

KEO3-01

The Tomb of Tloques-Popolocas

**A One-Round D&D LIVING GREYHAWK[®]
Keoland Regional Adventure**

Version 1.0

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The Gradsul Museum of Antiquities is exhibiting a rare Amedio treasure this evening: the newly discovered tomb of an ancient Olman holy ruler, Tloques-Popolocas. A dinner party is being held to celebrate its unveiling, and your presence has been requested. A Keoland regional adventure for APLs 2-8 and Part One of the "Olman Retribution" series.

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during

certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

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

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

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

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

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

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

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Summary and Background

For some past deed, the PCs are invited to attend a special exhibition of a great archaeological find at the Royal Museum in Gradsul. The famed Keoish scholar and archaeologist, Reld Makazian, has returned from his exploration of the Amedio jungle to announce that he has found the fabled lost city of Tamoachan, the capital of the ancient Olman Empire! Although he had to leave much behind, he did manage to transport back one impressive find, the sarcophagus of the great feared warrior priest Tloques-Popolocas Yohualli-Ehecatl, Master of the Outsiders, Who is Like the Wind and the Night.

The adventure begins in earnest with the PCs meeting assorted nobles one evening in Gradsul's museum halls. The display room of the museum has been decked out to resemble the tomb back in Tamoachan. The stucco murals were removed, and all the vases, treasures, and other accoutrements are placed about the museum room. Even the personal axe of Tloques-Popolocas, which only he could wield and which could not be removed from its place where it was stuck in the wall, was transported to Gradsul by carving out the wall around it. Finally, the beautiful centerpiece of the sepulcher, the sarcophagus itself, a huge limestone casket, is in the center, with its lid pushed back, revealing the green-stained, shattered bones of Tloques-Popolocas, still wearing the jeweled mask and pendant dedicated to Camazotz, the Olman god of bats, surrounded by literally hundreds of carved beads of jade and mother-of-pearl. Refreshments are served and the PCs get the opportunity to meet with the various nobles also invited (including the patron Aubert Ruatho, the explorer Makazian, and

the Gradsul port inspector Wellemeynhe Myghals).

During the festivities, Xapatl, a cleric of Mictlantecuhtli, the Olman god of death, crashes the party. He chastises everyone for disrespecting the final rest of Tloques-Popolocas and proclaims that Zotzilaha's curse (Zotzilaha being the Olman god of bats and the dead, or perhaps really Camazotz, scholars aren't really sure) will befall everyone for their foolishness. Xapatl is then apprehended and escorted from the building, perhaps with the help of the PCs.

The party winds down and everyone is asked to leave. If the PCs volunteer to guard the tomb, they are told that they may not stay and must leave. The PCs may either stay away for the night, in which case the sarcophagus is stolen and everyone finds out about it in the morning. If the PCs wish to guard the tomb anyway, they must sneak into the museum after it has closed. In so doing, when they arrive at the exhibition room, they find the tomb is gone. This might become a problem because the PCs have just been found breaking into the museum. They might be captured and taken to Gradsul's jail.

The next morning, the PCs learn that not only has the tomb gone missing, but that Reld Makazian has been murdered as well, with all his blood sucked out. The PCs are allowed to investigate the exhibition hall and Makazian's quarters, question the nobles at the party, and speak with Xapatl in the dungeon. In speaking with the nobles, the PCs learn about the varied points of view about what Keoland should do with its Olman refugees: whether they should be allowed to stay, shipped back to the Amedio Jungle, or outright killed for the savages they are, and whether they should be allowed to keep their own culture or forced to accept Keoish culture. Xapatl explains the story of Tloques-Popolocas to the PCs and how Xapatl fears the day that he returns to walk across the land, unleashing terror with every footstep. The investigations yield that Reld was working in concert with the Scarlet Brotherhood, who controls the Amedio Jungle and all sea traffic to and from there. Reld's contact was, in fact, his noble patron. The Scarlet Brotherhood planned to steal the tomb and sell the goods to fund future operations. As for Reld's murder, that's still a mystery.

Clues lead to an encounter on a vessel at the ports of Gradsul, in which the PCs fight Scarlet

Brotherhood monks. After the dust settles, though, it's discovered that the tomb has once again gone missing. Evidence of bats, as well as the draining of the guards of the tomb, can be seen. In addition, the party learns that Xapatl has escaped.

Xapatl can be found in the Olman shantytown just outside Gradsul. There the abysmal conditions and lack of support the Olman people have in Keoland becomes apparent. In the shantytown they can find Xapatl, who finishes his story of Tloques-Popolocas and how the followers of Zotzilaha can be found in Keoland and that their assassins are behind the draining of blood of Reld and the thieves. The village's worshippers of Zotzilaha can be found hiding in a temple dedicated to Zodal and run by a single benevolent priest who takes care of the Olman—virtually the only person who does so.

The climactic encounter occurs in the bell tower of the temple to Zodal. There, the party finds some cultists and the sarcophagus! Dire bats fly around and the PCs defeat the cult. They can recover the tomb, the beads, the mask, and the pendant, but the shattered bones have gone missing.

In conclusion, the PCs bring the tomb back to the museum. As they place the tomb back where it belongs, the curator reacts in horror as the axe, stuck in the wall, pulls itself free and promptly disappears. Tloques-Popolocas walks again.

A Note about Morality, Loyalty, and Consequences

Morality plays an important role in this adventure. One of the main sources of information in this adventure comes from a clearly evil priest. The priest is willing to help the PCs because he fears the return of a greater evil. The PCs might wish to accept the help of the priest to overcome and understand the worse evil, but they might prefer to battle and destroy the priest and his followers without accepting any help from him.

Both approaches are acceptable, and neither should be considered evil. Still, the choices involved are difficult: do you help a village of evil to learn to become good, or do you try to destroy the evil as it stands; do you stay silent in the wake of the priest's evil, or do you combat it, potentially losing the help he might bring to preventing greater evil?

Furthermore, the loyalties of the PCs may call into question their motivations. A Darkwatch PC may wish for the tomb's magic to be destroyed, while a Silent One may require its rescue and delivery to the Tower for study. It is even possible that the PCs disagree on the best course of action. Let the PCs discuss the pros and cons of their choices, and they can even argue about them, but make sure that they do not fight each other.

(Note: This event is non-linear. Several paths the PCs might chose lead to several outcomes. It is imperative that the judge be able to manage the flow of the module regardless of how the PCs play. Also, if the PCs chose a path that leads to an unfortunate outcome, like killing Xapatl, do not allow them to finish the module.)

Introduction

Give the players Player Handout #1 if they have performed any deeds of note in Keoland.

As a token for past deeds and friends you have made in Gradsul, you have been invited to attend a special evening occasion at the King's Museum in Gradsul, at which the celebrated Royal Explorer Reld Makazian will display the greatest findings from his expedition to the Lost City of Tamoachan in the Amedio Jungle.

It might be the bizarre culture of the almost feral Olman that attracted you to this event. Perhaps the riches that an unspoiled ruin holds brought you here. Or maybe the rumor that he will open the sarcophagus of one of Tamoachan's most powerful and revered rulers kept you from backing away. Whatever your reasons, you come, mildly twitching with adventurer's paranoia.

For foreign PCs who have not yet adventured in Keoland or performed any notable deeds, assume that someone else at the table has invited them. At the very least, they are the guests of the museum's curator, Elios Murancho (Exp4, Int 16, Knowledge (history) +10), perhaps a friend of someone in their family. If the PCs can come up with another reason that they should be invited, then let them.

The PCs are expected to arrive wearing something at least semi-formal, but they don't know this. When they arrive, they are asked to

leave armor and weapons and other similar gear with the guards. They have some semi-formal garb the characters can don if they don't have any.

Members of the Imperial Military Academy or other official military service, the Darkwatch, the Dreadwalkers, or the Knights of the Watch might be allowed to wear such if appropriate. A military officer may wear a decorative saber, rapier, or smaller melee weapon. Magic or alchemical items of an obviously offensive nature are also not be allowed, although a member of the National Academy of Wizardry or Sea Mages are allowed to keep one such item, as long as it is discreet and/or tasteful in appearance (such as a brooch or a ring, assuming it isn't carved with profane symbols or anything like that). Those attempting to smuggle a weapon into the museum must make a Pick Pocket check to sneak it past the hawk-eyed guard (DC 25). Tiny weapons get a +4 size bonus, Small weapons get no bonus, Medium weapons get a -4 size penalty, and Large weapons cannot be smuggled in at all. In addition, a halfling sorceress guard, Celesta Shadeflower, scans all guests for magic with Detect Magic and asks for anything she detects to be checked. Anyone not agreeing will not be allowed to attend.

Make sure you note what items the PCs check at the door, which items are left home, and which items are snuck or allowed into the banquet.

Encounter One: An Evening at the Museum

Give the PCs a moment to congregate in the main hall of the museum, meet each other, let you know what they wear and how they attend, and settle into place. Some of the less socially acceptable PCs may wish to wait outside the museum. Allow this if they wish. When everyone's ready, continue:

For the evening, the main hall has been converted into a banquet hall. A long table, beautifully appointed with porcelain candelabras, exotic jungle flowers, and silver tableware, and holding platters of exotic sweet-smelling fruits, hardy meats smothered in spicy sauces, and flat, pancake-shaped breads, stands before you. Waiters stand at attention throughout the room, one of them steadily pouring ground brown beans into a large, heated tureen.

As you are led to your seats, a slim Oeridian stands at the head of the table and greets you all. "Welcome to the Royal Museum. I am the Museum's curator, Elios Murancho, and I am most grateful that you all have been able to join us this evening! We shall be exhibiting a most unique collection of artifacts, from the Great Temple of Lost Tamoachan itself! Allow me to introduce the founders of this one-of-a-lifetime occasion."

He gestures to his right, toward the man seated there. He is dressed in amazing finery, jewels and gold sparkling from every direction. It is clear that his heritage dates back to the early days of Keoland—his long, straight white hair, thin facial features, and pale, chalky skin mark him clearly as pure Suel. "This is the Baron Aubert Ruatho, from the House Ruatho, and he has been the patron for the mission to the Amedio Jungle and has funded the transportation of these precious artifacts to Gradsul." At Baron Ruatho's side sits a heavy-set woman, also clearly of some import. Her features also demonstrate the milky skin and ice blue eyes of a Suel, but her hair is uncharacteristically long, curly, and black. It is gathered up in a luxurious pile at the top of her head, held in place by two lacquered pins and a pair of fancy combs made of pearl and dove feathers.

"And here," Elios continues, indicating the man to his left, "is the very man who led the expedition: Reld Makazian of the Royal Explorers' Guild! His bravery is the reason we have learned so much more about cultures from times long ago." Elios sits, politely applauding Reld as he rises.

Reld Makazian is a tall, wiry young man. His frame moves like an adventurer used to crawling through trap-laden areas and sneaking past horrible creatures. "Hello!" he starts, with a brash voice, "and may you enjoy what I have to show you this evening! I've brought back not only the priceless tokens of a time long past, but tonight's meal consists of food from the old Olman Empire itself. Please note that I've taken a couple of liberties with the cuisine for Keoish palates. Most meat is spiced to the point of being far too piquant for a refined palate, so I've toned down the level of pepper. However, adventurous souls may wish to sample the crocodile, which I've left at

the Olman levels of spicing. Also, the Olman don't use tableware, but they also don't wear fine clothing nor have the manners we do, so we've set the table appropriately. Finally, I've refrained from including any human meat dishes. So please, do enjoy!"

The main meal of meats (mole, carne asada, curries, and the crocodile) and fruits (mangoes, papayas, passionfruits, and tamarinds) serve as the main course, with the tortillas as a bread item. Later in the meal, the brown bean liquid is served from the tureen. It's unsweetened cocoa, and Reld recommends that the beverage be sweetened with tamarind to make it more palatable.

Seated at the main table are Elios Murancho, Reld Makazian, and Aubert Ruatho. In addition, Wellemeynhe Myghals, Syndic of the Gemcutters' Guild in Gradsul and Port of Gradsul customs authority (the woman sitting next to Aubert, recognizable by members of the Gemcutters' Guild and anyone else on a successful Knowledge (nobility) or Knowledge (law) check, DC 20), the PCs and a few other minor nobles are seated and enjoying the banquet. Every person has his or her own waiter, and there are a total of five guards stationed around the room. Also, trying to seem as unimportant as the guards and waiters, Celesta Shadeflower walks around in the back, checking to make sure that the guards have everything under control. The PCs may speak with anyone at the table. They may also speak with the waitstaff, the guards, or Celesta, but that would be considered extraordinarily rude to the nobles.

After dinner is completed, everyone stands and the table is swiftly cleaned and removed from the room. Reld shows the various artifacts to the guests as people browse some of the relics. The sarcophagus is roped off at the far end of the room, with an *alarm* spell in front of it. At this time, a PC may speak with the guards and Celesta without being immediately noticed. In fact, Celesta joins the guests to observe. Wellemeynhe goes around the room, inspecting the artifacts and taking notes about their value. Aubert hovers near Wellemeynhe, watching her progress. PCs making a Spot check (DC 15) can see she is writing down prices for various artifacts. They will then need to make a Bluff check against Ruatho's Spot check (+2) to avoid being caught peeking. Being caught spying will make Ruatho suspicious later when the PCs visit Ruatho's study.

At this time, Xapatl sneaks invisibly into the museum through the front door while the guards are changing watch. If any PCs are outside watching for intruders, Xapatl attempts to sneak in when they are not looking, waiting for the guards to open the door on their own and enter invisibly then. If the PCs do find and apprehend Xapatl outside, he delivers his message to the outside PCs and guards and surrenders for capture. He does not fight to the death or to kill.

Reld continues throughout the room, showing a number of urns, a beautiful selection of jewelry wrought from jade, turquoise, silver, and gold, and some gorgeous if disturbing frescoes, depicting the life of a priest or a king, wearing an elaborate feathered headdress and what appears to be a suit like chain mail made from bones, bat wings, and human hands, as he meets subjects, presides over human sacrifices, drinking the blood, and kills a group of pale-skinned people wearing red robes with what appears to be an axe.

In fact, the axe depicted in the frescoes is present, its blade buried in the fresco. The axe blade is made of bronze, and it is held within a knotted ball of wood, extending downward to form its haft. The handle is covered first in parchment, then snake skins, then in a myriad of pieces of colored woven twine, individual strands hanging down from the handle, ending in finger bone weights.

Reld explains, "The inscription indicates that the axe will only be freed once it is called by its master, the priest-king Tloques-Popolocas Yohualli-Ehecatl. Incidentally, the axe appears to have fused with the stone over the thousand or so years it has rested, because no one from our team was able to remove it without carving out the fresco around it."

Of the items here, only the axe glows of magic (rather strongly in fact). Everything else is mundane, if checked, although all the artifacts glow with a slight taint of evil if detected (except for the axe which has a strong taint of evil on it).

"However, I assure you that the most interesting thing here is the body of the very priest-king himself! Extracting his tomb from the deepest parts of the ruins of the great temple was a long, dangerous process. We lost five men to accidents during the

excavation and another two when they were bit at night by a swarm of bats. They were completely drained of blood. It was a terrible sight. Of course, there is nothing to fear, now. I have not yet opened this stone casket, waiting for this very moment, with you all assembled, to gaze upon the terrible glory of the last king of Tamoachan Dynasty!" Reld moves over to four stone knobs, adorned with the heads of monstrous creatures: a jaguar, a lizard, a coyote, and a bat. He twists the first knob, and a stony grinding sound echoes through the chamber. The second knob is turned, with a similar sound.

As Reld turns the third knob, your nostrils are stabbed with the stench of death. In the back of the chamber, a guard grabs his throat, gasping for air, and collapses. "STOP!!!!" you hear as a savage man emerges from the shadows. He wears a loincloth, and a small feather headdress frames his emaciated, pockmarked features. His hair is straight and black, and he sports a large, aquiline nose and deep copper skin. He wears a loose shirt of chain, with spikes and blades extending from it, and carries a club, studded with wicked-looking shards of obsidian down its length. On his chest is a large ritual scar, looking like a starved, skeletal coyote.

"Do not open that tomb!" he calls. "You do not know the evil it contains! That is the Destroyer of Great Tamoachan, Tloques-Popolocas Yohualli-Ehecatl, The Master of the Others, Who is Like the Wind and the Night! He has come to claim his people, take his lands to the north, and will bring woe upon you all! You must stop—"

"No, YOU must stop!" Celesta strides forward, bringing her hands together. The savage seizes up and falls over, and three guards rush him and remove him from the museum. She turns back to face the guests, looking up sheepishly at the guests. "Sorry about that. I hope no one was hurt. But, um... maybe we should stand over here while Reld finishes opening the casket." Another three guards join the guests and stand between you and the tomb.

The above is what happens if the PCs do not interrupt the sequence. Do not feel the need to ask

for actions, but if they decide to intervene, let them.

Xapatl arrived under *invisibility* and used a *cause serious wounds* to incapacitate the guard. Celesta cast a *hold person* spell that Xapatl (the Olman savage) did not resist. He doesn't want to be around if the tomb really is opened, so he is willing to let himself be removed. Remember that at this time the PCs are probably still unarmed and unarmored.

Reld returns to the tomb. "I'm glad that's over," he muses nervously and then returns to the task at hand. "I assure you, we've already tested this for magic and traps and there are none. We should be perfectly safe." He twists the fourth knob, and the top slab pivots open, and Reld looks into the sepulcher...

...and lets out a sigh of disappointment. "Here, come, you can take a look inside. It looks like those savages couldn't even do a burial properly. Although this mask and pendant are quite lovely, don't touch. We'll need to try to preserve as much of the corpse as possible for display."

Inside the casket is a corpse that looks as if it were desecrated. The body has not been mummified, and the flesh has been mostly removed, maybe rotten or eaten away. Furthermore, the bones inside have been smashed to pieces, and a fluorescent green powder has been worked on them, staining them a horrendous color. Reld wished that there was a preserved mummy inside and that it might offer more clues as to Olman burial rites. Aubert, on the other hand, is very excited by the beads of jade scattered among the shattered bones and the beautiful mask and pendant that are worn over the corpse's head and shoulders. The mask and pendant are made to look like a bat and are made of jade, obsidian, gold, turquoise, and emerald. The body rests on a cured hide stretcher that was placed within the tomb.

Soon after the opening of the tomb and the anticlimactic discovery, people begin to retire for the evening. The people's excitement is gone after Xapatl crashed the banquet, and since there isn't much of a body to view, the nobles are more interested in just getting home safely. Some of the patrons discuss how terrible it is that such a savage would drag himself in from the slums of Gradsul to interrupt such a fine evening. They will

all be able to tell the PCs about the slums of Ilbosok, where the Olman who refuse to take on the customs of Keoland live in squalor. Aubert and Wellemeynhe discuss quietly the values of different artifacts as they leave. A character would have to eavesdrop on the conversation (Listen or Read Lips check, DC 18) to understand what the conversation is about. The PCs are asked to leave, too, as the party is effectively over. If they wish to stay to guard the artifacts, they are not allowed to do so, as there are guards there already. The guards and Celesta will be very offended if the PCs insinuate that the exhibit needs any further guarding. Under no circumstances, even if they're close friends of Celesta and Elios, are they allowed to stay. They are given quarters at the nearby Royal Apartments while in Gradsul, guests of the King's Museum.

Encounter Two: The Witching Hour

This encounter occurs if the PCs refuse to leave the guards or the artifacts alone. The PCs are not allowed to stay to guard the artifacts under any circumstances, but they may try to sneak into the museum or hide until the guards think they have left the museum.

If any PC tries to hide within the museum instead of leaving (or any other such shady behavior), remember that the PC won't have immediate access to all the weapons, magic items, and armor that he or she may be used to. Items that are checked remain at the cloakroom in the entry foyer, and the guards are suspicious of any items "left behind" by the PCs. The items are be locked up in a trunk (Open Lock DC 30) and guarded by a single guard (see below).

Two *alarm* spells are in place in the museum. The first is a mental alarm placed at the backdoor of the museum (see below), alerting Celesta Shadeflower to anyone passing through it.

🔒 **Locked Hardwood Door:** 2 in. thick; hardness 5; hp 20; Break DC 25; good lock (hardness 15; hp 30; Open Lock DC 25).

The second is an audible alarm placed 25 feet in front of the tomb. Celesta wanted to be sure that no one disturbed the body, and so made sure that the alarm went off before anyone reached the body.

What she doesn't know is that the Museum rests above the Gradsul sewer system. Scarlet Brotherhood agents have been tunneling through the floor for weeks, and thus they can approach the tomb from behind, thwarting the *alarms*.

Having dodged patrols and made their way to the main exhibition hall, the players see this:

The sarcophagus' lid has been removed and placed beside the sepulcher. Something becomes clear: the tomb is empty! No body, no mask, no stretcher—

CLANG CLANG CLANG!!! A loud bell rings out, and across the exhibit hall stands Celesta, the lovely halfling from earlier, wearing a sleek, tight black leather outfit with a plunging neckline, a retinue of guards at her beck and call. "Well, well, well... what have we here. I feel like stealing a little someone, myself!"

Celesta and the guards attack, intent on capturing the PCs. They do **not** attack to kill, preferring to immobilize the PCs with tanglefoot bags, Celesta's spells, subdual damage, and grappling.

If the PCs are captured or surrender, they are delivered to a nearby jailhouse (see Encounter Four). If they fight back with any sort of lethal force (damaging spells or weapons), the module is over for that PC. Use your best judgment here, but do NOT reward PCs who act foolishly by allowing them to continue. PCs who attack with lethal force ARE imprisoned for 4 TUs and fined 200 gp. If they kill any of the guards or Celesta, the characters are imprisoned and tried for murder. Take their character sheets and documentation and give them to the convention coordinator. Contact the Triad for further instructions.

All APLs (EL 9)

👤 **Guards (6):** hp 16 each; see Appendix I.

👤 **Celesta Shadeflower:** hp 26; see Appendix I.

Encounter Three: Reld's End

This encounter assumes that the PCs (or at least some of them) do not invade the museum during the night. Also, PCs who are freed from jail (see Encounter Four) can enter this encounter the next morning. Note that if the PCs are sent to jail and

escape without being released by the guards, then the situation is different.

Early the next morning, a maid arrives to let them know that someone waits for them in the common room. When the PCs gather there, read or paraphrase the following:

In the common room of the luxurious Royal Apartments waits the lovely halfling from last night. She appears more dainty and fragile than before, dressed in a simple, long, clingy tunic, with her hair mussed and face furrowed with worry. A single red rose, looking fresh, dangles at her temple as the only reminder of the glamour she displayed yesterday. She looks up at you with dark, weary eyes. "Please, if there's anything you can do, please come. Everything's gone wrong in the museum. Reld's dead... and..." she looks around, bites her lip, and chooses her words carefully, "the artifacts have been stolen. I... I don't know what to do..."

Give the PCs the chance to join up with her as she leads them to the museum grounds. If they hesitate or ask for money, Celesta reminds them of "what... that Olman said last night. The... resting priest... might have decided to leave." She plays the "poor worried lovely girl" routine, hoping to elicit a protective instinct from the PCs. She says nothing incriminating here, fearing that the Darkwatch might decide she knows too much. She only says things like "the priest might have left" or "you know what that man said." If that does not work, she also says, "The noise of last night stirs around us, but I try to keep their calm." On a successful Innuendo check (DC 25), a PC can recognize this to be a sign that Celesta is associated with the Silent Ones. Silent One PCs get a +10 bonus to the check. Celesta does not offer any money here, and if the PCs flat out refuse to at least examine the situation, then the adventure is effectively over for them.

The PCs should eventually accompany Celesta. She wants to take them first to Reld's quarters near the museum.

Celesta takes you to Reld's quarters first. You pass by tables filled with strange and beautiful items from a number of different cultures and places. She leads you up a flight of stairs and to a room.

The door has been shattered. Bits of splintered wood are scattered in the area in front of the doorway. The room itself is small, consisting of a bed, an armoire, a desk and chair, a pile of scrolls and papers, and a window that is wide open, with an obsidian bat-faced pendant hanging in the open window, twirling in the breeze. A number of Olman art objects are neatly arranged around the room: spears and arrows against the walls and grotesque sculptures grinning as they stonily stare at the limp body of Reld Makazian. He is dressed in a long nightshirt and cap and is sprawled out on the floor, resting in a very uncomfortable position, sandwiched between the desk and the bed. His skin is pale and shriveled.

A knock from back at the staircase alerts you, and you see three human men approach. Two of the men are dressed in the uniforms of Gradsul's constabulary, while the last wears a dress military suit, well-made and fit for city work. He also sports a balding pate and a large, brown, well-groomed beard.

"Ah, hello," the gentleman says as he smiles warmly. "I am Detective Jedvar Mirnau, and I understand that there's been a rather bizarre murder. I've been assigned to look at the case. How are you all doing?"

Jedvar meets the PCs and Celesta. He starts by asking them how they are faring and tries to assure them that everything will be for the best and that he will track down the murderer. He also explains that there is a perfectly reasonable explanation why this tragedy occurred.

During this time, Celesta grows fidgety and finds some reason to leave, especially if she can bring a PC with her. If asked why Jedvar bothers her, she plucks the rose from her hair and quietly say, "a lady likes her roses red... not black." In fact, a PC taking the time to examine Jedvar (Spot check DC 20) notices that he has an earring that has the shape of a black owl wings. Jedvar is a Darkwatch informant, not directly a member of the group but reporting suspicious activities to the organization when the need arises.

If the PCs show an interest in Reld's death, Jedvar welcomes them to stay and to assist him in looking for clues. He'll direct them around in a fatherly manner, making sure they don't contaminate the crime scene.

The following information can be gleaned from the scene:

- Gradsul guards inform Jedvar and the PCs that the door is destroyed because it was barred, and the guards had to bash down the door in order to enter the room.
- They bashed it down because Reld missed an appointment with Elios at the museum, and he was worried something was wrong.
- Reld's corpse is completely drained of blood and not a drop is spilled on the floor.
- The only wounds on Reld are a pair of deep puncture wounds on his chest, above his heart.
- There are no signs of disturbances or fighting in the room. The spears are racked up neatly against the wall, the chair is still in its proper place, and the bedsheets are folded back, just a little sloppily.
- Whoever did this wanted to be known. The bat-faced pendant hangs on a little hook outside the window. Furthermore, a small swatch of fur (Jedvar can tell it's bat fur) can be found on the hook. This behavior definitely marks the point of entry and exit as the window.
- This was not a robbery. There are too many notes, artifacts, and personal items left behind, even undisturbed.
- The window is 30 feet up and there is no easy way to access it from the outside.

Jedvar concludes from this investigation that the murderer had to be some crazed savage who thought that Reld had defiled some ancient place once he had learned about the tomb. He probably had a bat fetish, stabbed him twice with a sharp instrument, probably made from bone, and sucked blood out that way.

If Reld is communed with in some way (such as a *speak with dead* spell—definitely NOT a good idea in front of Jedvar!), he reveals that he was attacked while he slept by a giant vampire bat, and that he is sure that the curse of the tomb had come for him.

Speaking of the curse, PCs who take the time to dig through the papers and scrolls find Reld's journal notes. Give the players Player Handout #2.

If the PCs express doubt that the killer is mortal or suppose that the curse might actually be real, Jedvar dismisses the notion. "Now, really," he'll say, "if it isn't some person, what could it possibly be?" PCs should recognize that the Darkwatch frowns upon answers involving undead, dark magic, or the like, and Jedvar interrupts any such discussion pointedly but with some care and concern. "You're speaking nonsense and lies. I understand that adventurers see things that gentle folk like us do not, but superstition and the ramblings of a downtrodden and confused minority like the Olman are not things to take seriously—or to take at all. A savage who snuck in through the window while the victim slept did this murder. That is all we need to know. That is all you need to know. Please don't spout any more superstition. My job's hard enough tracking down an Olman with a funny name and a poor grasp of reality." He leaves well enough alone. This time . . .

Celesta takes anyone who comes with her to the museum's main hall, where the Olman artifacts are and the PCs dined last night. There, she shows the empty sarcophagus, with nothing other than traces of the green powder inside. PCs who search the area (Search DC 20, and they may take 20 here) find smudges of green powder on the floor under one of the frescoes. Moving the floorboard reveals a large hole. The hole drops down into the sewers. A Knowledge (architecture and engineering) check (DC 17) reveals that the tunnel was dug from the sewer to beneath the museum within the last 2 weeks. Although it's impossible to follow any trail through the sewer system, someone who climbs down into it (about a 10 foot drop) can search around and find a fouled sash (Search DC 23 to locate). Traces of green dust cover the sash, and the sash itself is dyed a bright red.

While Celesta is alone with the PCs in the main room, she states that she hopes the missing artifacts are returned soon, and that if the PCs locate the artifacts, especially the body, mask, and pendant, she would like them returned to a private residence (she gives a Gradsul private address) so that the transportation of the artifacts back to the museum can be disguised. In reality, she plans to study them and turn them over to the Silent Ones for study and safekeeping if they are found to be dangerous (none are). She is willing to reveal this to a Silent One PC.

Encounter Four: Meeting at the Jailhouse

There are two ways for the PCs to enter this encounter. The first way is as a captured criminal (see Encounter Two). The second way is as visitors to Xapatl in the Gradsul Jailhouse.

If the PCs are captured and delivered to the Jailhouse, they are stripped of their possessions and placed in a jail cell adjacent to Xapatl's.

You are manacled and rushed over to the local jailhouse. There a jailer relieves you of your possessions and places them in a chest.

The jailer, a fat, balding man looking exasperated and terribly worried about something, takes the guards' report, looks you over and says, "Well, I normally don't feel sorry for criminal folk like yourself, but you really chose a bad night to get caught. Luckily, I still got a cell all your own, down there, but it don't really help the smell any." He leads you and the guards holding you downstairs to the cells.

A death-laden stench fills your nostrils as you are brought to your cell. The jailer continues, "Yeah, stinks, don't it? Do the best you can. Oh, and try not to let the screaming of the loony in the cell next to yours get to you. Something about hocus-pocus, or something, coming to kill us all. Really, why we let those savages into the Kingdom, I'll never know. You know they eat babies? Anyway, try to make the best of it, you poor suckers."

You look across to the cell next to yours to a darkly familiar face. The savage from earlier in the night squats quietly in his cell. He looks at you, narrows his eyes, and smiles. "So, are you now ready to listen to my story?"

If the PCs are willing, Xapatl approaches the wall of iron bars between him and the PCs and speak to them about the following:

- The savage is named Xapatl, and is an Olman priest of Mictlantecuhtli, the god of death.
- Xapatl is the leader of the village of Ilbosok, a shantytown of freed Olman along an exposed canal just outside of Gradsul, consisting of former slaves from the Scarlet Brotherhood and the Hold of the Sea Princes.

- Ilbosok rests on a canal that is little more than a natural extension of the sewer before it goes out to the sea. This is the Olman's plight in Keoland—they are welcome to stay and be free but only in terrible conditions.

- The tomb contains Tloques-Popolocas Yohualli-Ehecatl, The Master of the Others, Who is Like the Wind and the Night. He was the last great priest-king of the Tamoachan Dynasty, last dynasty of the Olman Empire, located in the Amedio Jungle.

- Tloques-Popolocas worshipped Zotzilaha, the bat god in its vampiric aspect. He prayed to Zotzilaha for the power to smite his enemies and for eternal life. Zotzilaha transformed him into a creature of the night, and he terrorized his own people, demanding constant sacrifice in his god's name and drinking the blood of victims.

- Other priests rose up against Tloques-Popolocas and slew him but not before he summoned bats and creatures from beyond to devour the people of Tamoachan. In an effort to make sure that he remained dead, the priests mutilated and desecrated the corpse, keeping him dead as long as the corpse wore the mask and pendant of Camazotz, the bat god's living aspect.

- If the PCs reveal that Tloques-Popolocas has gone missing, Xapatl looks around in desperation, explaining that it can only mean that he has risen again and all of Gradsul is doomed.

Xapatl holds the conversation quietly. During this time, the jailer (Damiet, War2, Int 8) falls asleep and starts to snore.

After the PCs have gathered the information that they can from Xapatl, he finishes by explaining that it is time for him to leave. When asked how he will do it, he states that the jailer will do it for him.

Xapatl grins darkly and steps backward, starting to chant. The coyote scar carved into his chest almost seems to move for a moment, and then it cracks and bleeds as his chanting goes silent. The jailer stops snoring and sits up, shouting something that you can't hear because of the silence. He gets out of his chair and moves toward the Olman's cell, obviously angry.

Xapatl extends his hands outward, as if to choke someone. The guard's neck sinks in, and he claws at it, trying to get air into his lungs. His face flushes purple and he falls over right next to Xapatl's cell.

The mouthing continues. Xapatl gently spreads his arms wide and inhales deeply. Rising from the fallen jailer is what appears at first to be steam. The steam coalesces momentarily, and you see the jailer's anguished face form in the steam as it rushes from the corpse into Xapatl's nose and mouth. Strength, youth, and vigor seem to rush into Xapatl's form, and rivulets of blood begin to seep from the corners of his eyes and from the scar. Xapatl pulls a black onyx from a necklace, reaches through the bars, and places the gem in the guard's mouth.

The silent chanting slows. Xapatl gingerly gestures upward, like encouragement for a child to stand. The corpse of the jailer starts to move, picks itself up, shambles over to the keys, and then returns to unlock Xapatl's cell. It unlocks the door and opens it, and Xapatl walks out. He heads up the stairs, stops, and turns back toward your cell. "We must stop the Master of the Others," he calls back to you. "We must not let his reign of horror begin anew." He gestures to the dead jailer, and it moves to your cell, unlocking the door. "I have heard of Keoish freedom," he says in derision. "Now taste Olman freedom! Go now!"

The first spell Xapatl casts is *silence* in the PCs' cell. Due to the locked cell door, the lack of items, and the inability to speak, shout, or cast spells with a verbal component from within the cell, it is unlikely that the PCs can do anything other than watch.

After the *silence*, Xapatl casts *cause moderate wounds* as a Reach spell, *death knell* as a Reach spell, and then *animate dead* to control the jailer. Once Xapatl was free, he dismissed the *silence*, allowing him to speak with the PCs.

If the PCs accept the chance to go free, Xapatl casts *invisibility* and disappears. The jailer zombie reveals itself to the upstairs guards, causing enough commotion to let the PCs get their belongings and sneak out without incident; however, the next day a Writ of Outlawry is placed on the escaping PCs for jailbreaking. If the PCs attempt to attack Xapatl or refuse his gift of freedom, he scowls, complaining that the Keoish are all fools, and turns invisible, directing the zombie to attack the PCs. If the PCs kill the

zombie before alerting the upstairs guards, they find themselves in a world of trouble because it will look like the PCs killed the jailer. They are held for murder, transferred to Gradsul's dungeon, unable to continue the adventure. Jedvar Mirnau of the Darkwatch frees any PCs held in this way after the adventure, making sure they know that he knows that they are not responsible for the jailer's murder; they just unfortunately came across his corpse—his unmoving corpse. If the PCs do not accept Xapatl's freedom and alert the guards to the zombie, Jedvar and Celesta free the PCs in the morning, dropping the charges against them due to new information coming to light (Reld's death). If it hasn't happened already, proceed to Encounter Three.

If the PCs have not been captured or arrested, then they can visit Xapatl the next morning, where he is sitting in his cell.

The jailer, a fat, balding man looking exasperated and terribly worried about something, looks you over and says, "Are you sure you're here to see the loony? He stinks like something died and gives me the willies. Droning on and on about some guy named Hocus-Pocus or something, coming to kill us all, you know, the standard uneducated loony ranting. I tell you, I don't know why they're allowed into the Kingdom. They eat babies, you know? Uncivilized to the core and mighty creepy to boot. Well, if you want to talk to the freak, there he is. I wouldn't get too close to the bars, mind you."

The PCs can speak with Xapatl as above. After the PCs leave, Xapatl frees himself in the same way as above, but the PCs aren't there to see it.

Encounter Five: Wellemeynhe's Port Office

The PCs may want to visit Wellemeynhe Myghals at her port office. Her office is located down at the docks, in a surprisingly small stone building on the waterfront. Two guardsmen stand at the door, and another two guardsmen stand inside. A gnome clerk named Flincottle (Exp1, Int 14, Craft (gemcutting) +6) takes the PCs' names and informs Wellemeynhe of their presence. She ushers them into her main office quickly.

You are led into the offices of Wellemeynhe Myghals. She leans over her desk, her wide, full figure looking at a pile of papers with the same steely-eyed attention as she gave the artifacts last night. Although she has let her ebon tresses down, cascading over her shoulders, she still keeps her hair out of her face with the pearl-and-feather combs she wore last night.

Wellemeynhe's office is filled with papers: nautical maps showing travel lanes, piles of ledgers from various shipping companies, and stacks of listing in painstaking detail the existence, bearer, and value of individual gemstones. Strangely, no tools and no gems are to be seen.

"Do please come in," she starts, her voice tinged with urgency. "I assume you're here about the robbery and the murder? Oh, what a terrible night last night was. I've had to double my guard contingent just to think straight. Do you have any information about last night?"

Wellemeynhe takes issue with PCs that are unwilling to discuss their side of the story along with hers and won't volunteer any information until the PCs begin to share their side of the story. Although she has her suspicions, she is not completely sure that the PCs themselves are innocent—doubly if any of the PCs were arrested earlier. Finally, she has the social right to expect the PCs to give information first, because she is a minor noble and the Syndic of Gradsul of the Royal Guild of Gemcutters.

As long as the PCs begin to share their info with her, she is willing to converse with them about things. At first, while she has reason to doubt the PCs' innocence, she will only be willing to indicate the following:

- She was there at the request of Aubert Ruatho so that she could appraise the artifacts. Although she is a somewhat reasonable choice, since she appraises gems and shipments through the port and is a self-made expert on Flan artifacts, she is not an expert of Olman artifacts and her importance in preventing smuggling might have had something to do with Aubert's decision to invite her. Besides, museum artifacts are supposed to be priceless. Their historical value is far more important than their monetary value.

- She has been carefully studying the travel path of the boat that the artifacts came in on, and she figures that they would almost have been certainly boarded by Scarlet Brotherhood agents along the way.

- The murder of Reld particularly disturbs her. She does not know the particulars of the murder and hopes that whoever killed Reld doesn't try to kill her too. If asked about her view of whether there's a curse on the tomb or other evidence of dark magic, she replies: "As a gemcutter, I've seen a lot of strange things. From gnomes, mostly. However, as a public official charged with monitoring shady transactions, I know that a curse needs no magic to be real."

Any more information requires Wellemeynhe to trust the PCs. If any of the PCs has a favor or influence point with the Royal Guild of Gem Cutters of Keoland (from the Keoland module "Never Mined"), or if any of them are a member, then she trusts them and reveals the following (otherwise, it requires a Diplomacy check DC 20, 25 if there is a Writ of Outlawry on any PC):

- Even though she visited the boat and everything was clean, she still feels that the boat must be hiding something. She has asked that the boat remain in port for another day while she checks her sources.

- The boat's name is the Frog and Lily, and her informants have indicated that the Scarlet Brotherhood has done business on the boat in the past. The boat must have traveled from the Amedio to Keoland only because the Scarlet Brotherhood wanted it to.

- She believes that the Scarlet Brotherhood may have planned to have the artifacts classified as museum pieces and then subsequently steal them to avoid having to pay tariffs on them. Who knows why they'd want them, however?

- She truly knows nothing about the murder, but assumes that the Scarlet Brotherhood is behind it.

- She asks the PCs to check on the Frog and Lily for her. She wants someone who isn't clearly a customs official to go there and search the boat for contraband—and perhaps the artifacts. She also plucks a feather from her combs and hands it to the PCs, instructing them to drop the feather on the boat. The feather is a *Quaal's Feather Token (anchor)*. If the PCs agree to perform this task for her, she pays them 50 gp each in advance.

- They will be going there unofficially, so they should be careful and not use her name. Discretion is most important.
- Ruatho did contract the boat to take Reld to the Amedio and back, but he does not own it.
- If any of the PCs have a Writ of Outlawry from earlier events, she is willing to pull some strings and get the writ removed.

Treasure: The only treasure in this encounter is the possible payment by Wellemeynhe.

APL 2: L: 0 gp; C: 50 gp; M: 0.

APL 4: L: 0 gp; C: 50 gp; M: 0.

APL 6: L: 0 gp; C: 50 gp; M: 0.

APL 8: L: 0 gp; C: 50 gp; M: 0.

Encounter Six: The Patron's Apartments

The PCs may also visit Reld's patron, Lord Aubert Ruatho, at his city apartments within Gradsul. Ruatho, a Suel noble, welcomes them into his study and explain to the PCs his role as patron. He claims he understands the importance of the arts and that he funded Reld's expedition so that the Olman culture could be explored fully.

In truth, he was Reld's main contact with the Scarlet Brotherhood, bringing him men and letting him travel unaccosted to the Amedio Jungle. The deal was that Ruatho could claim the treasures found there once they were brought back to Keoland. Smaller amounts of treasure were smuggled into Gradsul, but the tomb was large and obvious enough that it was sent to the museum in order to take suspicion off the rest of the load. Ruatho knows none of the details of Reld's murder, and, quite frankly, he did not want it to happen. After chatting with him for a while, Ruatho is called out of the office into a private room—he's just finding out that Wellemeynhe has asked the ship at the harbor controlled by the Scarlet Brotherhood not to load or offload any cargo until her agents have the opportunity to search the vessel for contraband again. While Ruatho is out of the office, PCs may attempt to listen in on his conversation, discovering his link to the Scarlet Brotherhood, or search his desk for correspondence regarding the Brotherhood. If they search or sneak around for clues, they are asked to leave or even attacked by Ruatho's guards. If

they sit quietly, they are asked to leave after Ruatho learns about Wellemeynhe's actions.

If the PCs decide to visit Aubert Ruatho, they can find him at his city apartments in the nobles' section of Gradsul. There is no trouble in finding his apartments.

You are led into a plush study, with couches and chairs around a desk and the back wall filled with books about locations around the southern seas. Aubert welcomes you into his study. His face, a countenance of worry and confusion, melts slightly in your presence. He leans against the paper-strewn desk and says, "Let's get right down to the grave matter of the late Reld Makazian. What do you know about it?"

Aubert is happy to see the PCs, hoping they can shed some light on Reld's murder. He isn't interested in speaking about the theft and tries to steer away from conversation about the theft, claiming that a murder is a far more serious matter than a theft.

Speaking to Aubert reveals the following:

- Aubert funded Reld's mission because of his interest in the Olman Empire. It is astounding to think that the savage cannibals of the Amedio jungle once held a mighty kingdom. (This is a lie; he wants to help loot the ruins of the empire to fund the Scarlet Brotherhood.)
- Aubert truly knows nothing about the details of Reld's death, but thinks that there must be a third party who wishes all associated with the artifacts to die. Reld would be the logical first victim.
- Although he does not think that the Olman are capable of weaving the magic necessary for a lasting curse, he is willing to discuss evidence of the dark arts at work. Clearly, Xapatl is probably behind the murder in some fashion.

After speaking with the PCs, Aubert is called out of the room by a servant for an urgent matter, leaving the PCs alone in the room.

If the PCs successfully listen at the door that Aubert stepped through (Listen DC 20), they hear Aubert receive the message that Wellemeynhe Myghals stopped the Frog and Lily from leaving port another day. Aubert complains that she might know too much about his brethren's role in the

transport and comment that something must be done about her. If the Listen check gives a result between 10 and 19, all the PCs hear is “What!? She’s caused too much trouble already!”

If the PCs search the desk while Aubert has left the room (Search DC 15) they find a note (Player Handout #3) praising his success in bringing the artifacts into Keoland. It is in Scarlet Brotherhood code, but Ruatho has foolishly jotted down the meaning.

If the PCs browse the books in the bookshelf while Aubert is away (Search DC 20) they find a book on the Tilvanot Peninsula, well eared and filled with notes in Aubert’s handwriting, as if he had lived there for a long time and wanted to remind himself of home.

After a short while, Aubert returns to the room and asks the PCs to leave, apologizing but claiming a very sensitive personal matter has arisen. At this point he realizes he has left this evidence on his desk. If the PCs have taken it, he will bluff to try to get them unaware, and then call his guards to attack. If the PCs pry, he replies that although he does not have proof, his associates indicate that Wellemeynhe is behind the robbery in the museum. He continues by stating that it is a pity that her position makes her virtually immune to going through legal channels, so all he can do is pray that certain powers set the balance right with holy justice. He’ll have to look for a proper offering to give these powers in thanks if they decide to do what’s right and just. If the PCs ask for more details about payment or ask for an advance, he’ll reply, “I haven’t asked YOU to do anything. I am merely offering a prayer,” indicating that he’s not about to state that he’ll pay for Wellemeynhe’s demise...out loud, anyway.

If the PCs do not take the letter or accuse him, leaving in a peaceful manner, they aren’t attacked. If the PCs accuse him of being a member of the Scarlet Brotherhood, he calls the guards to attack the PCs.

APL 2 (EL 4)

☛ **Ruatho Guards, Male Human Ftr1 (4):** hp 12 each; see Appendix I.

APL 4 (EL 6)

☛ **Ruatho Guards, Male Human Ftr1 (4):** hp 12 each; see Appendix I.

☛ **Lord Aubert Ruatho, Male Human (Suel)**
Mnk3/Ari2/Ass1: hp 39; see Appendix I.

APL 6 (EL 8)

☛ **Ruatho Guards, Male Human Ftr2 (5):** hp 19 each; see Appendix I.

☛ **Lord Aubert Ruatho, Male Human (Suel)**
Mnk3/Ari2/Ass1: hp 39; see Appendix I.

APL 8 (EL 10)

☛ **Ruatho Guards, Male Human Ftr4 (6):** hp 34 each; see Appendix I.

☛ **Lord Aubert Ruatho, Male Human (Suel)**
Mnk3/Ari2/Ass1: hp 39; see Appendix I.

Tactics: At APL 2, Ruatho runs away and does not attack PCs. At higher APLs, he cowers and begs for mercy, stating that he is unarmed and defenseless while the guards attempt to distract the PCs. While attention is diverted elsewhere, he chooses a close and lightly armored PC and tries to sneak attack him or her. At APL 4 this is a stunning monk attack. At APL 6, this is a stunning monk and paralyzing assassin attack. At APL 8 he uses a stunning monk and assassin death attack. The guards attack and fight to the death while trying to cover Aubert’s escape.

Treasure: Gradsul city guards will arrive just as the battle is ending. The PCs will not be able to loot the bodies completely, although they will have the opportunity, if they are quick, to grab the potions carried by the bad guys, as well as a bag of gems Aubert carried on his belt.

APL 2: L: 0 gp; C: 30 gp; M: 4 *potions of cure light wounds* (5 gp each).

APL 4: L: 0 gp; C: 30 gp; M: 4 *potions of cure light wounds* (5 gp each), *potion of invisibility* (30 gp).

APL 6: L: 0 gp; C: 30 gp; M: 5 *potions of cure light wounds* (5 gp each), *potion of invisibility* (30 gp).

APL 8: L: 0 gp; C: 30 gp; M: 6 *potions of cure light wounds* (5 gp each), *potion of invisibility* (30 gp).

Development: Gradsul city guards will arrive just as the battle is ending. If the PCs are able to capture or kill Aubert, they still might be in trouble, even with the evidence. Killing him actually is better for the PCs, since then they’ll only have deal with the city guards (Diplomacy DC 10). If Aubert is alive and conscious, they will have to beat him in an opposed Diplomacy check, although the documents they have as evidence will give them a +10 circumstance bonus. Give them extra bonuses or penalties for good or bad

role-playing. They have three chances to convince the authorities; if they fail all three times, they go off to the guardhouse for the rest of the module for questioning.

The PCs might have met other nobles at the banquet, but they won't have any important information if questioned. Role-play them only as a result of the players and DM having enough game time to do so.

Encounter Seven: The Slave City

This encounter occurs if the party travels to the Olman shantytown outside Gradsul before the encounter with the Scarlet Brotherhood:

The stench is the first thing that assails your senses. The worst bog gas of the dreaded Hool Marsh is nothing compared to this. Various ramshackle wooden buildings sit amidst the many more buildings made of mud. Olman children are playing in the streets that crisscross around the buildings of this makeshift shantytown. They stop playing and stare at you. After a few seconds, a Suel man wearing robes and a holy symbol of a hand partially wrapped in a cloth comes out of one of the wooden buildings and waves to you, saying in Common, "Hail! Have you business in Ilbosok?"

The PCs can note that the terrible smell comes from a sewer drain that carries waste from the city and empties it here. An open canal then carries the sewage from the sewer to the nearby sea. It was the only land that no one cared enough about to keep the Olman from squatting here. Observant PCs may make the connection between the sewer here and the one leading from the museum.

The man is Joren ik-Belgham, a cleric of Zodal (Knowledge (religion) DC 15 to know the symbol and details on Zodal, God of Mercy and Hope) and the only man interested in helping the Olman enough to live with them. He maintains an old ruin of a church, deserted by priests of Rao after the Neheli Sacrilege, rededicated and in the process of rebuilding by Joren and a handful of Olman from the shantytown. The church is up on a small hill resting above the shantytown.

Some of these Olman are followers of Zotzilaha, whose worship is frowned upon in Ilbosok. They helped Joren so that they have a private place outside of town to worship. They secreted an evil shrine in the bell tower of the church.

The PCs can learn the following from Joren:

- The name they give the slum, Ilbosok, is actually a Suel word for city of slaves, as a statement to the conditions in which they live, which remind them of their time in the Scarlet Brotherhood.
- Joren maintains an old ruin of a church, deserted by priests of Rao after the Neheli Sacrilege, rededicated and in the process of rebuilding by Joren and a handful of Olman from the shantytown.
- Joren knows that some of these people worship Olman gods, and some of those not be the most pleasant of deities.
- Mictlantecuhtli is a name he hears spoken by many of the people here, but he doesn't know much about it. They say it with reverence and fear, so he assumes it has some holy meaning.
- He knows that Xapatl, or someone matching Xapatl's description if the PCs don't know his name, lives here and is considered the leader of many of these people.
- Xapatl has lately been "preaching" to the Olman people about Camazotz and Zotzilaha. He seems to be upset about Zotzilaha and what is going to bring Zotzilaha back. Camazotz has something to do with this, but Joren isn't sure what.
- Xapatl is not here right now, although he usually preaches to his people at the darkest hours of the night.

Encounter Eight: Strange Customs

The PCs, having either learned about the Scarlet Brotherhood vessel from Wellemeynhe or Ruatho, should eventually arrive here.

The Frog and Lily is docked at the mooring closest to shore. The vessel is not overly large, perhaps 70 feet long and 25 feet wide. Neither of the two masts currently holds a sail, and no one appears to be manning the deck.

The Scarlet Brotherhood monks brought the museum treasures out of the sewer the same

night as the party. They were stowed in a secret hold for transport away to an interested buyer in Greyhawk. After being stowed, two of the sailors were left to guard while the others left to perform other duties on shore. Not long after, the worshippers of Zotzilaha killed the two guards, cut a hole in the side of the ship, and carried the body, mask, and pendant along a sandbar and back into the sewers.

When the PCs arrive, a search of the deck and quarters will reveal nothing suspicious. However, moving down the ladder into the hold reveals more.

The hold (30' x 25') contains several Olman relics, some of them looking very much like those stolen from the museum. The body, however, is nowhere to be found.

After half of the PCs have climbed down into the hold, the remaining Scarlet Brotherhood sailors will return to the ship and see what is going on. They wait, trying to get one or two of the PCs left behind to stand guard and take them out quickly with stunning attacks. If the PCs use different tactics to get into the hold, play out the encounter accordingly.

A secret door leads from the regular hold into a secret hold. In the secret hold lie two sailors, their withered corpses recently drained of blood. Green fluorescent powder residue is easily found on the floor and walls of the hold. A large hole in the side of the vessel is also apparent, underneath the dock but above the water line. Anyone leaving through the hold can realize that a sandbar offers easy access to the ship. Following the sandbar to shore reveals a nearby sewage drain. The drain, sometimes an open canal and sometimes a pipe, leads to the Olman slum.

APL 2 (EL 3)

☛ **Sailors, Male Human (Suel) Mnk1 (3):** hp 9 each; see Appendix I.

APL 4 (EL 5)

☛ **Sailors, Male Human (Suel) Mnk1 (6):** hp 9 each; see Appendix I.

APL 6 (EL 8)

☛ **Sailors, Male Human (Suel) Mnk4 (4):** hp 27 each; see Appendix I.

APL 8 (EL 10)

☛ **Sailors, Male Human (Suel) Mnk7 (3):** hp 48 each; see Appendix I.

Treasure: At lower APLs, the main treasure in this encounter is the sailors' kamas. Make sure you mention during the combat how sharp and shiny they are. At higher APLs, the sailors also possess some valuable magic items. The sailors also guard a sack of gold. The other goods aren't worth enough to take.

APL 2: L: 1 gp; C: 60 gp; M: 0.

APL 4: L: 181 gp; C: 60 gp; M: 0.

APL 6: L: 0 gp; C: 60 gp; M: 4 +1 *kama* (230 gp each), 4 *potions of cat's grace* (30 gp each).

APL 8: L: 0 gp; C: 60 gp; M: 3 *potions of cat's grace* (30 gp each), 3 *bracers of armor +1* (100 gp each), 3 *potions of ghoul touch* (30 gp each), 3 *gloves of dexterity* (400 gp each).

Encounter Nine: (Return to) Ilbosok

The sewer drain twists and turns and is filled with rats and other nasty critters, but it eventually leads to Ilbosok, the only other place where the drain opens up wide enough for the tomb to pass through. Astute players might remember the sewer drain and travel straight to Ilbosok without going through the sewers.

If the PCs enter (or return to) Ilbosok after doing all the other investigating, they arrive as Xapatl is leading his followers in a ritual celebration.

Standing atop one of the wooden structures is Xapatl. He shouts and chants in Olman. A large crowd has convened beneath him, and they chant and shout in unison along with him.

When the PCs are spotted approaching, the ritual comes to a halt. Xapatl looks down at them and shouts in Common:

You are not welcome here. We try to save this city from the evil is has brought upon itself. Leave now. If you wish to stay, you must become one of us. Face our champion in ritual combat, or leave us now!

He requires that one PC champion fight Ilbosok's champion in a knife fight—**without armor or anything else, as armor and magic are the**

tools of the coward: just a dagger and the combatants! Everyone chants as the two champions fight. Xapatl won't interfere. The PCs will be watched closely for signs of interference. If that happens, it becomes a free-for-all.

This is key: the PCs must agree to fight with just skill and a dagger—no magic help of any kind. If the PCs try anything to give the champion an advantage, they will be caught. When this happens, Xapatl calls out that the PCs are nothing but scheming unbelievers who will suffer with the rest of Keoland. He will not tell them about the shrine in the church of Zodal, and the module is effectively over. He will then flee.

If the PC defeats the Olman champion, the other Olman gather around and chant for the champion's death. If the PC kills the champion, they are celebrated and allowed to stay. If not, then Xapatl allows the champion to live, saying that the PCs have accepted their customs, so they should accept the PCs' customs.

If the PC champion loses to the barbarian, the PCs must intervene to save their companion from getting a *coup de grace*. If the PCs allow their companion to die, the Olman accept them.

Once the Olman accept the PCs, either defeating the champion or allowing a PC to die at the hands of the champion, Xapatl happily volunteers to speak further about Tloques-Popolocas and Zotzilaha. He finishes the story of Tloques-Popolocas and explains the worship of Zotzilaha is not welcome in Ilbosok, and that the vile god's followers have to congregate somewhere else to worship. Saying this, he casts a furtive but knowing glance toward the temple of Zodal. If the players do not get the hint, he goes on to say that the cleric of Zodal is a fool and is being tricked into housing followers of pure evil.

If the PCs attack Xapatl, he uses all means at his disposal to escape. He is on top of the building, and he makes sure to keep the PCs at a safe distance from him. He can cast *invisibility*, use his *potion of gaseous form*, or do both. The male Olman in the crowd, all first-level commoners with no fighting skills, will grapple and pummel the PCs to allow him to escape, but they will be no threat to PCs. Xapatl should escape with no problem; if he is attacked, he won't talk to the PCs, and they will not know to look in the temple of Zodal, thus missing the final encounter. If the PCs cut down the male Olman, the remaining Olman, all elderly

or noncombatant women and children, stare timidly at the slaughter. In a passionate act of rage, a single small boy picks up a stone next to his dead father's hand and attacks. If the PCs cut him down, the rest of the village, sensing the senseless brutality of the PCs, all attack at once, trying to tear down the PCs, now forced to fight the entire village. If they defeat the entire village (being all 1st level commoners, this should be easy), they find Joren atop a hill, weeping at the PCs' actions while a stream of bats flies from the bell tower of the temple of Zodal. Gradsul guards will arrive, but the PCs are not arrested or punished for destroying the village; as no one cares, but Xapatl's god will curse them for senselessly slaughtering his children. Note that none of the Olman (other than Xapatl) in the village will detect as evil. They are neutral, and their worship of the death god is a custom that they have grown up with, living in such horrible conditions in the Amedio, in Scarlet Brotherhood captivity, and here in Gradsul.

APL 2 (EL 1)

✦ **Champion, Male Human (Olman) Bbn1:** hp 13; see Appendix I.

APL 4 (EL 2)

✦ **Champion, Male Human (Olman) Bbn2:** hp 20; see Appendix I.

APL 6 (EL 3)

✦ **Champion, Male Human (Olman) Bbn3:** hp 29; see Appendix I.

APL 8 (EL 4)

✦ **Champion, Male Human (Olman) Bbn4:** hp 39; see Appendix I.

Encounter Ten: Bats in the Belfry

The church on the hill is truly a temple of Zodal, but the bell tower has been closed off and turned into a shrine to Zotzilaha. A ritual has already taken place at the shrine. The PCs arrive as four cult members are waiting to be taken by Zotzilaha as a gift. In this case, Zotzilaha sends dire bats to pick up and feast on the prizes (along with a bodak at APL 8). The party must fight the cultists of Zotzilaha here, fifty feet above the ground, dealing with large open sides to the tower (to let

the sound of the bells travel). As they fight, bats dart in and out of the tower, a boy at the bottom of the tower rings the bell, and the cultists try to kill off the party. Once they defeat the cultists, they find the mask and pendant of Camazotz, but the body of Tloques-Popolocas is missing.

If the PCs find their way to the temple of Zodal on the hill above Ilbosok by defeating the champion and listening to Xapatl, they will face this encounter.

As the light wanes, you arrive in the temple. An Olman boy stands at the base of the bell tower, his hand on the bell rope. Joren, the priest of Zodal, looks at you. "Yes? Can I help you?" he asks. The light sound of squeaking comes from above. The boy smiles and points up the ladder.

The temple of Zodal is truly a temple to Zodal. However, the squeaks above come from bats, and that should be a clue to the whereabouts of the Zotzilaha shrine. The rickety stairs up into the bell tower make a lot of noise as they are ascended, and the top of the tower itself is closed off by a locked trap door that must be picked or smashed.

🔒 **Locked Trapdoor:** 1.5 in. thick; hardness 5; hp 15; Break DC 18; lock (hardness 15; hp 30; Open Lock DC 15).

You push your way through the trap door to find yourself in the bell tower. A strong breeze blows through the small room, and the large archways give you a good view of the ground, seventy feet down. A single large, rusty bell, about four feet high and definitely weighing a good ton, sways slightly, carefully balanced to allow it to sway back and forth without much effort.

Also present are four Olman. The first looks far more feral than the others, a skinny man wearing a bat mask, grasping a dagger ending in a hollow point and holding his cloaked arms like bat wings. The second is a tall, dark, full-figured woman holding a staff. The third is an Olman warrior like the one fighting in the challenge at Ilbosok, his body now painted in blood.

The final Olman stands tall on a wooden altar, where a bowl with traces of blood lies at his feet. In his outstretched arms, he holds the

golden mask and pendant from the tomb. The green-stained stretcher, complete with its gems, lies empty before the four.

The tall Olman with the mask and pendant calls out to you: "The emperor has ended his dread sleep! He shall rise and begin his reign anew! Come, let your blood and life provide sustenance for Tloques-Popolocas Yohualliehecatl, The Master of the Others, Who is Like the Wind and the Night!"

These Zotzilaha cultists are simple Olman peasants but they fight to the death. (The leaders of this cult have released their evil god's power and fled.) None of their attacks will hit the PC, and they have an AC of 10 with 3 hit points. As a judge, make sure you play up the descriptions of the four, making the PCs believe these are the final enemies. The real threat to the PCs does not appear until the second round of combat. During the first round, they all chant, which has no special effects, but should duly unnerve the PCs.

As the Olman are chanting, and probably getting attacked, the real threats swoop down from the sky (or in the case of the bodak, comes out of the altar). The bats (called by the ritual, not summoned) and/or bodak surprise characters that fail a Spot check (DC 18).

During the battle, note the following:

- The bell tower is 25' square, with the bell itself occupying the center square.
- The archways have no railing preventing someone from falling to the ground below. On three sides, anyone knocked off by a Bull Rush or any other such event fall 70 feet, taking 7d6 points of damage. The fourth side overlooking the church roof is closed off, and the altar is set up there.
- As combat begins, the bell begins to sway. The boy at the bottom of the bell tower is another cultist, and he is trying to get the bell to ring to hurt the PCs. At the start of the third round, the bell has enough momentum to start to ring. A loud, dull BONG resounds through the bell tower every round. Casting a spell with verbal components requires a Concentration check (DC 13 + spell level).
- The swaying motion of the bell is another hazard. Anyone standing in the two squares on either side of the bell risks being hit by the bell itself. Consider the bell to attack with a Bull Rush in the square to the left of the bell on round 3, to

the right of the bell on round 4, and so on. Consider the bell to have Strength 20 for the purposes of the Bull Rush. If a Bull Rush occurs, there are no bell attacks in the subsequent round, as the momentum needs to be rebuilt.

- The bell can be stopped a number of ways. If someone holds onto the bell, then the bell does not ring that round. If someone reaches up to the bell mooring six feet from the floor, the bell can be prevented from tilting on its mooring with a successful Disable Device check (DC 20, requiring a full round action that provokes attacks of opportunity).
- If the mooring itself is destroyed (hardness 5, hp 20, Break DC 20) the bell drops from its mooring, crashes through the floor, and lands in the temple below, leaving a 5' hole in the wooden floor (hardness 5, hp 20, Break DC 20).
- The bats are smart enough to attempt a bull rush in order to knock PCs from the tower.
- If PCs try to climb or fly to the bell tower, the bats will fly in to play with them.
- At APL 8, the area around the shrine is under the influence of a *desecrate* spell cast at 9th level.

APL 2 (EL 4)

☛ **Dire Bats (2):** hp 30 each; see *Monster Manual* page 57).

APL 4 (EL 6)

☛ **Advanced Dire Bats (2):** hp 78 each; see Appendix I.

APL 6 (EL 7)

☛ **Advanced Dire Bats (3):** hp 78 each; see Appendix I.

APL 8 (EL 9)

☛ **Advanced Dire Bats (2):** hp 78 each; see Appendix I.

☛ **Bodak:** hp 58 each; see *Monster Manual* page 27).

(Note: If this encounter happens in the daylight, the bodak takes one point of damage per round for being exposed to the sunlight.)

Treasure: There are some gold bars stored in the altar atop the bell tower.

APL 2: L: 0 gp; C: 200 gp; M: 0.

APL 4: L: 0 gp; C: 200 gp; M: 0.

APL 6: L: 0 gp; C: 200 gp; M: 0.

APL 8: L: 0 gp; C: 200 gp; M: 0.

Conclusion

If the party destroys Ilbosok, a distraught Joren talks to them before the Gradsul guards escort them away (not to prison, just away from the slum). He isn't happy with what has happened and explains perhaps Xapatl was right about Tloques-Popolocas bringing a curse to the Olman people. After all, the greatest curses require no magic to wreak their destruction. He reminds them that if it were not for Tloques-Popolocas, the PCs would never have come to destroy Ilbosok.

If the PCs defeat the bats/bodak and discover the secret shrine in the bell tower, Joren is sincerely shocked the very Olman that have helped him rebuild his church betrayed him and maintained worship of their evil gods. He still regrets their deaths but is thankful the temple is no longer defiled by their presence. He promises to be more vigilant in the future. He offers the PCs access to some items he has made or collected, at normal prices (he will not offer these if the PCs have slaughtered the Olman of Ilbosok):

APL 2 or higher: *scroll of remove paralysis* (3rd level caster).

APL 4 or higher: *potion of lesser restoration* (3rd level caster).

APL 6 or higher: *scroll of cure critical wounds* (7th level caster).

APL 8: *potion of cure serious wounds* (5th level caster).

In either case, he assists the PCs in arranging a coach to return the goods to the museum (or anywhere else they decide to deliver it). When the goods finally make it back to the museum—Celesta will return them to the museum even if the PCs deliver them to her first—Elios and Wellemeyne are there, and they discuss the events leading to the loss and recovery of the artifacts. As the discussion continues, everyone watches the axe rip itself off the wall and disappear. Everyone is silent.

If any PC slays more than two of the residents of Ilbosok who were followers of Xapatl, or if they killed Xapatl himself, they will be cursed by Mictlantecuhtli. Read the following:

The next morning you awaken to find yourself covered in blood. You are not sure if it your

own, but you feel no pain. Then you see it: a wound in the shape of a skeletal coyote. It is closing before your eyes. The last bit of skin closes where the coyote's mouth would be. The skin puckers up in a smile before closing.

The End

Experience Point Summary

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

Encounter One: An Evening at the Museum

Excellent role-playing AND staying out of jail

- APL 2 – 90 xp;
- APL 4 – 100 xp;
- APL 6 – 120 xp;
- APL 8 – 130 xp.

Encounter Six: The Patron's Apartments

Learning of the Scarlet Brotherhood connection, either by stealthy investigation or by defeating the guards and Lord Ruatho

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp.

Encounter Eight: Strange Customs

Defeating the Scarlet Brotherhood sailors

- APL 2 – 90 xp;
- APL 4 – 150 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp.

Encounter Nine: (Return to) Ilbosok

Defeating the Olman Champion

- APL 2 – 30 xp;
- APL 4 – 60 xp;
- APL 6 – 90 xp;
- APL 8 – 120 xp.

Encounter Ten: Bats in the Belfry

Defeating the bats/bodak

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 210 xp;
- APL 8 – 270 xp.

Total possible experience:

- APL 2 – 450 xp;
- APL 4 – 670 xp;
- APL 6 – 900 xp;
- APL 8 – 1,100 xp.

Treasure Summary

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

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

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

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

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

scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy (sell value)
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter Five: Wellemeynhe's Port Office

All APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Encounter Six: The Patron's Apartments

APL 2: L: 0 gp; C: 30 gp; M: 20 gp;
APL 4: L: 0 gp; C: 30 gp; M: 50 gp;
APL 6: L: 0 gp; C: 30 gp; M: 55 gp;
APL 8: L: 0 gp; C: 30 gp; M: 60 gp.

Encounter Eight: Strange Customs

APL 2: L: 1 gp; C: 60 gp; M: 0 gp;
APL 4: L: 181 gp; C: 60 gp; M: 0 gp;
APL 6: L: 0 gp; C: 60 gp; M: 1040 gp;
APL 8: L: 0 gp; C: 60 gp; M: 1680 gp.

Encounter Ten: Bats in the Belfry

APL 2: L: 0 gp; C: 200 gp; M: 0 gp;
APL 4: L: 0 gp; C: 200 gp; M: 0 gp;
APL 6: L: 0 gp; C: 200 gp; M: 0 gp;
APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1 gp; C: 340 gp; M: 20 gp;
Total: 361 gp (361 gp);
APL 4: L: 181 gp; C: 340 gp; M: 50 gp;
Total: 571 gp (571 gp);
APL 6: L: 0 gp; C: 340 gp; M: 1095 gp;
Total: 1435 gp (800 gp);
APL 8: L: 0 gp; C: 340 gp; M: 1740 gp;
Total: 2,080 gp (1,250 gp).

Special

These items appear on the adventure record. They should be crossed out if the PC did not encounter or earn them in the adventure.

📜 *Scroll of Remove Paralysis*
Caster Level: 3rd; Prerequisites: Scribe Scroll, *remove paralysis*; Market Price: 150 gp; Weight: - lbs.

🧪 *Potion of Lesser Restoration*

Caster Level: 3rd; Prerequisites: Brew Potion, *lesser restoration*; Market Price: 300 gp; Weight: - lbs.

👮 *Writ of Outlawry*: The PCs are wanted in Gradsul for the crime noted in the Play Notes. Whenever this PC comes across a law-enforcement agent in a Keoland scenario, there is a 25% chance the agent will recognize the outlaw and arrest him on site. The module ends there for this PC. The punishment and fine depend on the crime. Contact the Keoland Triad for details.

👹 *Curse of Mictlantecuhtli*: The PC has killed an innocent follower of the Olman death god Mictlantecuhtli. Whenever the PC does something that directly causes the death of a creature (such as inflicting the final points of damage that kills a creature), the PC receives the effect of a *cure minor wounds* spell. However, for the next hour, the PC suffers a -4 profane penalty to all Fort saves, as a bleeding wound appears on his chest, in the shape of a skeletal coyote.

If the PCs slay Xapatl, they gain access to the following (the judge should do everything possible to prevent this from occurring):

👉 *Xapatl's +1 Chain Shirt of Silent Moves* with Masterwork Armor Spikes

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *silence*; Market Price: 4,600 gp; Weight: 35 lbs.

👉 *Xapatl's +1 Macahuitl of Spell Storing*

The macahuitl is a traditional weapon of the Olman. Sometimes referred to as the "obsidian sword", the macahuitl consists of a long, thin club of hardwood set with shards of obsidian, or rarely, small metal points, along its edge. It can inflict bloody lacerations with a swipe. It is equivalent to a longsword (and can be used by anyone proficient with that weapon) but inflicts both piercing and slashing damage and costs 18 gp. This macahuitl is +1 with the special ability of *spell storing*.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Market Price: 8,318 gp; Weight: 4 lbs.

Appendix I: NPCs

Encounter One, Four, or Nine

All APLs

Xapatl, Priest-Leader of the Olman: male human (Olman) Rgr1/Clr7/MasterofShrouds1; CR 9; medium humanoid (human); HD 1d10+8d8; hp 56; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 armor]; Atk +10/+5 melee (1d8+3/19-20, macahuitl) or +10/+5 melee (1d6+2, armor spikes) or +9/+4 ranged (1d4+2, sling) or +8/+3 melee (1d8+3/19-20, macahuitl), +8 melee (1d6+1, armor spikes); SA spells, turn undead, favored enemy (human); SQ ambidexterity, two-weapon fighting, track, extra turning; AL LE; SV Fort +7, Ref +4, Will +10; Str 14, Dex 14, Con 10, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +7, Concentration +10, Knowledge (religion) +3, Listen +7, Move Silently +6 (+15 with armor), Spellcraft +10, Spot +7, Wilderness Lore +7; Cleave, Combat Casting, Divine Might, Power Attack, Reach Spell.

Divine Might (from Defenders of the Faith):

You can channel energy to increase the damage you deal in combat. Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

Reach Spell (from Defenders of the Faith):

You can cast touch spells without touching the spell recipient. You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a slot two levels higher than the spell's actual level.

Languages: Common, Olman.

Possessions: +1 chain shirt of silent moves with masterwork armor spikes, +1 macahuitl of spell storing (as longsword, holds *inflict serious wounds* currently), holy symbol, sling, 10 bullets, spell component pouch, *potion of gaseous form*.

Description: Xapatl was once a talented hunter in the Amedio jungle. However, an expedition of the Scarlet Brotherhood captured and enslaved him. Horribly resentful of his treatment and that of his fellow Olman, he turned inward, sure that death was soon to come. He embraced the path of Mictlantecuhtli, the Dark Coyote, the Olman god of death. He carved a design of the emaciated coyote that is the symbol of Mictlantecuhtli on his chest, and this scar serves as his holy symbol. The scar bleeds as he

uses his divine powers, especially Rebuke Undead or Divine Might. Xapatl was a slave in Westkeep when Keoland liberated the village. He was one of the first Olman to be welcomed to Keoland and offered freedom. Soon, though, he learned what "freedom" meant to the Olman in Keoland: freedom to starve, to be pushed away, to abandon the gods of their culture, and to see their children lose touch with the Olman way. Xapatl resents the false freedom of Keoland and feels that the Keoish are unworthy. However, he is willing to put that aside for now. Days ago, he had visions of a very large, very hungry bat descending on the city of Gradsul, and he knew what it meant. It meant that Tloques-Popolocas has come to Keoland. He knows the horror of what Tloques-Popolocas represents, and the havoc and destruction he will wreak on Gradsul, Keoland, and the Olman that live there. Xapatl feels obligated to keep Tloques-Popolocas at bay, for the sake of the Olman, although he is sure that the Keoish are too stupid to prevent his ascension.

Tactics: Xapatl will avoid combat if possible.

When he does fight, though, he will go all-out in a fury. He is not afraid to cast spells while in melee, although he will use his Combat Casting feat and high Concentration score to cast on the defensive. He fights with his macahuitl in one hand, and his armor spikes as the weapon in his off hand. This leaves his other hand free for spellcasting when necessary. He will also cast Death Knell to advance himself, using his Reach Spell if necessary to reach the opponent (A ranged touch attack on a helpless (unconscious) foe must hit AC 5). He will preferably cast it on his opponents, but he will also cast it on fallen allies. The other Olman will have no problem with this, considering it a sacred duty to be chosen to have their lives advance the Olman cause.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—[*detect magic, guidance* (3), *resistance* (2)]; 1st—[*cause fear**, *chill touch, deathwatch, divine favor, doom, ray of enfeeblement*]; 2nd—[*bull's strength, death knell, invisibility**, *silence, spectral hand*]; 3rd—[*animate dead**, *bestow curse, blindness/deafness, contagion, vampiric touch*]; 4th—[*reached death knell**, *divine power, poison*].

*Domain spell. **Domains:** Death (death touch 1/day – spell-like ability, death effect, succeed at a melee touch attack against a living creature to slay it if its current hit points are less than or equal to a

roll of 1d6 per cleric level); Trickery (Bluff, Disguise, and Hide are class skills).

Encounter Two: The Witching Hour

All APLs

Museum Guards: male human War2; CR 1; medium humanoid (human); HD 2d8+4; hp 16; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+6 armor, +1 shield, +1 Dex]; Atk +4 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 subdual, sap) or +3 ranged (1d8/19-20, lt. crossbow); AL N; SV Fort +5, Ref +1, Will +3; Str 14, Dex 12, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +5, Jump +0, Listen +3, Spot +3; Alertness, Iron Will.

Possessions: 2 tanglefoot bags, 2 thunderstones, lt. crossbow, longsword, sap, banded mail, small steel shield, crossbow bolts (10).

Celesta Shadeflower, Head Guard of the Museum in Gradsul: female halfling (tallfellow) Rog1/Sor7; CR 8; small humanoid (halfling); HD 1d6+7d4; hp 26; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +3 bracers, +1 size]; Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (tanglefoot bag); SA sneak attack +1d6, spells; SQ halfling racial traits; AL LN; SV Fort +3, Ref +7, Will +8; Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 18.

Skills and Feats: Spot +13, Search +8, Listen +10, Bluff +13, Concentration +3, Decipher Script +2, Escape Artist +6, Disguise +9, Gather Information +8, Hide +13, Innuendo +3 (+5 when sending), Intimidate +8, Scry +4, Sense Motive +5, Spellcraft +2; Persuasive, Shadow, Spell Focus (enchantment).

Persuasive (from Song and Silence): +2 to Bluff and Intimidate checks.

Shadow (from Song and Silence): +2 to Hide and Spot checks.

Languages: Common, Halfling, Elf.

Possessions: bracers of armor +3, dagger, 4 tanglefoot bags.

Description: Celesta Shadeflower works as a magical guard for the Museum of Gradsul. With smooth, honey-colored skin, almond-shaped eyes of a deep brown, a heart-shaped face, long shiny black hair, and tightly drawn, full lips, she is staggeringly gorgeous, and she knows it. She dresses provocatively, but appropriately. She adopts a playful, sassy manner, as well—she finds it makes roguish types (those more likely to try to steal something from the museum) go wild for her, and thus much easier to control. Her demeanor is

assisted when she's looking for someone; she has a strong cat-and-mouse style instinct about tracking others. As a guard, though, she has little interest in killing anyone; her spells focus on capture in non-lethal ways. Celesta is also an aspirant of the Silent Ones, but she is not a member. She has accepted this position as head guard at the museum so that she can learn about any new, interesting and potentially dangerous artifacts that may arrive here. She lets her superiors know about whatever passes into the museum, and then they arrange for action to be taken to protect or remove any item there.

Spells Known (6/7/7/5; base DC = 14 + spell level, 16 + spell level for enchantment spells): 0—[daze, detect magic, detect poison, flare, light, ray of frost, read magic]; 1st—[alarm, charm person, grease, hold portal, sleep]; 2nd—[glitterdust, invisibility, web]; 3rd—[clairaudience/clairvoyance, hold person].

Encounter Six: The Patron's Apartments

APL 2

Ruatho Guards: male human (Suel) Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 12; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+6 armor, +2 shield]; Atk +4 melee (1d10+2/19-20, bastard sword); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -3, Ride +5; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: bastard sword, large steel shield, splint mail, *potion of cure light wounds*.

APL 4

Ruatho Guards: male human (Suel) Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 12; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+6 armor, +2 shield]; Atk +4 melee (1d10+2/19-20, bastard sword); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -3, Ride +5; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: bastard sword, large steel shield, splint mail, *potion of cure light wounds*.

Lord Aubert Ruatho, Minor Suel Noble: male human (Suel) Mnk3/Ari2/Ass1; CR 5; medium humanoid (human); HD 5d8+1d6+6; hp 39; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 14, flat-footed 12)

[+2 Dex, +2 Wis]; Atk +3 melee (1d6, unarmed); SA unarmed strike, stunning attack 3/day (Fort DC 13), sneak attack +1d6, poison use, death attack (Fort DC 12); SQ evasion, deflect arrows, still mind; AL LE; SV Fort +4, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +12, Disguise +12, Gather Information +4, Hide +10, Knowledge (nobility) +7, Move Silently +10, Tumble +10; Charlatan, Dodge, Mobility, Trustworthy.

Charlatan (from Song and Silence): +2 to Bluff and Disguise checks.

Trustworthy (from Song and Silence): +2 to Diplomacy and Gather Information checks.

Languages: Common, Ancient Suloise.

Possessions: brooch of shielding, ring of mind shielding, potion of invisibility, noble's garments.

Description: The present Lord Aubert Ruatho was a monk of the Scarlet Brotherhood who was brought into Keoland's nobility. The real Lord Ruatho he replaced was a Suel noble who sympathized with the Scarlet Brotherhood, and presently resides in the Tilvanot Peninsula to train for later return to polite society. Having been in this cover for the past five years, the present Ruatho has had to forgo his meditative training to become a member of the aristocracy. He has, however, begun to train himself as an assassin to further his capabilities for the Brotherhood. Ruatho's high cheekbones, pale blue-blooded skin, and shoulder-length white hair give him a very regal—and very Suel—look. He always dresses well, gladly creating an image of someone who deserves to be in the great place he is. His voice is smooth and polished. He will always try to appear as the paragon of grace and gentility, being both unapproachable and proper. From his position as a noble in the Duchy of Gradsul, he approached Reld Makazian. He arranged for Reld to gain access to the ruins of Tamoachan without interference from the Scarlet Brotherhood, but in return the Brotherhood could take the artifacts from the museum as they wished. He worked with Reld in a plan to steal the artifacts from the museum, so that the artifacts could be sold on the black market throughout the Sheldomar Valley, without being held up in customs. The funds from this operation would assist the Scarlet Brotherhood in their machinations across the Flanaess.

Tactics: The last five years as a Keoish noble have taken their toll on his combat worthiness. He has developed into somewhat of a coward, preferring to let his bodyguards take care of trouble. He will typically try to position himself by

an unsuspecting poorly armored foe, prepare his death attack, and then try to attack, combining his stunning attack, death attack, and sneak attack into one single strike.

Spells Prepared (1; base DC = 11 + spell level): 1st—[change self].

APL 6

Ruatho Guards: male human (Suel) Ftr2; CR 2; medium humanoid (human); HD 2d10+4; hp 19; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 10, flat-footed 19) [+7 armor, +2 shield]; Atk +5 melee (1d10+2/19-20, bastard sword); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -2, Jump -2, Ride +6; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: bastard sword, large steel shield, half plate, *potion of cure light wounds*.

Lord Aubert Ruatho, Minor Suel Noble: male human (Suel) Mnk3/Ari2/Ass1; CR 5; medium humanoid (human); HD 5d8+1d6+6; hp 39; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 14, flat-footed 12) [+2 Dex, +2 Wis]; Atk +3 melee (1d6, unarmed); SA unarmed strike, stunning attack 3/day (Fort DC 13), sneak attack +1d6, poison use, death attack (Fort DC 12); SQ evasion, deflect arrows, still mind; AL LE; SV Fort +4, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +12, Disguise +12, Gather Information +4, Hide +10, Knowledge (nobility) +7, Move Silently +10, Tumble +10; Charlatan, Dodge, Mobility, Trustworthy.

Charlatan (from Song and Silence): +2 to Bluff and Disguise checks.

Trustworthy (from Song and Silence): +2 to Diplomacy and Gather Information checks.

Languages: Common, Ancient Suloise.

Possessions: brooch of shielding, ring of mind shielding, potion of invisibility, noble's garments.

Description: The present Lord Aubert Ruatho was a monk of the Scarlet Brotherhood who was brought into Keoland's nobility. The real Lord Ruatho he replaced was a Suel noble who sympathized with the Scarlet Brotherhood, and presently resides in the Tilvanot Peninsula to train for later return to polite society. Having been in this cover for the past five years, the present Ruatho has had to forgo his meditative training to become a member of the aristocracy. He has, however, begun to train himself as an assassin to further his capabilities for the Brotherhood.

Ruatho's high cheekbones, pale blue-blooded skin, and shoulder-length white hair give him a very regal—and very Suel—look. He always dresses well, gladly creating an image of someone who deserves to be in the great place he is. His voice is smooth and polished. He will always try to appear as the paragon of grace and gentility, being both unapproachable and proper. From his position as a noble in the Duchy of Gradsul, he approached Reld Makazian. He arranged for Reld to gain access to the ruins of Tamoachan without interference from the Scarlet Brotherhood, but in return the Brotherhood could take the artifacts from the museum as they wished. He worked with Reld in a plan to steal the artifacts from the museum, so that the artifacts could be sold on the black market throughout the Sheldomar Valley, without being held up in customs. The funds from this operation would assist the Scarlet Brotherhood in their machinations across the Flanaess.

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Spells Prepared (1; base DC = 11 + spell level): 1st—[*change self*].

APL 8

Ruatho Guards: male human (Suel) Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 34; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +2 shield, +1 Dex]; Atk +9 melee (1d10+5/19-20, mw bastard sword); AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Jump +2, Ride +8; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: mw bastard sword, large steel shield, full plate, *potion of cure light wounds*.

Lord Aubert Ruatho, Minor Suel Noble: male human (Suel) Mnk3/Ari2/Ass1; CR 5; medium humanoid (human); HD 5d8+1d6+6; hp 39; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 14, flat-footed 12) [+2 Dex, +2 Wis]; Atk +3 melee (1d6, unarmed); SA unarmed strike, stunning attack 3/day (Fort DC 13), sneak attack +1d6, poison use, death attack

(Fort DC 12); SQ evasion, deflect arrows, still mind; AL LE; SV Fort +4, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +12, Disguise +12, Gather Information +4, Hide +10, Knowledge (nobility) +7, Move Silently +10, Tumble +10; Charlatan, Dodge, Mobility, Trustworthy.

Charlatan (from Song and Silence): +2 to Bluff and Disguise checks.

Trustworthy (from Song and Silence): +2 to Diplomacy and Gather Information checks.

Languages: Common, Ancient Suloise.

Possessions: *brooch of shielding*, *ring of mind shielding*, *potion of invisibility*, noble's garments.

Description: The present Lord Aubert Ruatho was a monk of the Scarlet Brotherhood who was brought into Keoland's nobility. The real Lord Ruatho he replaced was a Suel noble who sympathized with the Scarlet Brotherhood, and presently resides in the Tilvanot Peninsula to train for later return to polite society. Having been in this cover for the past five years, the present Ruatho has had to forgo his meditative training to become a member of the aristocracy. He has, however, begun to train himself as an assassin to further his capabilities for the Brotherhood. Ruatho's high cheekbones, pale blue-blooded skin, and shoulder-length white hair give him a very regal—and very Suel—look. He always dresses well, gladly creating an image of someone who deserves to be in the great place he is. His voice is smooth and polished. He will always try to appear as the paragon of grace and gentility, being both unapproachable and proper. From his position as a noble in the Duchy of Gradsul, he approached Reld Makazian. He arranged for Reld to gain access to the ruins of Tamoachan without interference from the Scarlet Brotherhood, but in return the Brotherhood could take the artifacts from the museum as they wished. He worked with Reld in a plan to steal the artifacts from the museum, so that the artifacts could be sold on the black market throughout the Sheldomar Valley, without being held up in customs. The funds from this operation would assist the Scarlet Brotherhood in their machinations across the Flanaess.

Tactics: The last five years as a Keoish noble have taken their toll on his combat worthiness. He has developed into somewhat of a coward, preferring to let his bodyguards take care of trouble. He will typically try to position himself by an unsuspecting poorly armored foe, prepare his death attack, and then try to attack, combining his

stunning attack, death attack, and sneak attack into one single strike.

Spells Prepared (1; base DC = 11 + spell level): 1st—[*change self*].

Encounter Eight: Strange Customs

APL 2

Sailors: male human (Suel) Mnk1; CR 1; medium humanoid (human); HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 12) [+2 Wis, +1 Dex]; Atk +2 melee (1d6+2, unarmed) or +2 melee (1d6+2, kama); SA unarmed strike, stunning attack 1/day (Fort DC 12); SQ evasion; AL LE; SV Fort +3, Ref +3, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +5, Hide +5, Jump +6, Profession (sailor) +6, Tumble +5; Dodge, Mobility.

Possessions: kama.

APL 4

Sailors: male human (Suel) Mnk1; CR 1; medium humanoid (human); HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 12) [+2 Wis, +1 Dex]; Atk +2 melee (1d6+2, unarmed) or +3 melee (1d6+2, mw kama); SA unarmed strike, stunning attack 1/day (Fort DC 12); SQ evasion; AL LE; SV Fort +3, Ref +3, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +5, Hide +5, Jump +6, Profession (sailor) +6, Tumble +5; Dodge, Mobility.

Possessions: mw kama.

APL 6

Sailors: male human (Suel) Mnk4; CR 4; medium humanoid (human); HD 4d8+4; hp 27; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 14, flat-footed 12) [+2 Wis, +2 Dex]; Atk +5 melee (1d8+2, unarmed) or +7 melee (1d6+3, +1 kama); SA unarmed strike, stunning attack 4/day (Fort DC 14); SQ evasion, deflect arrows, still mind, slow fall 20 ft.; AL LE; SV Fort +5, Ref +6, Will +6; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +11, Hide +9, Jump +11, Profession (sailor) +9, Tumble +11; Dodge, Mobility, Weapon Focus (kama).

Possessions: +1 kama, *potion of cat's grace*.

APL 8

Sailors: male human (Suel) Mnk7; CR 7; medium humanoid (human); HD 7d8+7; hp 48; Init +3 (Dex); Spd 50 ft.; AC 18 (touch 17, flat-footed 15) [+3 Wis, +3 Dex, +1 monk, +1 bracers]; Atk +8/+5 melee (1d8+2, unarmed); SA unarmed strike,

stunning attack 7/day (Fort DC 16), improved trip; SQ evasion, deflect arrows, still mind, slow fall 30 ft., purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +6, Ref +8, Will +8; Str 14, Dex 14 (16), Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +15, Hide +13, Jump +15, Profession (sailor) +13, Tumble +15; Dodge, Mobility, Spring Attack, Weapon Focus (unarmed).

Possessions: *potion of cat's grace*, *potion of ghoul touch*, *bracers of armor +1*, *gloves of dexterity +2*.

Encounter Nine: (Return to) Ilbosok

APL 2

Champion: male human (Olman) Bbn1; CR 1; medium humanoid (human); HD 1d12+1; hp 13; Init +2 (Dex); Spd 40 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +4 melee (1d4+2/19-20, dagger); SA rage 1/day; AL N; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +6, Listen +5, Swim +6, Wilderness Lore +5; Dodge, Weapon Focus (dagger).

Possessions: dagger.

APL 4

Champion: male human (Olman) Bbn2; CR 2; medium humanoid (human); HD 2d12+2; hp 20; Init +2 (Dex); Spd 40 ft.; AC 12 (touch 12, flat-footed 12) [+2 Dex]; Atk +5 melee (1d4+2/19-20, dagger); SA rage 1/day; SQ uncanny dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7, Listen +6, Swim +7, Wilderness Lore +6; Dodge, Weapon Focus (dagger).

Possessions: dagger.

APL 6

Champion: male human (Olman) Bbn3; CR 3; medium humanoid (human); HD 3d12+3; hp 29; Init +2 (Dex); Spd 40 ft.; AC 12 (touch 12, flat-footed 12) [+2 Dex]; Atk +6 melee (1d4+2/19-20, dagger); SA rage 1/day; SQ uncanny dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +7, Swim +8, Wilderness Lore +7; Dodge, Power Attack, Weapon Focus (dagger).

Possessions: dagger.

APL 8

Champion: male human (Olman) Bbn4; CR 4; medium humanoid (human); HD 4d12+4; hp 39; Init +2 (Dex); Spd 40 ft.; AC 12 (touch 12, flat-footed 12) [+2 Dex]; Atk +9 melee (1d4+3/19-20, mw dagger); SA rage 2/day; SQ uncanny dodge (Dex bonus to AC); AL N; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Jump +10, Listen +8, Swim +10, Wilderness Lore +8; Dodge, Power Attack, Weapon Focus (dagger).

Possessions: mw dagger.

Encounter Ten: Bats in the Belfry

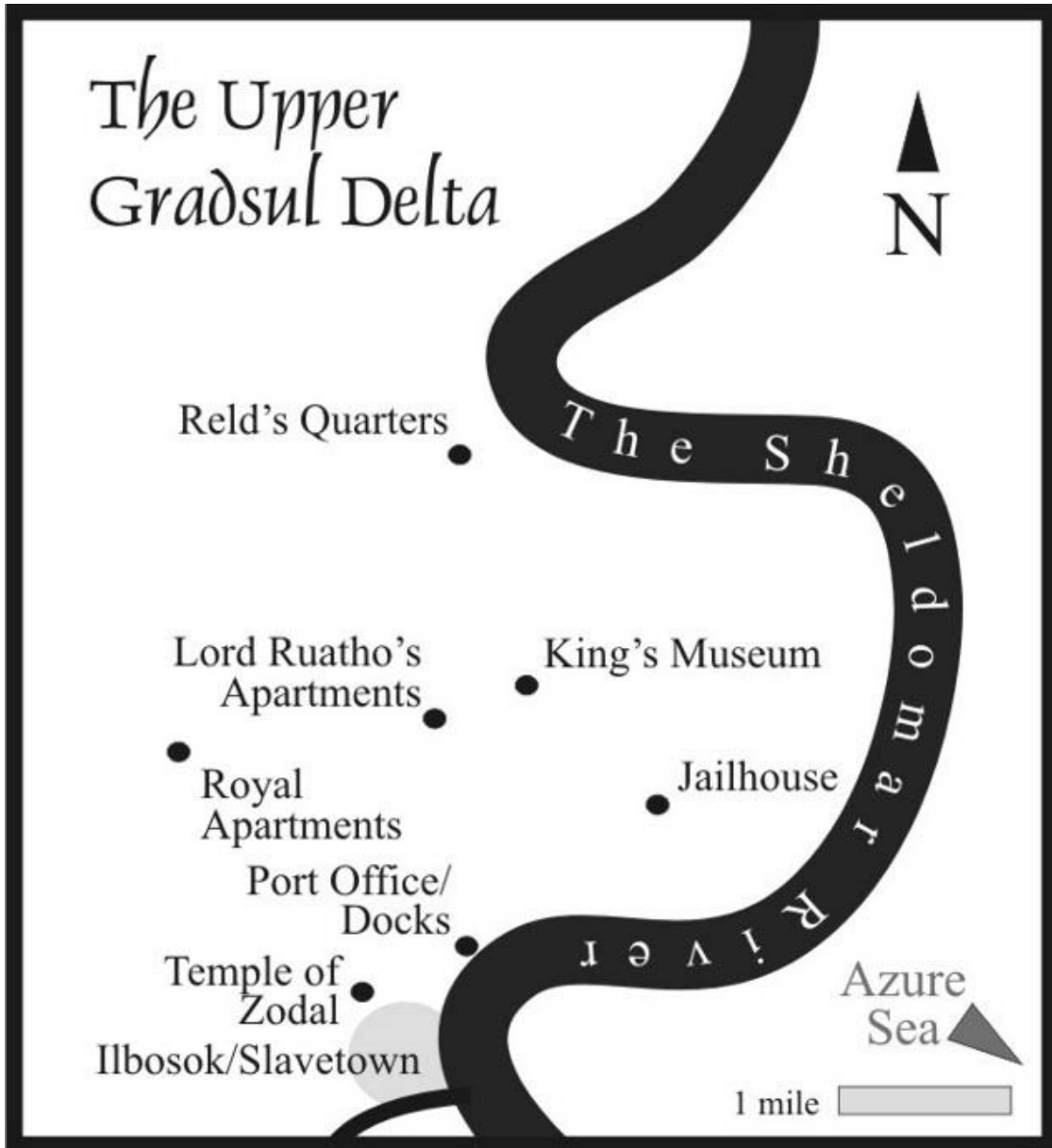
APL 4, 6, or 8

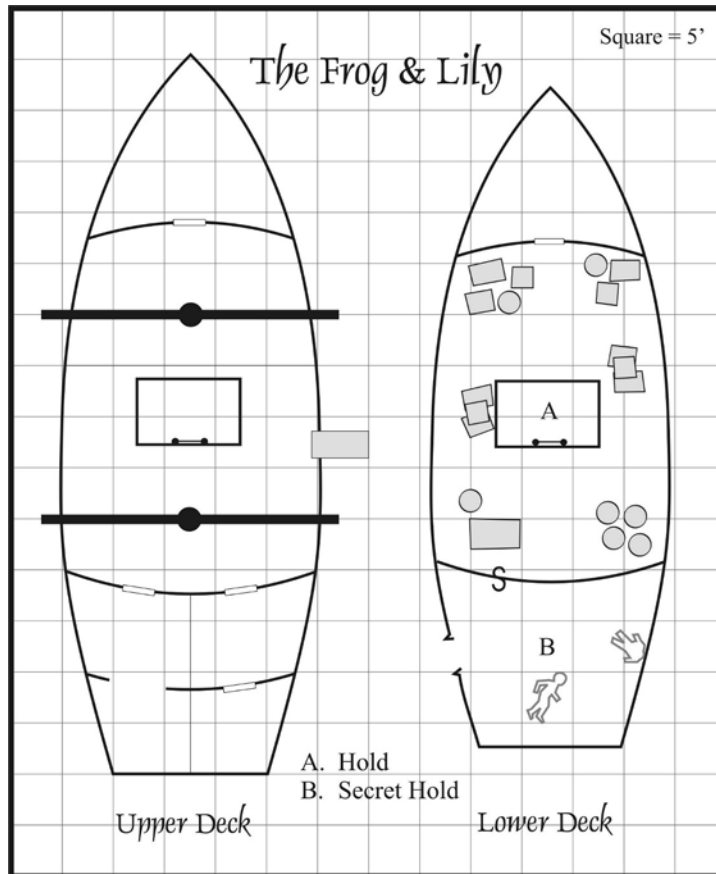
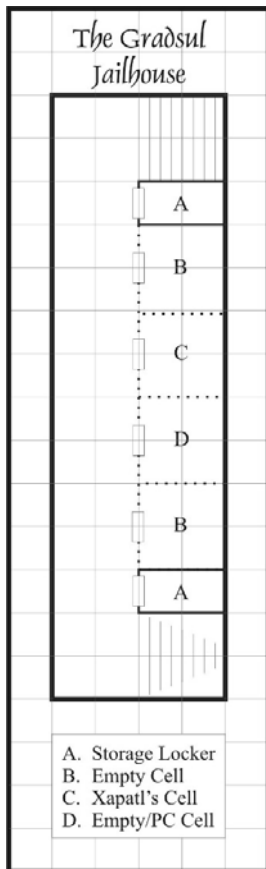
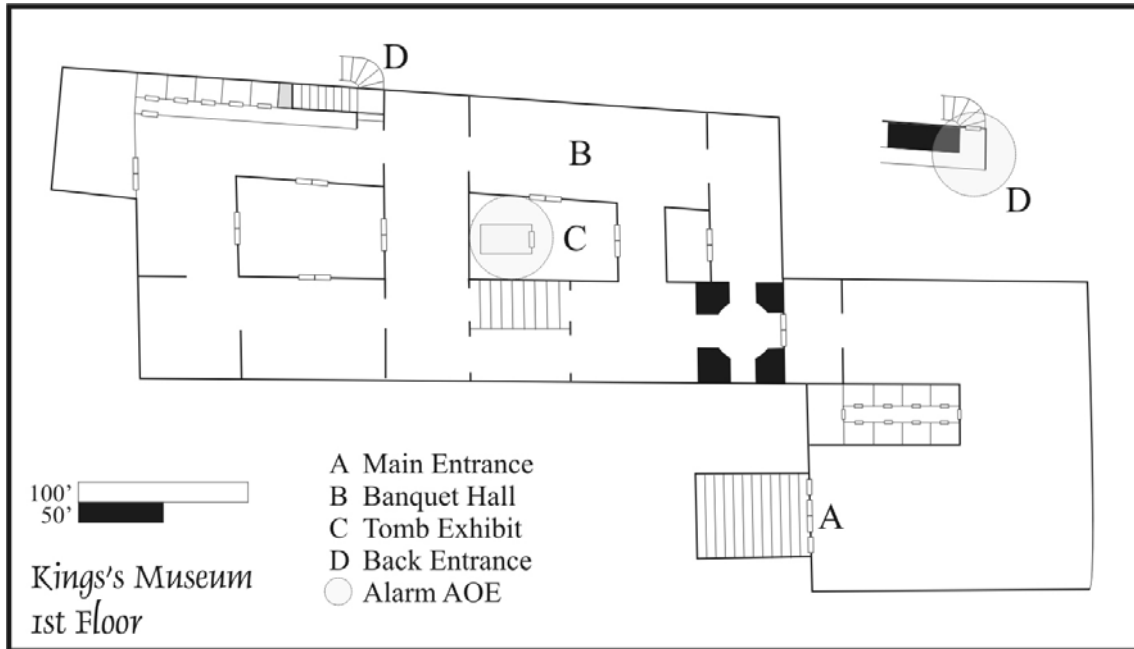
Advanced Dire Bat: CR 4; huge animal; HD 8d8+40; hp 78; Init +5 (Dex); Spd 20 ft., fly 40 ft. (good); AC 21 (touch 13, flat-footed 16) [-2 size, +5 Dex, +8 natural]; Atk +11 melee (2d6+10, bite); Face/Reach 20 ft. by 10 ft./10 ft.; SQ blindsight; AL N; SV Fort +11, Ref +11, Will +8; Str 25, Dex 20, Con 21, Int 2, Wis 14, Cha 6.

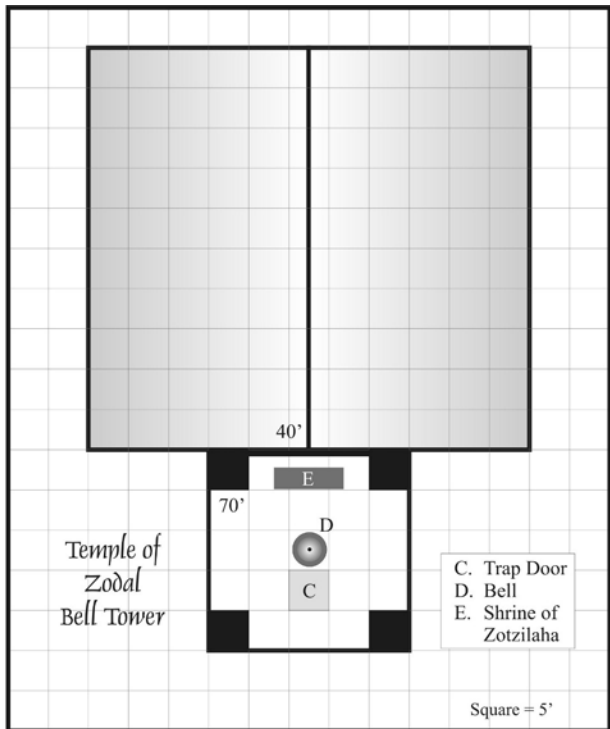
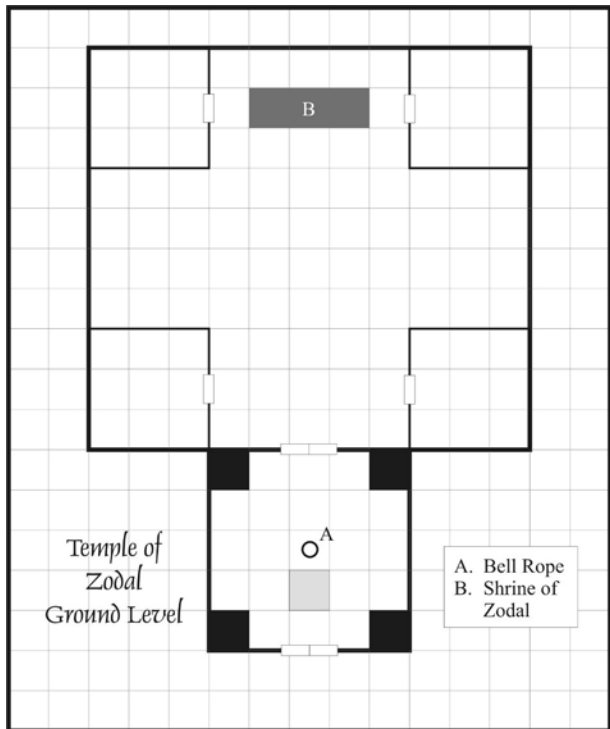
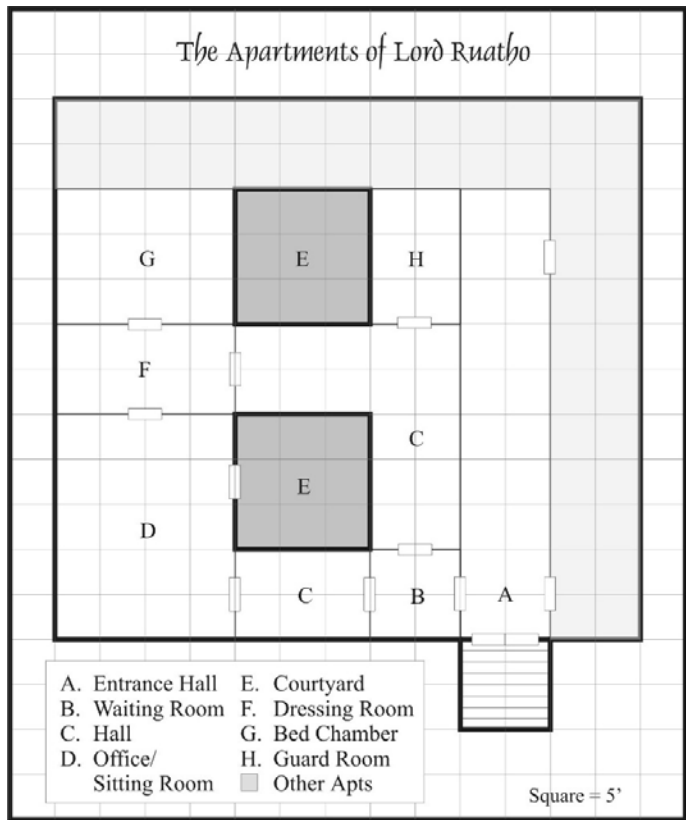
Skills and Feats: Listen +15 (+11 w/o Blindsight), Move Silently +14, Spot +15 (+11 w/o Blindsight).

Blindsight: Dire bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, which allow them to locate objects and creatures within 120 feet. A silence spell negates this ability and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

DM Aids: Maps







Player Handout #1: The Invitation

Most Kind and Loyal Friend of the Throne of Keoland,

His Majesty, Kimbertos I, King of Keoland, wishes to thank you for the hardships that you have endured in service to the Empire of Keoland. Your deeds have not gone unnoticed, and His Majesty wishes to congratulate you with a Most Unique Occasion.

The renowned Reld Makazian, Royal Explorer of the Empire of Keoland, has completed a Most Harrowing Journey deep into the heart of the Amedio Jungle. He and his men have successfully discovered the Lost City of Tamoachan, the capital of the long-forgotten Olman Empire. He has uncovered its Great Temple, and has brought back Wondrous Artifacts from the ruins.

The King's Museum in the Port of Gradsul shall display these Artifacts, in particular the Tomb of Tloques-Popolocas Pohualli-Checatl, a Great and Powerful Priest-King of the lost Olman Empire.

We generously invite you to attend the Unveiling of the Artifacts and the Tomb in Gradsul this evening of the Second Earthday in Planting, 593 CY. We wish for you to enjoy the Company of Nobles, the Abundant Banquet, and the First Opening of the Sepulcher of Tloques-Popolocas himself.

Player Handout #2: Reld's Journal Entry

I believe I have finished translating the characters on the limestone door of this tomb at the bottom of the Camazotz temple. It reads:

"Death comes to the man who enters this place, and death shall follow the man who leaves. Beware! For inside lies the Master of the Outsiders, Who is Like the Wind and the Night, and He shall come for those who come for him. As Master of the Outsiders, his way will be paved with the bones of the unbelievers. And like the wind and the night, he shall be impossible to stop."

I swear, if I worried about every curse these pathetic brutes proclaimed upon me, I would be a broken man. But since I am not broken, nay, unharmed, I am confident that this is just another idle threat from a superstitious and unenlightened group of barbarians.

I only hope all this digging in the filthy jungle makes me as well respected as my employer told me this would. I'd hate to have given up on profit when there's gold to be had.

Player Handout #3: Note on Ruatho's Desk

Esteemed Lord Ruatho,

My dearest nephew, your family is very pleased with the honor you have brought to us with acquisition of the Olman treasures. You will be pleased to know that your cousins have already made plans to evaluate most of the smaller pieces at the family's private dock before taking the more conspicuous pieces to Gradsul. Then we will be prepared for another private viewing of those pieces after the opening at the King's Museum. Travel plans have already been made. Reld Makazian has been very accommodating; your choice in explorers is impeccable.

Your dotting aunt,

S

(In scribbled script:)

Brotherhood offloaded gold and gems already. Will steal other pieces night of opening. Placate port authorities? Human woman? Flan expert?