), DC 25 Knowledge (geography), or DC 35 Bardic Knowledge check can pinpoint the entrance without the need for a Search or Survival check. If a PC has a different mechanism for pinpointing the secret entrance, the DM may substitute it or grant an appropriate circumstance modifier at the DM's discretion.

❖ **Crypt Secret Door:** 8 in. thick stone; hardness 8; hp 120; AC 3; Break DC 25; Open Lock DC 25.

Once the PCs gain entrance, read aloud or paraphrase the following:

A dark, 5' wide, winding passage stretches down into the bowels of the Iron Hills.

Refer to DM Map #1. After 250 feet of descent, the passage opens into chamber 2A.

ROOM 2A: THE ANTECHAMBER

Read aloud or paraphrase the following:

A 25' square chamber has been carved from the bedrock. On one side is the passage to the surface, at the other is a stone door. Twenty piles of unnaturally white bones rest in various places around the room; one such pile of bones lies sprawled twenty-five feet up the hallway.

The bones are the remains of previous grave robbers who fell prey to the door's trap. If the bones are examined, a DC 25 Heal check can determine that the cause of the unnatural whitening is a scouring effect from repeated exposure to intense heat.

If the room is searched, a DC 30 Search check reveals dozens of roughly circular vents in the floor, walls, and ceiling.

If an attempt is made to open the stone door, the room's trap is encountered. The constructors of the crypt have tapped into a nearby geothermal vent, and engineered a blast of superheated gas to fill the room and the first thirty feet of the passage to the surface.

❷ **Trapped Burial Chamber Door:** 8 in. thick stone; hardness 8; hp 120; AC 3; Break DC 25; Open Lock DC 25.

APL 6 (EL 8)

↗ **Geothermal Vent Trap:** CR 8; mechanical; touch trigger; auto reset each round that the door is open or being manipulated; 10d6 fire damage; DC 16 Reflex for half; multiple targets (all within chamber 2A and 30 feet up the passage); Search DC 25; Disable Device DC 25.

APL 8 (EL 10)

↗ **Geothermal Vent Trap:** CR 10; mechanical; touch trigger; auto reset each round that the door is open or being manipulated; 14d6 fire damage; DC 19 Reflex for half; multiple targets (all within chamber 2A and 30 feet up the passage); Search DC 27; Disable Device DC 27.

APL 10 (EL 12)

↗ **Geothermal Vent Trap:** CR 12; mechanical; touch trigger; auto reset each round that the door is open or being manipulated; 16d6 fire damage; DC 22 Reflex for half; multiple targets (all within chamber 2A and 30 feet up the passage); Search DC 30; Disable Device DC 29.

APL 12 (EL 14)

↗ **Geothermal Vent Trap:** CR 14; mechanical; touch trigger; auto reset each round that the door is open or being manipulated; 18d6 fire damage; DC 24 Reflex for half; multiple targets (all within chamber 2A and 30 feet up the passage); Search DC 33; Disable Device DC 33.

ROOM 2B: BURIAL CHAMBER

When the PCs access room 2B read aloud or paraphrase the following:

A 25' by 30' chamber hewn from the living earth is dominated by a large altar in its center. The base of the stone altar is decorated with carvings of flames. The upper portion overlooking the altar's flat sacrificial surface is carved into the image of a demonic human with bat wings for ears.

The wraiths are three inches inside the stone walls on either side of the altar. Since they are inside the wall, their lifesense (for the dread wraiths) is blocked. They must rely on their Listen check to discern when the PCs are near the altar. Refer to *Players Handbook* 78 for dull details of using the Listen skill. Generally, it is a DC 15 Listen check for the wraiths to hear the PCs approach the altar. If the PCs are actively using Move Silently, the PC receive a +10 modifier because of the stone wall.

The altar radiates faint evocation and a moderate aura of evil. A DC 12 Knowledge (religion) check recognizes it as an altar to Pyremius. It is constructed and imbued so that it bathes the burial chamber in a perpetual *desecration* (caster level 15). Wraith(s) guard the burial chamber in wait of living creatures to enter.

The EL of the encounter have been increased by one to reflect the altar's *desecrate* effect (-6 on turn checks, wraiths have a +2 profane bonus to attacks, +2 hit points per HD).

❷ **Profane Altar:** 48 in. thick stone; hardness 8; hp 720; AC 3; Break DC 25; Open Lock DC 25.

APL 6 (EL 8)

➤ **Wraith (2):** hp 32 (42) each; *Monster Manual* 258.

APL 8 (EL 10)

➤ **Wraith (4):** hp 32 (42) each; *Monster Manual* 258.

APL 10 (EL 12)

➤ **Dread Wraith:** hp 104 (134); *Monster Manual* 258.

APL 12 (EL 14)

➤ **Dread Wraith (2):** hp 104 (134) each; *Monster Manual* 258.

Tactics: The wraiths try to concentrate their attacks against a single target and drain him. Wraiths are intelligent undead though and if their current target appears invulnerable to draining attacks, they can switch to more easier targets such as unarmored targets or even familiars.

Remember that the unnatural aura of the wraiths is blocked while inside the walls and they might very well surround animal companions first, seeing them as easy targets who will flee and provoke attacks of opportunity.

Treasure: Once the wraiths are dealt with, the PCs are free to plunder the crypt. Within the sarcophagus the PCs find the following. Hand them Player Handout 2.

APL 6: Magic 859 gp; Suloise blade of thunder (693 gp), papyrus of deception (166 gp), Talam's Journal (Player Handout 2).

APL 8: Magic 859 gp; Suloise blade of thunder (693 gp), papyrus of deception (166 gp), Talam's Journal (Player Handout 2).

APL 10: Magic 1,567 gp; Suloise blade of thunder (693 gp), papyrus of deception (166 gp), ring of force shield (708 gp), Talam's Journal (Player Handout 2).

APL 12: Magic 1,754 gp; Suloise blade of thunder (693 gp), papyrus of deception (166 gp), ring of force shield (708 gp), elemental gem (fire) (187gp), Talam's Journal (Player Handout 2).

Detect Magic Results: Elemental gem (Moderate Conjunction), papyrus of deception (Faint Divination), ring of force shield (Moderate Evocation), Suloise blade of thunder (Faint Necromancy).

Anyone grasping the *Suel Blade of Thunder* becomes immediately aware of its powers and the magic lingering in it makes it count as a lawful aligned weapon.

Development: Having retrieved the *Suloise Blade of Thunder*, the PCs presumably head back to Osfelred. By this time the Idee Volunteers are aware of their mission and they intercept the PCs on their way. Move to Encounter 3.

However, there is a possibility they may head straight for Denshaw. Heikor's history and current location (aiding the community of Denshaw) is a DC 20 Gather Information check or DC 25 Knowledge (local: Splintered Sun), or Bardic Knowledge check. Should a PC succeed on any of these checks the party may proceed directly to Encounter 5, but should also have Encounter 3 along the way.

If all members of the party are killed here, move to the Conclusion.

3: SETTLING THINGS WITH THE IDEE VOLUNTEERS

This encounter should take place sometime before the PCs actually penetrate the Venomous Temple. The most probable time is when the PCs are returning to Osfelred from Talam's Crypt or Denshaw. However, if the PCs have deviated from the expected course of the adventure, the DM should insert this encounter at an appropriate time and place. As the PCs near Osfelred, a group of Eladrins in league with the Idee Volunteers challenge them regarding their motives. Refer to DM Map: Eladrins' Challenge. Read aloud or paraphrase the following.

As you near Greenrock, from a copse of trees approximately 100 feet ahead a group of flying figures emerge and blocks your progress. There are two (APL6 & 10)/four (APL8 & 12) creatures who look like elves, dressed in fine clothing. They wield (APL 6-8) longbows/ (APL10-12) greatswords on their hands.

There is a good chance the PCs can avoid combat with the Eladrins. Their concern is that House Haxx will enlist the glabrezu rather than destroy it. The Eladrins are hostile and suspicious, but not necessarily violent. They pause above the tree tops and challenge the PCs rather than immediately attack. If the PCs can convince the Eladrins that the PCs are sincere in their attempt to kill the glabrezu they leave without a fight.

This should be fairly easy if any of the PCs are members of the Idee Volunteers. If the PCs are obviously members of the Army, it should be much harder to convince the Eladrins. The DM should take care to apply the appropriate favors and meta-organization modifiers to social interactions with the Eladrins. The important thing to note is that the PCs do not need to convince the

Eladrins that the PCs are not in league with House Haxx to avoid combat; the PCs need only convince the Eladrins that they sincerely intend to kill the glabrezu rather than ally with it in some way.

However, if after several minutes of discussion the Eladrins are still suspicious (hostile or unfriendly), they try to eliminate the PCs.

If combat ensues, the Eladrins use non-lethal tactics at first. However, once any PC attacks with lethal force, the Eladrins switch as well. The DM should refer to *Dungeon's Master's Guide* 87 for the rules on how trees and light undergrowth affect combat (tree squares provide +2 AC bonus, +1 Reflex saves; light undergrowth costs twice movement, provide concealment, +2 DC to Tumble and Move Silently checks).

APL6 (EL 8)

👉 **Bralani** (2): hp 45 each; see *Monster Manual* 93.

APL8 (EL 10)

👉 **Bralani** (4): hp 45 each; see *Monster Manual* 93.

APL10 (EL 12)

👉 **Firre** (2): hp 44 each; see Appendix 1.

APL12 (EL 14)

👉 **Firre** (4): hp 44 each; see Appendix 1.

Tactics: Eladrins seek to maintain their distance, relying on ranged weapons and spells. If seriously wounded, they retreat slightly and use healing magic. If they run out of healing, they retreat. Note that being summoned creatures, they are vulnerable to certain spells such as *protection from law*.

Treasure:

As the Eladrins are summoned to the Prime Material, if they are killed they and their equipment disappear and return to their native plane of existence.

Development: If the Eladrin overcome the PCs, the PCs adventure ends here; move to the Conclusion. The Eladrin hold the PCs (even dead ones) in a safe house of the Idee Volunteers for the duration of the adventure.

If the PCs attack the Eladrin with lethal force, regardless of the outcome they gain the **Enmity of the Idee Volunteers** noted on their AR.

If the PCs return to Osfelred, Dolrich makes contact with them in Encounter 4. If they have gleaned Heikor's location in Denshaw they may proceed to Encounter 5. If the PCs are ready to head to the Venomous Temple, they may proceed to Encounter 7 (though for lower APL parties, it will probably be disastrous to proceed to Encounter 7 without Heikor).

4: DOLRICH'S ADVICE

When the PCs return to Osfelred, Dolrich's contacts inform him of the PCs arrival, so that he is expecting

them. If the PCs refused his enlistment in Encounter 1, he offers again (refer to Encounter 1 for aid in role-playing this situation). If the PCs are acting on his orders, he makes friendly contact to determine their progress and provide further guidance.

As before, Dolrich sits alone in the inn's common area and does not appear surprised when you enter. He again offers to share his table and provide refreshing beverages of your choice.

Dolrich will be encouraging, even excited, once he sees that the PCs have retrieved the *Suloise Blade of Thunder*.

If the PCs show him Talam's journal he notes that it confirms information he has learned about independently.

If the PCs question that blade does not seem to be of much use against the glabrezu, he apologizes for this but says he is more than willing to buy it for House Drien.

Dolrich has determined that Heikor is a key element in resolving the glabrezu issue. He urges the PCs to proceed to Denshaw and acquire his aid. If he is willing to come voluntarily, fine, but just in case, Dolrich provides PCs with an official warrant written by Sir Guandrem himself, and bearing a signet imprint of approval by House Drien as well. It empowers the possessor of the warrant to take Heikor into official custody.


If the PCs do not know the location of the hamlet of Denshaw, he directs them to its location in the southernmost foothills of the Iron Hills.

Development: Presuming the PCs go to Denshaw, proceed to Encounter 5. If the PCs decide to make straight for the Venomous Temple proceed to Encounter 7.

5: RETRIEVING HEIKOR FROM DENSRAW

When the PCs arrive at Denshaw read aloud or paraphrase the following:


Denshaw is spread over a large area in the Iron Hills. From the number of houses, you may guess that there must be almost three hundred people living in this place. The village center is formed around a communal area with some sort of administrative building, two inns, a blacksmith and four small shrines. shrines.

 **Denshaw (Hamlet):** Conventional; AL (L)N; 100 gp limit; Assets 1600 gp; Population 324; Mixed (82% human, 3% halfling, 5% elf, 6% dwarf, 3% gnome, 1% half-elf).

Authority Figures: Rurigan Volck, N human male aristocrat 5 (mayor); Lamidia Berrgen, LN human female warrior 4 (chief constable)

Important Characters: Aeppelwine Harst, NG human female cleric of Merikka; Berionna, N half-elf female druid 4 of Beory; Groggo Berkomm, CG male gnome ranger 2; Malkam Hammerhome, NG dwarf male expert 3 (smith); Tordak Hammerhome, NG dwarf male expert 3 (trader); Volgan Ernsting, LN human male cleric 3 of Zilchus.

The fourth shrine is Heikor's project, dedicated to Joramy.

 **Heikor:** male human fighter 3/cleric 2; hp 34; Appendix 1.

Appearance: Heikor is in his early thirties, but there is a forlorn quality to his demeanor that causes him to seem older than his years.

Heikor's taint: Heikor bears a taint from his expedition to the Abyss and subsequent conversion to neutral good. As a priest of Joramy he radiates an aura of good. Heikor also radiates a perpetual faint aura of transmutation. When he speaks of the demon, Falmius, the aura's intensity spikes to a medium aura. *Detect magic* or *detect good* automatically detect this aura. A DC 20 Spot check sees a barely visible halo when this spike occurs. effect could exert protections against Falmius.

Heikor's location: Heikor is not hard to find. He has reformed and dedicated himself to a life of service to make amends for the cruelty he helped bring to the world while a member of the Venomous Temple. He spends his time performing services at the shrine he has erected to Joramy, helping Malkam (the hamlet's smith), and generally aiding the community members in any way he can to atone for the transgressions of his youth.

Heikor's history: Heikor was orphaned as a child, and grew to adolescence by foraging in the countryside. From his childhood he was fascinated by the power and beauty of fire, and Talam played upon this fascination to draw Heikor into the Venomous Cult as an adolescent. Heikor became Talam's personal aide.

Heikor admits to his involvement with the Venomous Temple with regret and embarrassment. He hopes to eventually do enough good to balance the evils he participated in as a member of the cult.

If asked to recount the details of the expedition to the Abyss, Heikor expression grows weary and pained. He suffers post traumatic shock from the affair, and can relate only general details. Talam had discerned the location of a keep in the Abyss where a particular glabrezu had a *Suloise Blade of Thunder* in his hoard. Talam assembled a party of a dozen worshipers of Pyremius of various disciplines to invade the keep and retrieve the blade. The other party members were free to split any additional loot they confiscated, but the *Suloise Blade of Thunder* was promised to Talam as condition for participation in the expedition. Talam opened a gate to the Abyss using a ritual that Heikor is still not familiar with. It may have been unique in nature. The party proceeded through the gate and invaded the small keep of a demon native to the environment. The chaotic

nature of the area was disturbing but things started well. The keep was infiltrated with minimal casualties and the demon's inner sanctum penetrated. In addition to the *Suloise Blade of Thunder* considerable other treasure was found, and the true name of the glabrezu discovered – Falmius. At some point, however, the party triggered an alarm, because the exit was a gauntlet. Dozens of demons attacked the party as they made their way across the mile or so to the still open gate. Those who fell had to be abandoned, as the onslaught was continuous. Eventually, three of the party exited the gate – Talam, an arcane caster whom Heikor does not know, and Heikor.

Shortly after the expedition Talam succumbed to old age. There was a measure of chaos as lesser personages vied to be the next leader, and Heikor took the opportunity to loot some of the cult's treasury and escape the Venomous Temple. As he matured his conscience evolved, and his actions while in the cult grew to haunt him. He converted to the faith of Joramy and used his remaining loot to establish the shrine, and to provide seed capital to build smithies in a handful of hamlets nearby.

Occasionally, would-be assassins of Pyremius attempt to reap vengeance upon him for his treason, but thus far he has escaped them all.

Heikor agrees to accompany the PCs to Osfelred, and even face Falmius if asked to do so. However, he insists on PCs removing all of their items and subjecting PCs to both *detect magic* and *detect evil* so he can be sure they don't have possible spells which might conceal their alignment. If PCs don't go along, he tells the true name of Glazrebu but does not come along voluntarily.

Development: If the PCs return to Osfelred to confer with Dolrich, proceed to Encounter 6. If they proceed directly to the Venomous Temple proceed to Encounter 7.

6: BACK IN OSFELRED

When the PCs return to Osfelred, if the PCs refused his enlistment in Encounter 1, he offers again (refer to Encounter 1 for aid in role-playing this situation). If the PCs are already acting on his orders, he makes friendly contact to determine their progress and provide further guidance.

As before, Dolrich sits alone in the inn's common area and does not appear surprised when you enter. He again offers to share his table and provide refreshing beverages of your choice.

Dolrich forewarns them that the military has posted a guard at the Venomous Temple entrance to keep out intruders, but provides the PC with authorization to enter.

Development: If the PCs proceed to the Venomous Temple with Heikor, proceed to Encounter 7.

7: SETTING THINGS RIGHT WITH THE ARMY

As the PCs approach the entrance to the Venomous Temple read aloud or paraphrase the following.

The outline of a stone entryway that was probably once hidden is clearly discernable in a 20' tall cliff face. On relaxed, but alert duty around the entrance a group of well armed figures pass the time. However, they do wear the livery of the Royal Army, not of House Drien.

Refer to DM Map: Temple Guard Post. The DM should refer to *Dungeon's Master's Guide* 87 for the rules on how trees and light undergrowth affect combat (tree squares provide +2 AC bonus, +1 Reflex saves; light undergrowth costs twice movement, provide concealment, +2 DC to Tumble and Move Silently checks).

The Heironeous and Hextor factions of the Royal army are at odds as to what the composition of a party to deal with the glabrezu should be (as that would likely determine which faction gained the glory of the expedition). While the matter is being negotiated, they have stationed a delegation composed of equal components from each faction at the door.

Dolrich's passes are useless with this delegation. To gain admittance, the PCs must use stealth to pass, negotiate with the delegation and convince them that they will preserve the current balance, or use subterfuge (Forgery, Bluff, and so on) to convince the delegation that they are authorized by both the Hextorites and Heironeans to penetrate the temple.

Stealth: The guards are not on alert so presume they take 10 on Spot, Listen, and other relevant checks to notice PCs using skills such as Hide and/or Move Silently. However, there is no real cover in which to hide so PCs require methods such as Hide in Plain Sight if they wish for this to succeed. The PCs may also have magical means of entering the temple undetected, and this is an acceptable method of overcoming the challenge presented by the guards.

Negotiate: All the guards are rather displeased about being placed in the middle of nowhere, and begin any negotiations as unfriendly. If their disposition is changed to helpful, and they are convinced that the PCs will work to keep the status quo, they allow the PCs to enter the temple. However, if the PCs are expecting to kill the glabrezu in the name of any vested party, even if helpful, they do not allow entry.

Friends in high places: If everything else fails, some groups might have several favors with noble houses and army. In this case, petitioning to House Haxx or Oedil can work. See the development section.

Subterfuge: It is conceivable that PCs could opt to use tactics such as Bluff, Disguise, or Forgery to trick the guards into allowing entry. Tactics such as these are

acceptable methods of overcoming the challenge of the encounter, but if such subterfuge is detected by the guards, combat ensues immediately.

🗡️ **Temple Door:** 8 in. thick stone; hardness 8; hp 120; AC 3; Break DC 25; Open Lock DC 25.

APL6 (EL8)

🗡️ **Heironean** (2): human fighter 4; hp 34 each; see Appendix 1.

🗡️ **Hextorite** (2): human fighter 4; hp 34 each; see Appendix 1.

APL8 (EL10)

🗡️ **Heironean** (2): human fighter 6; hp 51 each; see Appendix 1.

🗡️ **Hextorite** (2): human fighter 6; hp 51 each; see Appendix 1.

APL10 (EL12)

🗡️ **Heironean** (4): human fighter 6; hp 51 each; see Appendix 1.

🗡️ **Hextorite** (4): human fighter 6; hp 51 each; see Appendix 1.

APL12 (EL14)

🗡️ **Heironean** (4): human fighter 6; hp 51 each; see Appendix 1.

🗡️ **Hextorite** (4): human fighter 6; hp 51 each; see Appendix 1.

🗡️ **Kolyarut:** hp 91; see *Monster Manual* 159

Tactics: Only the Hextorites use lethal force initially. However, if the PCs use lethal force during combat against any of the guards (even only the Hextorites), all the guards switch to lethal force.

Treasure: If the PCs overcome and loot the guards, they find that no merchant will purchase the looted equipment as it features symbols of the army and even personal signs of these experienced soldiers. Eventually all of it is reclaimed by the Royal Army.

Development: As long as the PCs do not end up in combat with the guards, or do not use lethal force, and kill the glabrezu, they suffer no negative consequences, even if they knock all the guards unconscious. However, if combat ensues with the guards and the PCs use lethal force, or if combat ensues with the guards and the PCs do not kill the glabrezu, they have broken the Prince's law and suffer the appropriate consequences at the conclusion. If guards hear the combat in the temple, they do not interfere however as they know the glabrezu is too strong for them.

Presuming the PCs are successful in entering the temple refer to DM Map: Venomous Temple and move to Encounter 8; otherwise the PCs' adventure ends here (move to the Conclusion).

Friends in high places: If PCs decide to ask noble houses for permission to enter temple, they can petition to House Oedil which is closer and within a distance of a horse ride. Petitioning to House Haxx requires *teleport* or some other means of getting to Naerie City. Requesting an audience requires a courtier's outfit and at least 50 gp of jewelry. If the PC has rich/luxury upkeep, this is assumed to cover this cost. Otherwise it must be bought. Naturally everything that could be considered a weapon is not allowed to an audience chamber. However, only one PC may ever ask for this audience and no other PCs may accompany him.

House Haxx: Audience with House Haxx takes place in their mansion in Naerie City. Servants and guards direct the PC to an audience chamber.

The guards show you to an audience chamber inside the manor. There are no windows in the wall. Two everburning torches illuminate the room, casting the corners in shadows. Two comfortable looking couches are opposite a mahogany desk and beyond that, another door leads further into manor of Barzhaan Haxx.

Have the PC make a Spot check against Malcha. If the PC beats DC 35 spot check, read the following:

In the shadows, blending to it almost unnaturally, stands an Oeridian man, observing you. He has simple but expensive clothing and appears unarmed.

Once the PC sits down, Malcha introduces himself as Norbelon, "an associate of the Prince". His shadow companion hides in the floor and does not take part in this scene. He addresses the PC by his/her name and ask what he/she wants from the Prince. To gain entrance to the Venomous Temple, the PC must make a Diplomacy check. In all cases, Malcha walks to the nearest shadow and then moves to the other side of the wall thanks to his *shadow walk* ability. He relays the request to Barzhaan and comes back the same way.

If the PC succeeds in a DC 15 Diplomacy check, then Malcha informs that going over the army's authority like this requires a few favors to be asked. The PC making the request must expand one favor with House Haxx, the Army of Naerie or the Church of Heironeous/Hextor. Doing this grants the PCs permission to explore the Venomous Temple for 48 hours. Succeeding in a DC 25 Diplomacy check requires the favor as well but gives the PCs a week. Succeeding in a DC 40 check means no favor has to be spent and the PCs have unlimited time to explore the venomous temple (though in practical terms the churches will finally agree on terms in about two weeks). Any of these results causes the PC to be noticed and he gains the **Friends in High Places** favor to his

AR. If the checks are failed, Malcha informs that the Prince cannot look into the matter now.

✦ **Malcha Toraya, "Barzhaan's Assassin":** LE male Ftr4/Ran1/Mnk2/Assassin1/Shadowdancer4.

Appearance: An Oeridian man of indeterminable age; dresses in simple but expensive gray clothing with few ornaments.

Personality: Dedicated, fanatically loyal.

House Oedil: Audience with House Oedil takes place in Castle Vinge in Ekehold. In Ekehold, several "Redswords" escort the PC to an audience with Jadale, Berik Oedil's new guard captain.

The office of Jadale, guard captain of Berik Oedil is simple but effective. Few chairs are placed in front of her table and she motions you to sit.

He will address the PC by his/her name and ask what he/she wants from the Prince. To gain entrance to the Venomous Temple, the PC must make a Diplomacy check. If the PC owns any House Oedil favors, this check is automatically successful (as if he/she made a DC 25 Diplomacy check). Having a **A good standing with Berden** from NAEI6-01 Temple Below gives a +2 circumstance bonus to this check. If the PC succeeds in a DC 15 Diplomacy check, Jadale informs that going over the army's authority like this requires a few favors to be asked. The PC making the request must expand one favor with the Army of Naerie or the Church of Heironeous/Hextor. Doing this grants the PCs permission to explore the Venomous Temple for 48 hours. Succeeding in a DC 25 Diplomacy Check requires a favor as well but gives the PCs a week. Any of these results causes PC to be noticed and he gains the **Friends in High Places** favor to his AR. If checks are failed, Jadale informs that Berik Oedil cannot go over the authority of the churches now.

✦ **Jadale:** female fighter 5 (AL LN).

Appearance: An Oeridian woman with brown hair, blue eyes. Dressed in chainmail showing the coat of arms of House Oedil (Ahliissan coat of arm where the nightingales have been replaced by a black wolf)

Personality: Dedicated, though uncertain in her new post after being promoted when the previous guard captain Brymar turned traitor and escaped into the Iron Hills (his whereabouts are still unknown).

8: TEMPLE ENTRANCE HALL

When the PCs enter the Venomous Temple read aloud or paraphrase the following when the PCs enter Room A:

The underground structure is clearly in a state of neglect. The walls appear to be crumbling, and virtually all the side passages have collapsed. Legend states that three great entry arches to the temple

triggered potent traps; the remnants of three prominent arches are clearly visible along the entry passage, but they are in such a state of disrepair that any traps they may have once triggered is clearly non-functional now. A set of great double doors are opposite the entryway, and side doors are to each side.

Refer to DM Map: Decaying Venomous Temple. A DC 12 Knowledge (architecture and engineering) or Stonecunning check reveals that while in a state of decay, the passages are stable enough to allow safe access. A DC 18 notes signs of actual vandalism in addition to the natural decay from the three years that the temple has been unattended.

The basic structure remains sound, but all previous traps and secret doors have been exposed by previous parties.

Whenever any creature of small or larger size enters the square marked with a "T" it trigger's the tieflings' trap. The trap causes a shower of debris to rain down on anyone in the Entry Hall. Also the noise it makes is so obvious that it forewarns Falmius and the tieflings of the PCs' approach (which is the trap's primary function).

APL 6 (EL 7)

✦ **Falling Debris Trap:** CR 7; mechanical; filament wire trigger; manual reset; 8d6 bludgeoning damage (falling debris); DC 15 Reflex avoids; multiple targets (all within Entrance Hall); Search DC 42; Disable Device DC 42.

APL 8 (EL 9)

✦ **Falling Debris Trap:** CR 9; mechanical; filament wire trigger; manual reset; 12d6 bludgeoning damage (falling debris); DC 15 Reflex avoids; multiple targets (all within Entrance Hall); Search DC 46; Disable Device DC 46.

APL 10 (EL 11)

✦ **Falling Debris Trap:** CR 11; mechanical; filament wire trigger; manual reset; 16d6 bludgeoning damage (falling debris); DC 15 Reflex avoids; multiple targets (all within Entrance Hall); Search DC 50; Disable Device DC 50.

APL 12 (EL 13)

✦ **Falling Debris Trap:** CR 13; mechanical; filament wire trigger; manual reset; 20d6 bludgeoning damage (falling debris); DC 15 Reflex avoids; multiple targets (all within Entrance Hall); Search DC 55; Disable Device DC 55.

The terrain in Venemous Temple is somewhat rough and uneven, so all floors except in main room with Glazrebu and the walkaway above it count as uneven floor, requiring DC 10 Balance check to run or charge across. The stairs lead up to old library and offer easiest access to

walkway where Tiedfling Arcanist is. See the map of Venomous temple for layout.

Development: If the PCs set off the trap, the rumble and noise of the trap is so great that it automatically alerts Falmius and the tiedflings. The DM should keep an accurate estimate of the number of rounds between the time the PCs trigger the trap, and the time they enter the Great Ceremonial Hall in order to accurately take into account the buffing that the tiedflings have in place.

9: FALMIUS

When the PCs enter the Room B, read aloud or paraphrase the following

From the double doors this room is 30 feet wide, 30 feet high, and 45 feet long. The shattered remains of an altar lie across the far end. There are several other exits and the remains of a balcony that once overlooked the room. In the center of the room is an enormous creature. It stands over 15 feet tall, with pitch black skin and eyes which glow with a violet light. Its head is doglike with sharp fangs. Its four well-muscled arms are tense, ready to strike at any moment. The upper arms end in powerful pincers; the lower ones are clawed hands.

Refer to DM Map: Decaying Venomous Temple; the locations of Falmius (F), the tiedfling Sneak (S), and the tiedfling Arcanist (A) are marked. PCs familiar with NAE4-02 *The Venomous Temple* may be expecting a wall of force to be in place. The tiedfling arcanist managed to remove it some time ago. If forewarned by the trap in the entrance chamber the tiedflings are hiding and/or invisible. If the trap was not triggered, or the PCs can detect the tiedflings describe them appropriately as humanoids with vaguely human appearance except they have tiny horns, tails and cloven hoofs.

The PCs may be inclined to negotiate with Falmius, but if the PCs do not immediately attack, Heikor rushes boldly forward and spout the glabrezu's true name, Falmius. This triggers initiative.

APL6 (EL9)

- **Emasculated Glabrezu:** hp 57; see Appendix 1.
- **Tiedfling Sneak:** tiedfling rogue 5; hp 27; see Appendix 1.
- **Tiedfling Arcanist:** tiedfling wizard 5; hp 21 (32); see Appendix 1.

APL8 (EL11)

- **Withered Glabrezu:** hp 92; see Appendix 1.
- **Tiedfling Sneak:** tiedfling assassin 2/rogue 5; hp 37; see Appendix 1.
- **Tiedfling Arcanist:** tiedfling wizard 7; hp 39 (52); see Appendix 1.

APL10 (EL13)

- **Amazed Glabrezu:** hp 135; see Appendix 1.
- **Tiedfling Sneak:** tiedfling assassin 4/rogue 5; hp 47; see Appendix 1.
- **Tiedfling Arcanist:** tiedfling wizard 9; hp 49 (64); see Appendix 1.

APL12 (EL15)

- **Glabrezu:** hp 174; see *Monster Manual* 43.
- **Tiedfling Sneak:** tiedfling assassin 6/rogue 5; hp 57 (69); see Appendix 1.
- **Tiedfling Arcanist:** tiedfling wizard 11; hp 70 (86); see Appendix 1.

Tactics: The rogue/assassin likely is hiding in his darkness when combat ensues (and there's really not a lot of room for non-violent resolution with a glabrezu). He examines whoever appears to be an arcane caster or rogue for the first three rounds in order to deliver a death attack. Remember that it can only be used with a melee attack, which might limit potential targets.

The wizard tries to control the environment with summoned creatures and spells such as *web*, *Evard's black tentacles* (sculpted to maximize control), and *wall of force*. His task is to control the battlefield and allow Falmius to do his damage with the support of the rogue/assassin.

If it looks like Falmius has combat well in hand, the rogue assassin may cast a *darkness*, *invisibility*, or *obscuring mist* to Hide, and make a second death attack (if possible – concealment does prevent them from making a death attack).

Treasure:

APL 6: Loot 232 gp; Magic 770 gp; +1 chain shirt (104 gp), gauntlets of ogre power (333 gp), headband of intellect (+2) (333 gp); Total 1,002 gp.

APL 8: Loot 351 gp; Magic 1,437 gp; +1 chain shirt (104 gp), amulet of health (+2) (333 gp), gauntlets of ogre power (333 gp), (2) headband of intellect (+2) (333 gp each); Total 1,788 gp.

APL 10: Loot 506 gp; Magic 2,771 gp; +1 chain shirt (104 gp), (2) headband of intellect (+4) (1,333 gp each); Total 3,277 gp.

APL 12: Loot 650 gp; Magic 4,218 gp; +1 chain shirt (104 gp), +1 falchion (198 gp), amulet of health (+2) (333 gp), gauntlets of ogre power (333 gp), gloves of dexterity (+2) (333 gp), (2) headband of intellect (+4) (1,333 gp each), ring of protection (+1) (167 gp); Total 4,868 gp.

Detect Magic Results: +1 chainshirt (Faint Abjuration), +1 falchion (Faint Evocation), amulet of health +2 (Faint Transmutation), gauntlets of ogre power (Faint Transmutation), gloves of dexterity +2 (Faint Transmutation), headband of intellect +4 (Moderate Transmutation), ring of protection +1 (Faint Abjuration),

Development: Once the demon has been fought move to the appropriate Conclusion.

CONCLUSION

Read each of the following which applies to the PCs (there may be more than one):

CONCLUSION A: NIRUC OF GREENROCK

Run this if the PCs defeat Falmius.

You have defeated a great danger, not from just Greenrock but something which could have potentially threatened all of Naerie. The locals hail you as heroes.

The PCs earn **Niruc, local hero of Greentock** to their AR. Members of the Army, the Church of Heironeous or the Idee Volunteers also receive a favor with their relevant faction, which counts as a successful mission in regards to affiliation rank, raising it by 2 points.

In addition to this, Dolrich rewards PCs with nice sum of gold coins:

Treasure:

APL 6-12: Coin 500 gp.

CONCLUSION B: FRIEND OF DOLRICH

Run this if the PCs completed the mission under Dolrich's commission.

Dolrich appears impressed or perhaps surprised upon receiving news of your success. He appears deep in thought for a moment, and then says, "Well, you have proven yourselves heroes for Naerie who should not be underestimated. I'm sure that our paths will cross again, and hopefully our fortunes will rise together."

The PCs receive a **Friend of Dolrich** to their ARs. Alternatively if they had a disfavor with House Drien, it is instead crossed out. If at any stage any particular PC was rude towards Dolrich, that PC does not earn this favor.

CONCLUSION C: ENMITY OF THE IDEE VOLUNTEERS

Run this if the PCs attacked the Eladrins with lethal force.

Not long after the issue in Greenrock is behind you, a man walks by, whistling a tone which tells about a group of adventurers in Greenrock. Apparently some bards are already spreading the tales of what happened; Mainly that a group of greedy adventurers attacked peace loving celestial warriors who were completing their holy mission. The descriptions of said adventurers are quite accurate as well. Fortunately most people can separate fact

from fiction so perhaps this is not such a bad way to earn reputation after all.

The PCs earn **the enmity of the Idee Volunteers**. Members of the Idee Volunteers lose 1 point from their affiliation score as result. They lose 2 if PCs used lethal damage against Eladrins.

CONCLUSION D: HELD BY THE IDEE VOLUNTEERS

Run this if the PCs were captured by the Eladrins.

The Idee Volunteers have captured the PCs, and are of a hostile disposition towards them. Refer to the Diplomacy skill in the *Player's Handbook*.

Each PC is allowed a single Diplomacy check to determine how the Idee Volunteers handle them.

The PC should refer to any previous AR items pertaining to the Idee Volunteers. If the ARs say nothing else, Idee Volunteers are unfriendly. If the final result is still Hostile (< DC 20 Diplomacy check) and the PC has any previous negative AR items with the Idee Volunteers, the Idee Volunteers kill the PC and eliminate the body.

If the PC has no previous negative AR items with the Idee Volunteers, the Idee Volunteers hold the PCs for a variable number of TUs depending on their final disposition, The additional TU cost should be noted on the AR as follows: Hostile: 26; Unfriendly: 20; Indifferent: 14; Friendly 8; Helpful: 2.

CONCLUSION E: OUTLAW IN NAERIE

Run this if the PCs attacked the Royal Army guards with lethal force and did not take sufficient care to insure the incident is not discovered.

The PCs become wanted for Murder in the Principality of Naerie as per the "Wanted in Ahlissa" rules.

CONCLUSION F: ARRESTED

Run this if the PCs were captured by the Royal Army guards.

You have been taken into custody by members of the Royal Army loyal to Prince Barzhaan for violation of a Royal edict. You spend 12 TUs in custody to pay for your crime.

The PCs should note the additional TU cost on their AR.

CAMPAIGN CONSEQUENCES

1. Was Falmius killed or did he manage to slay Heikor and return to Abyss?
2. Did anything unforeseen happen?

All campaign consequences should be sent to sampo@haarlaa.fi while module comments can be sent to dan@dantechnology.com

EXPERIENCE POINT SUMMARY

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

2: The Crypt of Talam

Overcame the acid gas trap

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Defeated the wraiths

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

3: Settling Things with the Idee Volunteers

Defeated or negotiated a peaceful arrangement with the Eladrin

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

7: Setting Things Right with the Army

Defeated the guards or negotiated an entrance to the temple

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: Temple Entrance Hall

Encountered the trap

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

9: Falmius

Defeated Falmius

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

Retrieved the Suloise Blade of Thunder

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Discovered Heikor's Taint

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Discretionary roleplaying award

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Total Possible Experience

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP

TREASURE SUMMARY

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

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

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

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

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

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

2: The Crypt of Furikar

APL 6: Magic 859 gp; *Suloise Blade of Thunder*, *Papyrus of Deception* (CV)

APL 8: Magic 859 gp; *Suloise Blade of Thunder*, *Papyrus of Deception* (CV)

APL 10: Magic 1567 gp; *Suloise Blade of Thunder*, *Papyrus of Deception* (CV), *Ring of Force Shield*

APL 12: Magic 1754 gp; *Suloise Blade of Thunder*, *Papyrus of Deception* (CV), *Ring of Force Shield*, *Elemental Gem* (Fire)

9: Falmius

APL 6: Loot 232 gp; Magic 770 gp; +1 *chain shirt* (104 gp), *gauntlets of ogre power* (333 gp), *headband of intellect* (+2) (333 gp); Total 1,002 gp.

APL 8: Loot 351 gp; Magic 1,437 gp; +1 *chain shirt* (104 gp), *amulet of health* (+2) (333 gp), *gauntlets of ogre power* (333 gp), (2) *headband of intellect* (+2) (333 gp each); Total 1,788 gp.

APL 10: Loot 506 gp; Magic 2,771 gp; +1 *chain shirt* (104 gp), (2) *headband of intellect* (+4) (1,333 gp each); Total 3,277gp.

APL 12: Loot 650 gp; Magic 4,218 gp; +1 *chain shirt* (104 gp), +1 *falchion* (198 gp), *amulet of health* (+2) (333 gp), *gauntlets of ogre power* (333 gp), *gloves of dexterity* (+2) (333 gp), (2) *headband of intellect* (+4) (1,333 gp each), *ring of protection* (+1) (167 gp); Total 4,868 gp.

Conclusion

Treasure:

APL 6-12: Coin 500 gp;

Treasure Cap

APL 6: 1,800 gp

APL 8: 2,600 gp

APL 10: 4,800 gp

APL 12: 6,600 gp

Total Possible Treasure

APL 6: 2,365

APL 8: 3,147

APL 10: 5,377

APL 12: 7,122

ADVENTURE RECORD ITEMS

Arcanist's spellbook:

APL 6+; 0—*acid splash*, *detect magic*, *prestidigitation*; 1st—*color spray*, *grease*, *hail of stone* (SC), *obscuring mist*, *ray of enfeeblement*, *shield*, *slide* (SC), 2nd—*false life*, *glitterdust*, *summon monster II*, *web*; 3rd—*dispel magic*, *summon monster III*.

APL 8+; 3rd—*haste*, *stinking cloud*; 4th—*Evard's black tentacles*, *summon monster IV*.

APL 10+; 4th—*greater invisibility*, *stoneskin*; 5th—*cone of cold*, *summon monster V*.

Enmity of the Idee Volunteers: This counts as a disfavor with them.

Favor of the Army/Church of Heironeous/Idee Volunteers: You gain access to one of the following feats and items: *badge of valor* (CV), *chaos devotion* (Idee Volunteers only), *law devotion* (Army/church only)

Alternatively, you may learn one of the following spells: *curse of impending blades* (SC), *golden barding* (SC), *surefoot* (SC).

In addition you may enchant one weapon with the *anarchic* (Idee Volunteers), *axiomatic* (Army), *bane* (evil outsiders), *vicious* (any faction) or *holy* (Church of Heironeous) weapon enhancement, paying the normal costs.

Niruc, local hero of Greenrock: Niruc is an honorable rank. This PC gains +2 bonus to Diplomacy, Gather Information and Bluff checks in the village of Greenrock. You also gain free standard upkeep in modules set in Ingmalt. If the PC already has this favor, this benefit increases to include the barony of Ingmalt. You may also use this favor to increase your rank in any affiliation by +1 (+3 if you have greater favor). In addition, PC may choose 1 influence point with either House Haxx or Oedil (cross off that which does not apply).

Suloise Blade of Thunder: In the hands of anyone other than a pureblooded Suel (requiring said feat), this sword acts as +1 *longsword*. In the hands of a pureblood Suel this sword becomes a +1 *thundering longsword*. This weapon may be enhanced with *bane* (evil outsiders) or *axiomatic* weapon enchantment at half price.

Friends in High Places: Cross off the house that does not apply:

Haxx: This impressive display gives you a +1 to any affiliation score.

Oedil: This counts as 1 point with House Oedil.

ITEM ACCESS

APL 6:

- *Suloise blade of thunder* (Regional; 8,350gp)
- *Papyrus of deception* (Adventure; 2,000gp; CV)
- *Arcanist's spellbook* (Regional; 1,200 gp; see above)

APL 8 (all of APL 6 plus the following):

- *Arcanist's spellbook* (Regional; 1,900 gp; see above)

APL 10 (all of APLs 6-8 plus the following):

- *Ring of Force Shield* (Adventure; DMG)
- *Arcanist's spellbook* (Regional; 2,800 gp; see above)

APL 12 (all of APLs 6-10 plus the following):

- *Elemental gem* (fire) (Adventure; DMG)

APPENDIX 1: ALL APLS

1: DOLRICH SEEKS HELP

DOLRICH OF ERAGERN CR 5

Male human (Oeridian) fighter 5
N medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

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

hp 45 (5 HD)

Fort +7, **Ref** +2, **Will** +5

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

Melee +1 *vicious lance* +9 (1d8+2d6+6/x3) and 1d6 to wielder or

Melee mwk longsword +9 (1d8+2/19-20) or

Melee dagger +7 (1d4+2/19-20) or

Ranged light Crossbow +6 (1d8/19-20)

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

Base Atk +5; **Grp** +7

Atk Options Power Attack

Abilities Str 15, Dex 12, Con 16, Int 13, Wis 15, Cha 17

Feats Iron Will, Mounted Combat, Power Attack, Weapon Focus (lance, longsword), Weapon Specialization (lance)

Skills Balance -7, Climb +2, Diplomacy +5, Escape Artist -7, Handle Animal +7, Hide -7, Jump -12, Knowledge (nobility) +5, Knowledge (local: the Splintered Suns) +3, Move Silently -7, Ride +5, Swim -14

Possessions combat gear plus +1 *vicious lance*, 10 bolts, belt pouch (12 gp), bit and bridle, dagger, full plate, heavy steel shield, heavy warhorse, light crossbow, military saddle, mwk longsword, traveler's outfit

0—*detect magic, guidance, mending, purify food and drink*

D: Domain spell. Deity: Joramy. Domains: Destruction, Fire

‡ Already cast

Abilities Str 15, Dex 8, Con 14, Int 12, Wis 14, Cha 10

SQ aura of good, restricted spells, spontaneous casting, turn undead 3/day (+2, 2d6+2, 2nd)

Feats Improved Initiative, Iron Will, Toughness x2, Weapon Focus (longsword)

Skills Balance -9, Climb -6, Escape Artist -10, Heal +8, Hide -10, Intimidate +5, Jump -8, Knowledge (religion) +8, Move Silently -10, Swim -16

Possessions combat gear plus belt pouch, commoner's outfit, half-plate, heavy wooden shield, javelin (5), longsword, spell compoent pouch

5: RETRIEVING HEIKOR FROM DENSCHAW

HEIKOR CR 5

Male human cleric 2/fighter 3
NG medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

AC 18, **touch** 9, **flat-footed** 18
(-1 dex, +7 armor, +2 shield)

hp 46 (5 HD)

Fort +8, **Ref** +0, **Will** +8

Speed 20 ft. in half-plate (4 squares), base movement 30 ft.

Melee longsword +7 (1d8+2/19-20) or

Ranged javelin(thrown) +3 (1d6+2)

Base Atk +4; **Grp** +6

Atk Options Spontaneous Casting, Turn Undead

Combat gear *Scroll of detect evil*

Cleric Spells Prepared (CL 2nd):

1st—*burning hands*^D (DC 13), *endure elements* (DC 13), *protection from evil, sanctuary* (DC 13)

7: SETTING THINGS RIGHT**HEIRONEAN****CR 4**

Male human fighter 4

LG medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 22, touch 11, flat-footed 21 ; Dodge (+1 dex, +9 armor, +2 shield)**hp** 34 (4 HD)**Fort** +6, **Ref** +2, **Will** +4**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** mwk battleaxe +9 (1d8+5/x3) or dagger +7 (1d4+3/19-20) or**Ranged** javelin(thrown) +5 (1d6+3)**Base Atk** +4; **Grp** +7**Abilities** Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10**Feats** Dodge, Improved Initiative, Improved Toughness, Iron Will, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Balance -6, Climb +3, Escape Artist -6, Hide -6, Jump -3, Move Silently -6, Swim -11**Possessions** combat gear plus Javelin (5), Royal Army uniform, belt pouch**HEXTORITE****CR 4**

Male human fighter 4

CE medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +0**Languages** Common**AC** 20, touch 11, flat-footed 19 (+1 dex, +9 armor)**hp** 36 (4 HD)**Fort** +6, **Ref** +2, **Will** +3**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** mwk heavy flail +8 (1d10+5/19-20) or spiked gauntlet +6 (1d4+2) or**Ranged** javelin(thrown) +5 (1d6+3)**Base Atk** +4; **Grp** +6**Atk Options** Cleave, Power Attack**Combat Gear** *potion of bull's strength***Abilities** Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8**Feats** Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)**Skills** Balance -4, Climb +4, Escape Artist -4, Hide -4, Intimidate +6, Jump -2, Move Silently -4, Ride +8, Swim -8**Possessions** combat gear plus Royal Army uniform, belt pouch, javelin (5)**9: FALMIUS****EMASCULATED GLABREZU****CR 7**

CE Huge Outside (Chaotic, Extraplanar, Evil)

Init -1; **Senses** darkvision 60ft; Listen +14, Spot +14**Languages** Abyssal, Celestial, and Draconic**AC** 16, touch 7, flat-footed 16

(-2 size, -1 Dex, +9 natural)

hp 57 (6 HD); DR 5/good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 15**Fort** +10, **Ref** +4, **Will** +6**Speed** 30 ft. (6 squares);**Melee** pincer +9 (2d8+5) or

2 pincers +9 melee (2d8+5) and 2 claws +7

melee (1d6+2) and bite +7 melee (1d8+2)

Space 15 ft.; **Reach** 15 ft.**Base Atk** +6; **Grp** +19**Atk Options** Improved grab, Power Attack, spell-like abilities**Spell-Like Abilities** (CL 6th):At will—*mirror image*, *greater teleport* (self plus 50 pounds of objects only)3/day—*dispel magic*

† Already cast

Abilities Str 21, Dex 8, Con 21, Int 13, Wis 13, Cha 15**SQ** telepathy 100 ft.**Feats** Cleave, Multiattack, Power Attack**Skills** Bluff +11, Concentrate +14, Intimidate +11, Listen +14, Move Silently +8, Search +10, Sense Motive +10, Spellcraft +10, Spot +14**Skills:** Emasculated glabrezu have a +4 racial bonus on Listen and Spot checks (instead of a +8).**TIEFLING SNEAK****CR 5**

Male tiefling rogue 5

CE medium outsider (native)

Init +7; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Listen +9, Spot +9**Languages** Common, Infernal**AC** 18, touch 13, flat-footed 18 ; Uncanny Dodge (+3 dex, +5 armor)**hp** 27 (5 HD)**Resist** Cold 5, Electricity 5, Fire 5**Fort** +2, **Ref** +7, **Will** +2; Evasion, Trap Sense**Speed** 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.**Melee** mwk falchion +9 (2d4+6/18-20) or**Ranged** javelin(thrown) +6 (1d6+4)**Base Atk** +3; **Grp** +7**Atk Options** Sneak Attack (3d6)**Spell-Like Abilities** (CL 2nd):1/day: *darkness***Abilities** Str 18, Dex 16, Con 13, Int 10, Wis 12, Cha 8**SQ** trapfinding**Feats** Improved Initiative, Weapon Focus (falchion)**Skills** Balance +4, Bluff +9, Climb +3, Craft (trapmaking) +8, Diplomacy +1, Disguise +7,

Escape Artist +2, Hide +12, Intimidate +1, Jump +5, Listen +9, Move Silently +10, Spot +9, Swim +2, Tumble +10.

Possessions combat gear plus masterwork falchion, +1 *chain shirt*, *gauntlets of ogre power*, javelin (5), traveler's outfit

Skills +2 racial bonus on Bluff and Hide checks.

TIEFLING ARCANIST

CR 5

Male tiefling wizard 5

CE medium outsider (native)

Init +3; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Abyssal, Draconic, Goblin, Ignan, Infernal, Orc

AC 23, touch 13, flat-footed 20

(+3 dex, +6 armor [*greater mage armor*], +4 shield [*shield*])

hp 21 (32 with *false life*) (5 HD); DR 0

Resist Cold 5, Electricity 5, Fire 5

Fort +2, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee quarterstaff +1 (1d6-1) or touch +1 (spell) or

Ranged light crossbow +5 (1d8/19-20) ray +5 (spell)

Base Atk +2; **Grp** +1

Combat Gear scroll of *dispel magic*

Wizard Spells Prepared (CL 5th):

3rd—rapid *summon monster III* (2)

2nd— $\frac{1}{2}$ *false life*, *glitterdust* (DC 18), *web* (DC 18)

1st—*color spray* (DC 16) (2), *magic missile*, rapid *hail of stone*, *shield*

0—*acid splash*, *detect magic* (2), *prestidigitation*

$\frac{1}{2}$ Already cast

Spell-Like Abilities (CL 2nd):

1/day: *darkness*

Abilities Str 8, Dex 16, Con 13, Int 20, Wis 12, Cha 8

SQ familiar

Feats Metamagic School Focus (conjuration), Rapid Spell, Scribe Scroll^B, Spell Focus (Conjuration)

Skills Bluff +1, Concentration +9, Decipher Script +10, Hide +5, Knowledge (arcana) +13, Knowledge (the planes) +10, Spellcraft +15, Use Magic Device +3

Possessions combat gear plus 10 bolts, belt pouch, *headband of intellect* +2, light crossbow, quarterstaff, ~~scroll of *greater mage armor*~~, scrollcase, spell book, spell component pouch (2), traveler's robes

Skills +2 racial bonus on Bluff and Hide checks.

7: SETTING THINGS RIGHT

HEIRONEAN

CR 6

Male human fighter 6

LG medium humanoid (human)

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

Languages Common

AC 24, touch 11, flat-footed 23 ; Dodge, Mobility (+1 dex, +9 armor, +3 shield, +1 nat)

hp 51 (6 HD)

Fort +7, **Ref** +5, **Will** +5

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

Melee mwk battleaxe +11/+6 (1d8+5/x3) or dagger +9/+4 (1d4+3/19-20)

Ranged javelin +7/+2 (1d6+3)

Base Atk +6; **Grp** +9

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Balance -5, Climb +6, Escape Artist -5, Hide -5, Jump +0, Move Silently -5, Swim -9

Possessions combat gear plus Royal Army uniform, *amulet of natural armor* +1, belt pouch, javelin (5)

HEXTORITE

CR 6

Male human fighter 6

CE medium humanoid (human)

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

Languages Common

AC 21, touch 12, flat-footed 20 (+1 dex, +9 armor, +1 defl)

hp 51 (6 HD)

Fort +9, **Ref** +3, **Will** +4

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

Melee mwk heavy flail +10/+5 (1d10+5/19-20) or spiked gauntlet +8/+3 (1d4+2) or

Ranged javelin(throw) +7/+2 (1d6+2)

Base Atk +6; **Grp** +8

Atk Options Cleave, Power Attack

Combat Gear *potion of bull's strength*

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8

Feats Cleave, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Balance -4, Climb +6, Escape Artist -4, Hide -4, Intimidate +8, Jump +0, Move Silently -4, Ride +10, Swim -8

Possessions combat gear plus Royal Army uniform, belt pouch, javelin (5), *ring of protection* +1

9: FALMIUS

WITHERED GLABREZU

CR 9

CE Huge Outside (Chaotic, Extraplanar, Evil)

Init -1; **Senses** darkvision 60ft, *true seeing* (CL 8th); Listen +19, Spot +19

Languages Abyssal, Celestial, and Draconic

AC 19, touch 7, flat-footed 19

(-2 size, -1 Dex, +12 natural)

hp 92 (8 HD); DR 6/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 17

Fort +13, **Ref** +6, **Will** +8

Speed 35 ft. (7 squares)

Melee pincer +13 (2d8+7) or 2 pincers +13 melee (2d8+7) and 2 claws +11 melee (1d6+3) and bite +11 melee (1d8+3)

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

Base Atk +8; **Grp** +23

Atk Options Improved grab, Power Attack, spell-like abilities, *summon demon*

Spell-Like Abilities (CL 8th):

At will—*dispel magic*, *mirror image*, *greater teleport* (self plus 50 pounds of objects only)

3/day—*confusion* (DC17)

✓ Already cast

Abilities Str 24, Dex 8, Con 24, Int 14, Wis 14, Cha 17

SQ telepathy 100 ft.

Feats Cleave, Multiattack, Power Attack

Skills Bluff +14, Concentrate +18, Intimidate +14, Knowledge (the Planes) +11, Listen +19, Move Silently +10, Search +13, Sense Motive +13, Spellcraft +13, Spot +19

Skills: Withered glabrezu have a +6 racial bonus on Listen and Spot checks (instead of a +8).

TIEFLING SNEAK

CR 7

Male tiefling rogue 5/assassin 2

CE medium outsider (native)

Init +7; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Darkvision 60 ft.; Listen +9, Spot +9

Languages Common, Abyssal, Draconic, Goblin, Orc

AC 18, touch 13, flat-footed 18; Improved Uncanny Dodge, Uncanny Dodge

(+3 dex, +5 armor)

hp 37 (7 HD)

Resist Cold 5, Electricity 5, Fire 5

Fort +2, **Ref** +10, **Will** +2; Evasion, Trap Sense

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee mwk falchion +8 (2d4+3/18-20) or

Ranged javelin(throw) +7 (1d6+2)

Base Atk +4; **Grp** +6

Atk Options Death Attack (DC 17), Sneak Attack (4d6)

Special Actions improved uncanny dodge, poison resistance, poison use

Assassin Spells Known (CL 2nd):

1st (3/day)—*lightfoot* (SpC 132), *obscuring mist*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 7th):

1/day: *darkness*

Abilities Str 14, Dex 16, Con 13, Int 20, Wis 8, Cha 8

SQ death attack, poison resistance, poison use, trapfinding

Feats Improved Initiative, Iron Will, Weapon Focus (falchion)

Skills Balance +4, Bluff +11, Climb +1, Craft (trapmaking) +15, Diplomacy +1, Disable Device +13, Disguise +7, Escape Artist +2, Forgery +12, Gather Information +1, Hide +14, Intimidate +1, Jump +8, Knowledge (local) +13, Listen +9, Move Silently +12, Spot +9, Swim +0, Tumble +14

Possessions combat gear plus masterwork falchion, belt pouch, +1 *chain shirt*, *gauntlets of ogre power*, *headband of intellect* +2, javelin (5), traveler's outfit

Skills +2 racial bonus on Bluff and Hide checks.

TIEFLING WIZARD**CR 7**

Male tiefling wizard 7

CE medium outsider (native)

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

Languages Common, Abyssal, Draconic, Goblin, Ignan, Infernal, Orc

AC 23, touch 13, flat-footed 20

(+3 dex, +6 armor [*greater mage armor*], +4 shield [*shield*])

hp 39 (52 with *false life*) (7 HD)

Resist Cold 5, Electricity 5, Fire 5

Fort +4, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares)

Melee quarterstaff +2 (1d6-1) or touch +2 (*) or

Ranged light crossbow +6 (1d8/19-20) or ray +6 (*)

Base Atk +3; **Grp** +2

Combat Gear scroll of *dispel magic*

Wizard Spells Prepared (CL 7th):

4th—rapid *summon monster IV*, *sculpt Evard's black tentacles*

3rd—*dispel magic*, *haste*, *sculpt stinking cloud* (DC 19)

2nd—‡ *false life*, *glitterdust* (2) (DC 18), *web* (DC 18)

1st—*color spray* (DC 16) (2), *magic missile*, *obscuring mist*, *ray of enfeeblement*, ‡ *shield*

0—*detect magic* (2), *prestidigitation*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 7th):

1/day—*darkness*

Abilities Str 8, Dex 16, Con 15, Int 20, Wis 12, Cha 8

SQ familiar

Feats Metamagic School Focus (conjuration), Rapid Spell, Scribe Scroll^B, Sculpt Spell, Spell Focus (conjuration)

Skills Bluff +1, Concentration +12, Decipher Script +10, Hide +5, Knowledge (arcana) +15, Knowledge (the planes) +14, Listen +3, Spellcraft +17, Spot +3, Use Magic Device +4

Possessions combat gear plus 10 bolts, *amulet of health* +2, belt pouch, *headband of intellect* +2, light crossbow, quarterstaff, ~~scroll of greater mage armor~~, scrollcase, spell book, spell component pouch (2), traveler's robes

Familiar: called a Toad as a magical companion.

‡ Alertness: While the familiar is within arms reach, the Alertness feat(+2 to Spot & Listen checks).

Skills +2 racial bonus on Bluff and Hide checks.

3: SETTLING THINGS**FIRRE ELADRIN*****CR 10**

CG medium outsider (Chaotic, Eladrin, Extraplanar, Good)

* *Book of Exalted Deeds* 169**Init** +6; **Senses** Darkvision 60 ft.; Listen +3, Spot +3**Aura** magic circle against evil (10 ft.-radius)**Languages** Celestial, Common, Draconic, Infernal; *Tongues***AC** 24, touch 12, flat-footed 22; (+2 dex, +12 natural)**hp** 44 (8 HD) DR 10/cold iron or evil**Immune** Electricity, Petrification**Resist** Acid 10, Cold 10; **SR** 27**Fort** +7 (+11 vs. poison), **Ref** +8, **Will** +9**Speed** 40 ft. (8 squares), fly 90ft (perfect). base movement 40 ft.**Melee** +3 *greatsword* +16/+11 melee (2d6+10/19-20) or slam +13/+8 (1d6+7 and 1d6 fire)**Ranged** +5 *javelin* (thrown) +15/+10 (1d6+10)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Gaze, Spell-like abilities, Spells.**Special Actions** Alternate form.**Cleric Spells Prepared** (CL 12th):6th—*greater dispel magic*, *heal*1st—*break enchantment*, *flame strike* (2) (DC 17)4st—*freedom of movement*, *spell immunity*, *tongues*3rd—*continual flame*, *dispel magic*, *invisibility*, *purge*, *prayer*, *searing light*2nd—*align weapon*, *bears endurance*, *eagles splendor*, *hold person*, *resist energy*1st—*bleed*, *burning hands* (DC 14), *detect evil*, *divine favor*, *sanctuary* (DC 14), *ray of hope*, *shield of faith* (+4)0—*detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance***Spell-Like Abilities** (CL 10th):At will—*detect thoughts* (DC 16), *fireball* (DC 17), *greater invisibility*, *persistent image* (DC 19), *see invisibility*, *wall of fire*;1/day—*prismatic ray* (DC 21)**Abilities** Str 20, Dex 14, Con 12, Int 17, Wis 16, Cha 20**SQ** *Magic circle against evil*.**Feats** Fly-by-attack, improved initiative, skill focus (perform)**Skills** Bluff +11, Concentration +11, Diplomacy +11, Disguise +9 (+11 acting), Intimidate +6, Knowledge (the planes) +8, Perform (Oratory) +12, Sense Motive +8, Spellcraft +9, Survival +3 (+5 on other planes)**Alternate form (Su)** A fire can shift between it's humanoid and fiery forms as standard action. In humanoid form it cannot fly or use its fiery

slam attack but can use it's gaze attack and spell like abilities, make weapon attacks, sing and cast spells. In the form of pillar of fire, it can fly, make slam attacks and use-spell like abilities but cannot sing, cast spells or use it's gaze attack. A firre remains in one form until it chooses to take other form. A change in form cannot be dispelled nor does firre revert to any particular form. when killed. A true seeing spell reveals both forms simultaneously.

Gaze (Su) In humanoid form, the firre can gaze at target within 60ft and cause it to burst into flames. The gaze deals 2d6 fire damage and causes blindness (as by blindness/deafness spell). A successful DC 18 fortitude save negates blindness. The DC is charisma based.

Magic Circle against evil (Su) A magic circle against evil effect always surrounds firres, as the spell cast by 8th level sorcerer. The defensive benefits of this circle have not been included in the statistics above.

Song (Su) A firre has a captivating voice and can use bardic music just as bard can, inspiring courage, fascinating, inspiring competence or giving suggestions to those who hear it. Unlike bard, however, a firre can sing as often as it likes.

7: SETTING THINGS RIGHT**HEIRONEAN****CR 6**

Male human fighter 6

LG medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 24, touch 11, flat-footed 23; Dodge, Mobility (+1 dex, +9 armor, +3 shield, +1 nat)**hp** 51 (6 HD)**Fort** +7, **Ref** +5, **Will** +5**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** mwk battleaxe +11/+6 (1d8+5/x3) or dagger +9/+4 (1d4+3/19-20)**Ranged** javelin(thrown) +7/+2 (1d6+3)**Base Atk** +6; **Grp** +9**Abilities** Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10**Feats** Dodge, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Balance -5, Climb +6, Escape Artist -5, Hide -5, Jump +0, Move Silently -5, Swim -9**Possessions** combat gear plus Royal Army uniform, *amulet of natural armor* +1, belt pouch, javelin (5)**HEXTORITE****CR 6**

Male human fighter 6
 CE medium humanoid (human)
Init +5; **Senses** Listen +0, Spot +0
Languages Common

AC 21, touch 12, flat-footed 20
 (+1 dex, +9 armor, +1 defl)
hp 51 (6 HD)
Fort +9, **Ref** +3, **Will** +4

Speed 20 ft. in +1 full plate (4 squares), base movement 30 ft.
Melee mwk heavy flail +10/+5 (1d10+5/19-20) or spiked gauntlet +8/+3 (1d4+2) or
Ranged javelin(throw) +7/+2 (1d6+2)
Base Atk +6; **Grp** +8
Atk Options Cleave, Power Attack
Combat Gear *potion of bull's strength*

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8
Feats Cleave, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)
Skills Balance -4, Climb +6, Escape Artist -4, Hide -4, Intimidate +8, Jump +0, Move Silently -4, Ride +10, Swim -8
Possessions combat gear plus Royal Army uniform, belt pouch, javelin (5), *ring of protection* +1

9: FALMIUS

AMAZED GLABREZU CR 11

CE Huge Outside (Chaotic, Extraplanar, Evil)
Init -1; **Senses** darkvision 60 ft., *true seeing* (CL 11th); Listen +22, Spot +22
Languages Abyssal, Celestial, and Draconic

AC 22, touch 7, flat-footed 22
 (-2 size, -1 Dex, +15 natural)
hp 135 (10 HD); DR 8/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 19
Fort +16, **Ref** +6, **Will** +9

Speed 35 ft. (7 squares)
Melee pincer +17 (2d8+9) or 2 pincers +17 melee (2d8+9) and 2 claws +15 melee (1d6+4) and bite +15 melee (1d8+4)
Space 15 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** +27
Atk Options Improved grab, Power Attack, spell-like abilities
Spell-Like Abilities (CL 11th):
 At will—*confusion* (DC 18), *dispel magic*, *mirror image*, *greater teleport* (self plus 50 pounds of objects only)
 3/day—*chaos hammer* (DC 18), *unholy blight* (DC 18)
 ‡ Already cast

Abilities Str 28, Dex 9, Con 28, Int 15, Wis 15, Cha 18

SQ telepathy 100 ft., true seeing
Feats Cleave, Great Cleave, Multiattack, Power Attack
Skills Bluff +16, Concentrate +20, Intimidate +16, Knowledge (the Planes) +11, Listen +22, Move Silently +12, Search +13, Sense Motive +13, Spellcraft +15, Spot +22

Skills: Amazed glabrezu have a +7 racial bonus on Listen and Spot checks (instead of a +8).

TIEFLING SNEAK CR 9

Male tiefling rogue 5/assassin 4
 CE medium outsider (native)
Init +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Abyssal, Draconic, Goblin, Orc

AC 18, touch 13, flat-footed 18; Combat Expertise, Improved Uncanny Dodge, Uncanny Dodge
 (+3 dex, +5 armor)
hp 47 (9 HD)
Resist Cold 5, Electricity 5, Fire 5
Fort +3, **Ref** +11, **Will** +1; *Evasion*, *Trap Sense*

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.
Melee mwk falchion +10/+5 (2d4+3/18-20) or
Ranged javelin(throw) +9/+4 (1d6+2)
Base Atk +6; **Grp** +8
Atk Options Combat Expertise, Death Attack (DC 20), Improved Feint, Sneak Attack (5d6)
Special Actions **Special Actions** improved uncanny dodge, poison resistance, poison use
Assassin Spells Known (CL 4th):
 2nd (3/day)—*cat's grace*, *invisibility*, *phantom foe* (DC 18)
 1st (5/day)—*insightful feint*, *lightfoot*, *obscuring mist*, *true strike*
 ‡ Already cast
Spell-Like Abilities (CL 9th):
 1/day—*darkness*

Abilities Str 14, Dex 16, Con 12, Int 22, Wis 8, Cha 8
SQ death attack, poison resistance, poison use, trapfinding
Feats Combat Expertise, Improved Feint, Improved Initiative, Weapon Focus (falchion)
Skills Balance +4, Bluff +13, Climb +1, Craft (trapmaking) +18, Diplomacy +1, Disable Device +14, Disguise +7, Escape Artist +2, Forgery +15, Gather Information +1, Hide +16, Intimidate +1, Jump +8, Knowledge (local) +14, Listen +11, Move Silently +14, Spot +11, Swim +0, Tumble +16
Possessions combat gear plus masterworkfalchion, belt pouch, +1 *chain shirt*, *headband of intellect* +4, javelin (5), traveler's outfit

Skills +2 racial bonus on Bluff and Hide checks.

TIEFLING WIZARD**CR 9**

Male tiefling wizard 9

CE medium outsider (native)

Init +3; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Abyssal, Draconic, Goblin, Ignan, Infernal, Orc

AC 23, touch 13, flat-footed 20(+3 dex, +6 armor [*greater mage armor*], +4 shield [*shield*])**hp** 49 (64 with *false life*) (9 HD); DR 10/adamantine (from *stoneskin*)**Resist** Cold 5, Electricity 5, Fire 5**Fort** +5, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)**Melee** quarterstaff +3 (1d6-1) or touch +3 (spell)**Ranged** light crossbow +7 (1d8/19-20) or ray +7 (spell)**Base Atk** +4; **Grp** +3**Combat Gear** scroll of *dispel magic***Wizard Spells Prepared** (CL 9th):5th—rapid *summon monster V* (2)4th—*greater invisibility*, sculpt *evard's black tentacles*, † *stoneskin*3rd—*dispel magic*, *haste*, rapid sculpt *hail of stone* (SC), *sculpt web* (DC 19)2nd—† *false life*, *glitterdust* (2) (DC 19), sculpt *grease* (2) (DC 18), *web* (DC 19)1st—*color spray* (DC 17) (2), *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*0—*acid splash*, *detect magic* (2), *prestidigitation*

† Already cast

Spell-Like Abilities (CL 9th):1/day—*darkness*

Abilities Str 8, Dex 16, Con 14, Int 22, Wis 12, Cha 8**SQ** familiar**Feats** Augment Summoning, Metamagic School

Focus (conjunction), Rapid Spell, Scribe

Scroll^B, Sculpt Spell, Spell Focus (Conjunction)**Skills** Bluff +1, Concentration +14, Decipher

Script +11, Hide +5, Knowledge (arcana) +18,

Knowledge (religion) +7, Knowledge (the

planes) +18, Listen +3, Spellcraft +20, Spot

+3, Use Magic Device +5

Possessions combat gear plus 10 bolts, beltpouch, *headband of intellect* +4, lightcrossbow, quarterstaff, ~~scroll of *greater mage*~~~~*armor*~~, scrollcase, spell book, spell componentpouch (2), traveler's robes

Familiar: called a Toad as a magical companion.

⌘ Alertness: While the familiar is within arms reach, the Alertness feat(+2 to Spot & Listen checks).

Skills +2 racial bonus on Bluff and Hide checks

3: SETTLING THINGS

FIRRE ELADRIN*

CR 10

CG medium outsider (Chaotic, Eladrin, Extraplanar, Good)

* *Book of Exalted Deeds* 169**Init** +6; **Senses** Darkvision 60 ft.; Listen +3, Spot +3**Aura** magic circle against evil (10 ft. radius)**Languages** Celestial, Common, Draconic, Infernal; *Tongues***AC** 24, touch 12, flat-footed 22; (+2 dex, +12 natural)**hp** 44 (8 HD) DR 10/cold iron or evil**Immune** Electricity, Petrification**Resist** Acid 10, Cold 10; **SR** 27**Fort** +7 (+11 vs. poison), **Ref** +8, **Will** +9**Speed** 40 ft. (8 squares), fly 90ft (perfect). base movement 40 ft.**Melee** +3 *greatsword* +16/+11 melee (2d6+10/19-20) or slam +13/+8 (1d6+7 and 1d6 fire)**Ranged** +5 *javelin* (thrown) +15/+10 (1d6+10)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Gaze, Spell-like abilities, Spells.**Special Actions** Alternate form.**Cleric Spells Prepared** (CL 12th):6th—*greater dispel magic*, *heal*1st—*break enchantment*, *flame strike* (2) (DC 17)4st—*freedom of movement*, *spell immunity*, *tongues*3rd—*continual flame*, *dispel magic*, *invisibility purge*, *prayer*, *searing light*2nd—*align weapon*, *bears endurance*, *eagles splendor*, *hold person*, *resist energy*1st—*bleed*, *burning hands* (DC 14), *detect evil*, *divine favor*, *sanctuary* (DC 14), *ray of hope*, *shield of faith* (+4)0—*detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance***Spell-Like Abilities** (CL 10th):At will—*detect thoughts* (DC 16), *fireball* (DC 17), *greater invisibility*, *persistent image* (DC19), *see invisibility*, *wall of fire*;1/day—*prismatic ray* (DC21)**Abilities** Str 20, Dex 14, Con 12, Int 17, Wis 16, Cha 20**SQ** *Magic circle against evil*.**Feats** Fly-by-attack, improved initiative, skill focus (perform)**Skills** Bluff +11, Concentration +11, Diplomacy +11, Disguise +9 (+11 acting), Intimidate +6, Knowledge (the planes) +8, Perform (Oratory) +12, Sense Motive +8, Spellcraft +9, Survival +3 (+5 on other planes)**Alternate form (Su)** A firre can shift between it's humanoid and fiery forms as standard action. In humanoid form it cannot fly or use its fiery slam attack but can use it's gaze attack and spell like abilities, make weapon attacks, sing and cast spells. In the form of pillar of fire, it can fly, make slam attacks and use-spell like abilities but cannot

sing, cast spells or use it's gaze attack. A firre remains in one form until it chooses to take other form. A change in form cannot be dispelled nor does firre revert to any particular form. when killed. A true seeing spell reveals both forms simultaneously.

Gaze (Su) In humanoid form, the firre can gaze at target within 60ft and cause it to burst into flames. The gaze deals 2d6 fire damage and causes blindness (as by blindness/deafness spell). A successful DC 18 fortitude save negates blindness. The DC is charisma based.**Magic Circle against evil (Su)** A magic circle against evil effect always surrounds firres, as the spell cast by 8th level sorcerer. The defensive benefits of this circle have not been included in the statistics above.**Song (Su)** A firre has a captivating voice and can use bardic music just as bard can, inspiring courage, fascinating, inspiring competence or giving suggestions to those who hear it. Unlike bard, however, a firre can sing as often as it likes.

7: SETTING THINGS RIGHT

HEIRONEAN

CR 6

Male human fighter 6

LG medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 24, touch 11, flat-footed 23 ; Dodge, Mobility (+1 dex, +9 armor, +3 shield, +1 nat)**hp** 51 (6 HD)**Fort** +7, **Ref** +5, **Will** +5**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** mwk battleaxe +11/+6 (1d8+5/x3) or dagger +9/+4 (1d4+3/19-20)**Ranged** javelin(thrown) +7/+2 (1d6+3)**Base Atk** +6; **Grp** +9**Abilities** Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10**Feats** Dodge, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Balance -5, Climb +6, Escape Artist -5, Hide -5, Jump +0, Move Silently -5, Swim -9**Possessions** combat gear plus Royal Army uniform, *amulet of natural armor* +1, belt pouch, javelin (5)

HEXTORITE

CR 6

Male human fighter 6

CE medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +0**Languages** Common**AC** 21, touch 12, flat-footed 20 (+1 dex, +9 armor, +1 defl)

hp 51 (6 HD)
Fort +9, **Ref** +3, **Will** +4

Speed 20 ft. in +1 full plate (4 squares), base movement 30 ft.
Melee mwk heavy flail +10/+5 (1d10+5/19-20) or spiked gauntlet +8/+3 (1d4+2) or
Ranged javelin(thrown) +7/+2 (1d6+2)
Base Atk +6; **Grp** +8
Atk Options Cleave, Power Attack
Combat Gear *potion of bull's strength*

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8
Feats Cleave, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)
Skills Balance -4, Climb +6, Escape Artist -4, Hide -4, Intimidate +8, Jump +0, Move Silently -4, Ride +10, Swim -8
Possessions combat gear plus Royal Army uniform, belt pouch, javelin (5), *ring of protection* +1

9: FALMIUS

TIEFLING SNEAK

CR 11

Male tiefling rogue 5/assassin 6
 CE medium outsider (native)
Init +7; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Darkvision 60 ft.; Listen +13, Spot +13
Languages Common, Abyssal, Draconic, Goblin, Orc
AC 20, touch 14, flat-footed 20 ; Combat Expertise, Improved Uncanny Dodge, Uncanny Dodge (+3 dex, +5 armor, +1 defl, +1 nat)
hp 57 (69 with *false life*) (11 HD)
Resist Cold 5, Electricity 5, Fire 5
Fort +4, **Ref** +12, **Will** +2; Evasion, Trap Sense

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.
Melee +1 *falchion* +12/+7 (2d4+5/18-20) or
Ranged javelin(thrown) +10/+5 (1d6+3)
Base Atk +7; **Grp** +10
Atk Options Combat Expertise, Death Attack (DC 22), Improved Feint, Sneak Attack (6d6)
Special Actions improved uncanny dodge, poison resistance, poison use
Assassin Spells Known (CL 6th):
 3rd (2/day)—*deep slumber* (DC 19), † *false life*, *find the gap*
 2nd (5/day)—*cat's grace*, *invisibility*, *phantom foe* (DC 18), *spider climb*
 1st (5/day)—*insightful feint*, *lightfoot*, *obscuring mist*, *true strike*
 † Already cast
Spell-Like Abilities (CL 11th):
 1/day—*darkness*

Abilities Str 16, Dex 16, Con 12, Int 22, Wis 8, Cha 8
SQ death attack, poison resistance, poison use, trapfinding
Feats Combat Expertise, Improved Feint, Improved Initiative, Weapon Focus (falchion)

Skills Balance +4, Bluff +15, Climb +2, Craft (trapmaking) +20, Diplomacy +1, Disable Device +14, Disguise +7, Escape Artist +2, Forgery +17, Gather Information +1, Hide +18, Intimidate +1, Jump +9, Knowledge (local) +14, Listen +13, Move Silently +16, Spot +13, Swim +1, Tumble +18
Possessions combat gear plus +1 *falchion*, *amulet of natural armor* +1, belt pouch, +1 *chain shirt*, *gauntlets of ogre power*, *headband of intellect* +4, javelin (5), *ring of protection* +1, traveler's outfit

Skills +2 racial bonus on Bluff and Hide checks.

TIEFLING WIZARD

CR 11

Male tiefling wizard 11
 CE medium outsider (native)
Init +8; **Senses** Darkvision 60 ft.; Darkvision 60 ft.; Darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Abyssal, Draconic, Goblin, Ignan, Infernal, Orc

AC 24, touch 14, flat-footed 20
 (+4 dex, +6 armor [*greater mage armor*], +4 shield [*shield*])
hp 70 (86 with *false life*) (11 HD); DR 10/adamantine (from *stoneskin*)
Resist Cold 5, Electricity 5, Fire 5
Fort +6, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)
Melee quarterstaff +4 (1d6-1) or touch +4 (*) or
Ranged light crossbow +9 (1d8/19-20) or ray +9 (*)
Base Atk +5; **Grp** +4
Combat Gear scroll of *dispel magic*
Wizard Spells Prepared (CL 11th):
 6th—rapid *summon monster VI* (2)
 5th—sculpt *Evard's black tentacles*, *wall of force* (2)
 4th—*greater invisibility* (DC 20), rapid *summon monster III*, sculpt *Evard's black tentacles*, † *stoneskin*
 3rd—*dispel magic*, *haste*, rapid sculpt *hail of stones*, sculpt *glitterdust* (DC 19), sculpt *web* (DC 19)
 2nd— † *false life*, *glitterdust* (2) (DC 19), sculpt *grease* (DC 18), *web* (2) (DC 19)
 1st—*color spray* (DC 17) (2), *magic missile*, *obscuring mist*, *ray of enfeeblement*, † *shield*
 0—*acid splash*, *detect magic* (2), *prestidigitation*
 † Already cast
Spell-Like Abilities (CL 11th):
 1/day—*darkness*

Abilities Str 8, Dex 18, Con 16, Int 22, Wis 12, Cha 8
SQ familiar
Feats Augment Summoning, Improved Initiative, Metamagic School Focus (conjunction), Rapid Spell, Scribe Scroll^B, Sculpt Spell, Spell Focus (Conjunction)
Skills Bluff +1, Concentration +17, Decipher Script +11, Hide +6, Knowledge (arcana) +20, Knowledge

(religion) +9, Knowledge (the planes) +20, Listen +3, Spellcraft +22, Spot +3, Use Magic Device +6

Possessions combat gear plus 10 bolts, *amulet of health* +2, belt pouch, *gloves of dexterity* +2, *headband of intellect* +4, light crossbow, quarterstaff, ~~scroll of greater magic armor~~, spell component pouch (2), traveler's robes

Familiar: called a Toad as a magical companion.

▫ Alertness: While the familiar is within arms reach, the Alertness feat(+2 to Spot & Listen checks).

Skills +2 racial bonus on Bluff and Hide checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Badge of Bondage

You experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage – whip scars on you back, an owner's brand on the neck, or the like.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Source: *Dragon Magazine* #315 51

Improved Toughness

You are significantly tougher than normal.

Prerequisite Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Libris Mortis* 27

Metamagic School Focus

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage* 45

Sculpt Spell

You can alter the area of your spells.

Prerequisite Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: *Complete Arcane* 83

Rapid Spell

You can cast spells with long casting times more quickly.

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

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

Source: *Complete Divine* 84

Rapsallion

Your stunning wit improves the credulity of your frequent lies.

Prerequisite: Int 13+.

Regions: Bandit Kingdoms, Dyvers, half-elf, half-orc, Rhennee, rock gnome, Sea Barons, Urnst States (County only), Wild Coast.

Benefit: In addition to your Charisma modifier, add your Intelligence modifier on all Bluff checks

Source: *Dragon Magazine* #315 54

MAGIC ITEMS

Papyrus of Deception

This enchanted sheet of paper usually looks thick and yellowed with age. However, when used as the basis for a forged document, the papyrus is extremely useful, since it changes its size, consistency, and appearance to match the mental description of the forger. When used as part of a forgery, *papyrus of deception* adds a +5 enhancement bonus to the Forgery check. The papyrus can never duplicate a sheet of paper larger than 12 inches on a side or smaller than 3 inches on a side. *Papyrus of deception* can be reused.

Faint divination; CL 5th; Craft Wondrous Item, read magic; Price 2,000 gp.

Source: *Complete Adventurer* 134.

Suloise Blade of Thunder

Ancient Suloise prayers to Pyremius are written in the blade and the hilt (prayers of fire, murder, and poison).

Benefit: In the hands of any character other than a pureblood Suel, this sword acts as a +1 longsword. In the hands of a pureblood Suel, it becomes a +1

thundering longsword (+1d8 points of bonus sonic damage on a successful critical hit).

Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,315 gp; Cost to Create: 4,315 gp + 320 XP.

Source: NAE4-02 *The Venomous Temple*.

Note: For the duration of this module, the lingering energies in the blade also make it count as lawful weapon in terms of overcoming damage reduction, making it able to bypass the DR of the glabrezu (and the kolyarut on APL12).

SPELLS

Find the Gap

Divination

Level: Assassin 3, Paladin 3, Ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Source: *Spell Compendium* 91.

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108.

Insightful Feint

Divination

Level: Assassin 1, Sorcerer/Wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You gain a +10 insight bonus on the next single Bluff check that you make to feint in combat (if it is made before the start of your next turn). You can make the feint as a move action, or once as a free action if you have the Improved Feint feat.

Source: *Spell Compendium* 124.

Lightfood

Transmutation

Level: Assassin 1, Ranger 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You provoke no attacks of opportunity when moving.

Source: *Spell Compendium* 132.

Phantom Foe

Illusion (Phantasm) [Mind-Affecting]

Level: Assassin 2, Sorcerer/Wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

If the target creature fails its saving throw, this spell creates in the subject's mind an illusory double of whichever creature currently threatens it that it deems most dangerous. The form of this *phantom foe* changes as appropriate whenever the target perceives a different threatening creature more dangerous than the last. This illusory double provides two effects.

First, the subject believes it is being flanked by the *phantom foe* and the real creature the foe duplicates. Thus, the duplicated creature is always considered to be flanking the subject in melee. A creature that can't be flanked is immune to this aspect of the spell.

Second, the subject of the spell is unable to determine that the *phantom foe* is not a real threat, and whenever the subject attempts to attack the creature duplicated by the *phantom foe*, that creature benefits from a 50% miss chance against attacks from the subject of the spell. Because this miss chance comes from the subject's inability to tell the *phantom foe* from the original, it is rolled separately from any miss chance that applies due to *displacement* or *concealment*.

Creatures other than the subject cannot see the *phantom foe*, although they can attempt to guess its location by how the target acts. If the subject is not threatened by any creature at the start of its turn, the spell ends.

Focus: A tiny pewter figure of a warrior that is worth 10 gp.

Source: *Spell Compendium* 156.

Slide

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

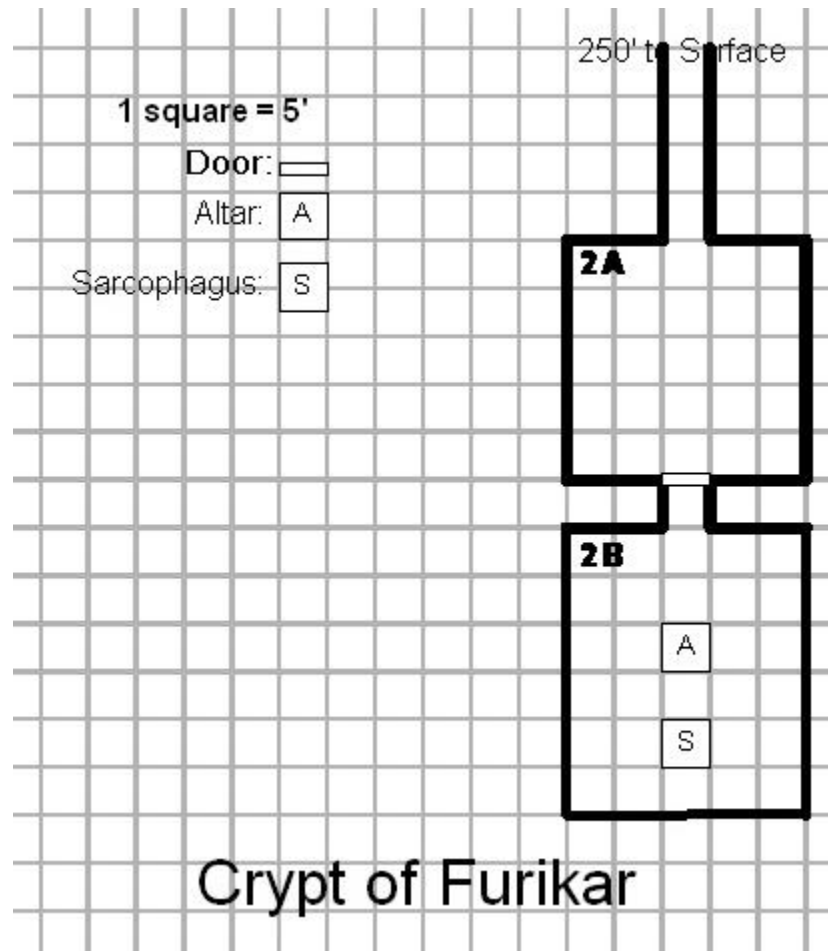
Spell Resistance: Yes

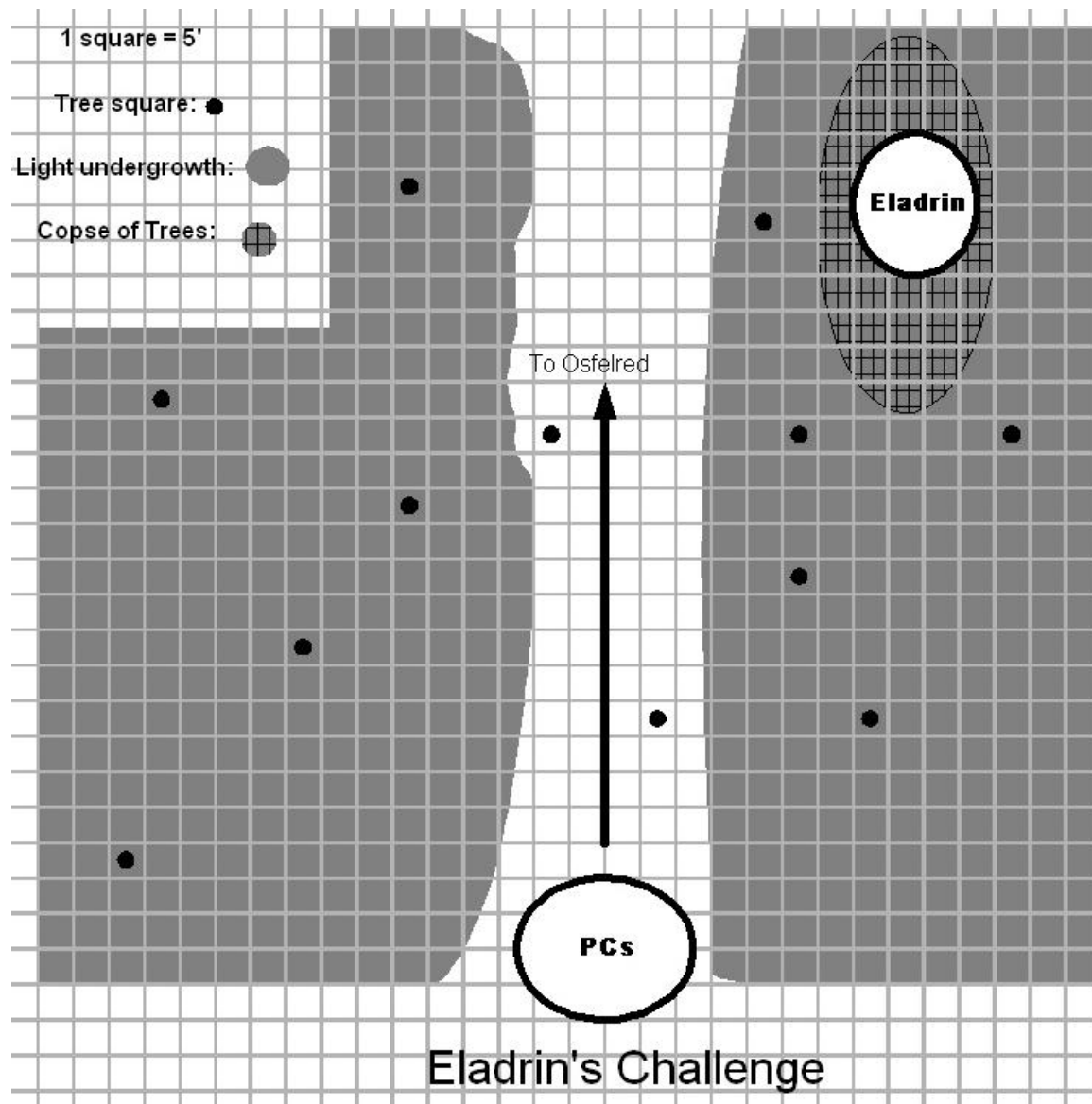
You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

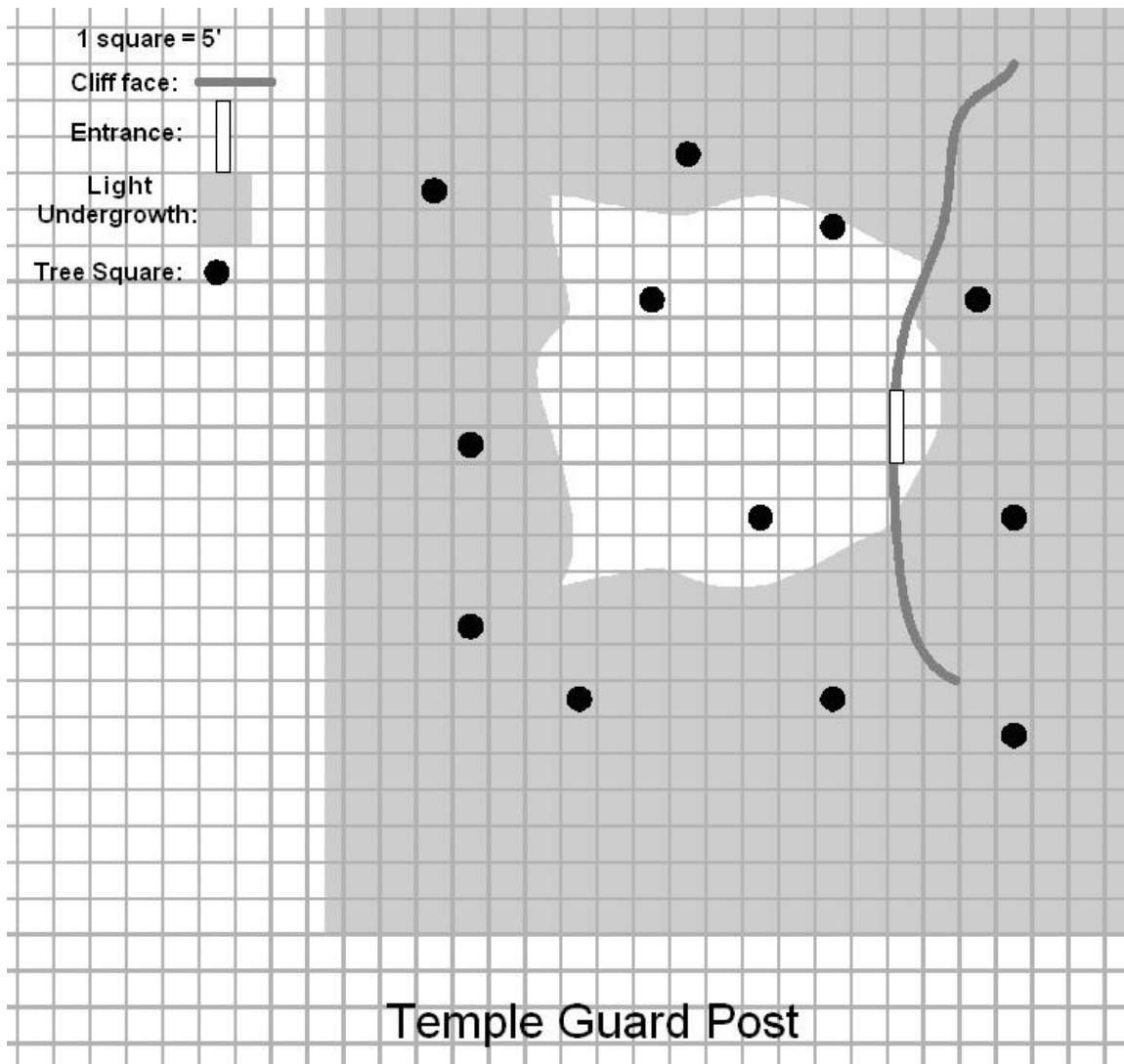
This movement does not provoke attacks of opportunity.

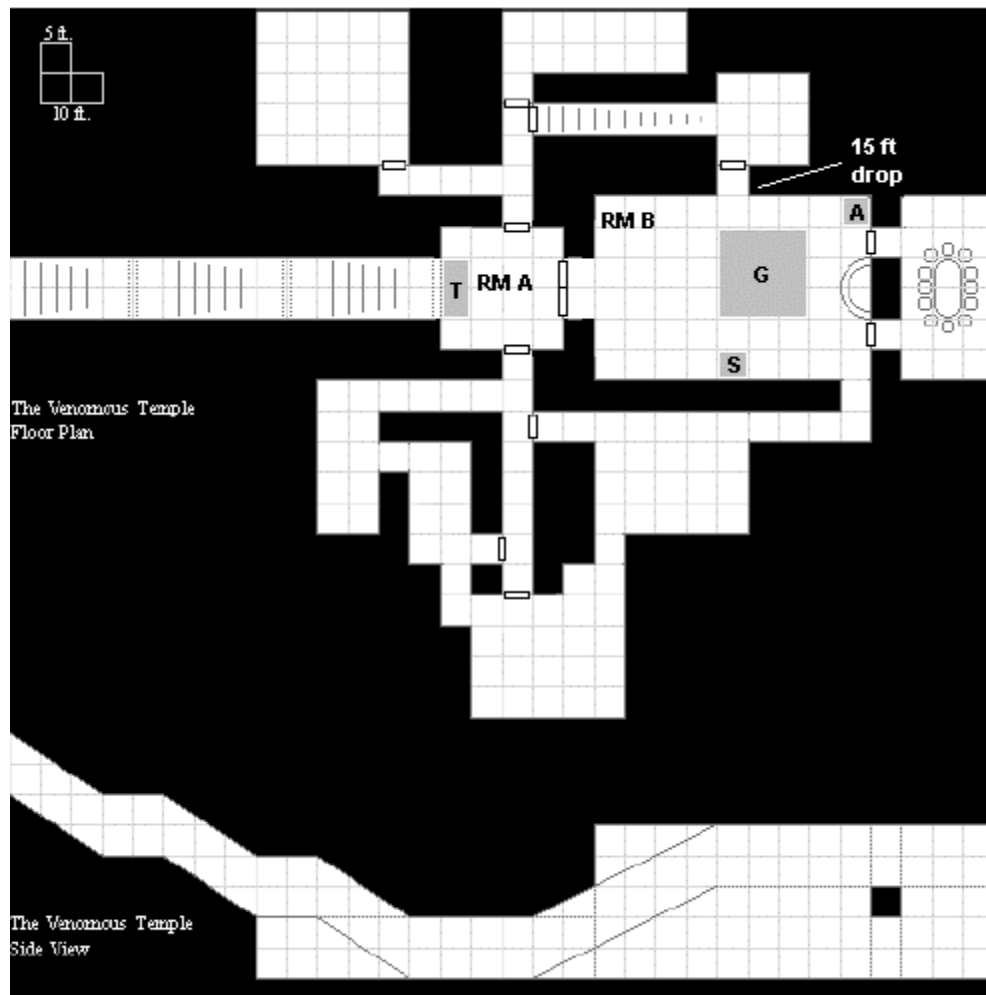
Source: *Spell Compendium* 191.

DM MAPS









Venomous Temple

PLAYER HANDOUT 1A

(For PCs with the AR Item Niruc, local hero of Greenrock from *NAE4-02 The Venomous Temple*)

Dear Hero,

While your activities from previous years are still spoken of in great reverence, I feel it is time to finish the task which could not be accomplished at that time. Rumors circulate that the evil left in the venomous temple are festering into a new threat. With all respect for your previous deeds, I urge you to assemble a party you can trust and return to Greenrock to finish the venomous Temple once and for all.

Sincerely,

Varsarlor

PLAYER HANDOUT 1B

(For PCs with the AR Item Disfavor of House Drien from *NAE4-02 The Venomous Temple*)

Noble adventurer,

Although, you may not be familiar with me, I am familiar with your unfortunate reputation among members of House Drien. As a close advisor of Sir Guandrem Drien, I have reviewed accounts of your actions involving the temple of Pyremius on the Drien fief near Greenrock. I believe I have convinced Sir Guandrem to forgive past transgressions, but it will require a great service for House Drien in return. However, I have looked into your reputation, and I believe this is a task which you will be more than willing to undertake. Please assemble a party you can trust and meet me at the inn in Greenrock at your soonest convenience.

Sincerely,

Dolrich

PLAYER HANDOUT 1C

(For PCs with the AR Item Favor of House Drien from *NAE4-02 The Venomous Temple*)

Noble adventurer,

Although, you may not remember me, I have not forgotten your previous aid to House Drien. House Drien has need of your special skills once again. Although your deeds regarding the temple of Pyremius are greatly appreciated, we fear that there were issues left unresolved that can wait no longer. Please assemble a party you can trust and meet me at the inn in Greenrock at your soonest convenience.

Sincerely,

Dolrich

PLAYER HANDOUT 1D

(For PCs who are members of the Armed Forces meta-organization)

Service member,

Varsarlor, esteemed elder in the hamlet of Greenrock and Sir Guandrem of House Drien have requested special forces be allocated for a mission that should increase the reputation of the Naerie armed forces throughout the region. And you fit the bill.

You should assemble a group of capable comrades and proceed to the hamlet of Greenrock (in the Barony of Ingmalt). Once there, you will receive advice from an advisor to House Drien named Dolrich. Dolrich has no rank in the armed forces, and while you should aid Greenrock and House Drien, you must be sure to keep the reputation of the armed forces in the area as your utmost concern.

Zedrinn

PLAYER HANDOUT 1E

(For PCs who are members of the Idee Volunteer Sympathizer meta-organization)

Friend,

It has come to my attention that the Naerie Armed Forces are engaging on a special mission in the area of Greenrock. Rumors are that there is an evil outsider somehow involved in that area, and my worst fears are that the oppressors are going to engage it in their efforts to keep Naerie from achieving true freedom from our Ahlissan overlords. Please proceed with all haste to Greenrock and investigate. I suggest you try to find at least a few trusted allies along the way.

Fara

PLAYER HANDOUT 2

Talam's last journal entry.

11th of Coldeven, 586 CY

I fear that the flame of my mortal spirit is dimmed, and that I shall burn only a brief time further on this plane. The expedition to the Abyss took a much harsher toll on me than I had expected. While we liberated the *Suloise Blade of Thunder*, and learned the true name of the glabrezu that imprisoned it, the escape back home was ill fated.

Preferring not to dwell on the negative, I will not recount the details. Suffice to say that upon reflection I consider the expedition a mixed success.

Most disturbing is my valet Heikor. Before the expedition, though only martially trained, he demonstrates a strong understanding of religious principles, and I had great hopes for him in the faith. I fear that the trauma of the escape has dampened his flame for our faith. And I fear that I don't have time left in this world to rekindle it. I must trust that Pyremius will choose a successor for me who will capably manage the congregation.