

KEO4-04

The Rain, the Wind, and the Night

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

Version 1.0

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The unsolved murder of a Royal Explorer lingers over the port city of Gradsul like a miasma. Powerful political factions seek your help to close the books on this crime before its ramifications hurl Gradsul into a night so black it may never see the dawn. But which side holds the key to true justice? A Keoland regional adventure for APLs 2-12, and Part 2 of the Olman Retribution Series. It is strongly recommended that players first play KEO3-01 *The Tomb of Tloques-Popolocas* and subsequently play the same characters if possible. REPORTING FOR DUTY benefit is active for the following Keoish metaorgs: Gradsul Military, Gradsul Nobility, Sea Mages, Royal Explorers, Knights of the Malagari, Silent Ones. PCs in these metaorgs pay 0 TUs for this mod, as long as it doesn't cause their TUs spent on "Reporting for Duty" to go over the TUs paid for their current level in the metaorg.

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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Introduction

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 and a half 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 table tracking form, 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 four 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.

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 sidebar 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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. 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 move 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 Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the year 592 CY an archaeological expedition was launched to explore the shadowed depths of the Amedio jungle. The expedition was led by the Keoish Royal Explorer Reld Makazian, and funded by the noble patronage of Baron Aubert Ruatho.

What few people were aware of; however, was the fact that Baron Ruatho was one of the most formidable undercover operatives of the Scarlet Brotherhood within the great political machine that is Gradsul, the largest city in the Keoland Empire. Using his influence, Ruatho was able to arrange safe passage south for Makazian's ship through Brotherhood-controlled waters.

The following year Makazian returned to Gradsul with riches and artifacts the likes of which few had ever seen; primitive yet beautiful relics from the ancient dynasties of the Olman people. Most notable among the artifacts was the great stone sarcophagus of the wicked priest-king Tloques-Popolocas Yohualli-Ehcatl.

A gala evening was planned at the Royal Museum for city's elite citizens and constituting the social event of the season. Just before the opening of the sarcophagus the ceremony was interrupted by the Olman priest, Xapatl, worshipper of the Olman death god, Mictlantecuhtli. Before his subsequent arrest by the halfling sorceress Celesta Shadeflower, Xapatl prophesied that the unsealing of the tomb of Tloques-Popolocas would manifest the dread return of that long dead ruler and throw Gradsul into the depths of an evil so rank that none would escape its putrefying touch.

Little of note occurred; when the tomb was unsealed, only a few dried bones and Olman beads were found. But the following day Reld Makazian was discovered murdered within his apartments - his body drained of all its blood.

An investigation by an intrepid group of adventurers (see the Year Three regional module KEO3-01 *The Tomb of Tloques-Popolocas*) failed to precisely identify the murderer. Many concluded the perpetrator to be Xapatl, who had escaped his incarceration by overcoming his jailors with dark magic, or possibly Olman cultists of the Death god, Camatzotz, loyal to the legacy of Tloques-Popolocas himself.

In the end, incriminating evidence was unearthed, revealing the Scarlet Brotherhood affiliation of Baron Ruatho and his plot to fence Olman artifacts for inflated prices, funneling the excess towards Brotherhood causes.

The events of that spring seem small in comparison to those that followed that fall, however. Brotherhood machinations revealed themselves to be deeper than any had previously imagined when in the autumn of 593 CY a prominent Gradsul merchant house was exposed as not only having Brotherhood connections, but owning several of their clan as vampires. (This was chronicled in the *Secrets of the Sea Princes* interactive)

The Von Reiklande family lost many of their vile line thanks again to a fearless group of enterprising heroes. Yet the propensity of the Von Reiklandes to further the ideology of a master vampire race in addition to their connections to the Scarlet Brotherhood leads to the ominous conclusion that perhaps the importation of the sarcophagus of reportedly one of the most vicious and powerful vampire priests ever to stalk the Flanaess is less than coincidence...

Adventure Summary

Introduction:

The players may be in Gradsul for any reason of their own as individuals or as a group. The adventure begins in the city's harbor district when the PCs are contacted at their lodgings to assist in the unsolved murder of Reld Makazian. Here PCs must decide as a group which faction to aid in their investigation.

Path One: Assisting Jedvar and the Darkwatch

Watch Sergeant Jedvar Mirnau of the Gradsul constabulary contacts the PCs. In the past several months since Makazian's murder and the trouble at the museum, Jedvar has gained prominence as an officer within the city watch. Furthermore, due to his decisive actions and keen insight in the Makazian case, a small enclave of agents operating covertly within Gradsul sought him for Darkwatch induction. He has to date managed to conceal his identity as a Darkwatch member and a House Neheli loyalist in the largely Rhola dominated political circles of Gradsul.

Jedvar believes the murderer of Reld Makazian to be the Olman priest, Xapatl. He requests the players' assistance in bringing him to justice. The PCs can question Jedvar as to the details of what he has discovered to date. Jedvar will reveal what he chooses to assure the PCs of Xapatl's guilt and present them with leads to follow. If PCs are still unsure of the veracity of Jedvar's claims, he will impress upon them the need to, at the very least, find out the truth of the matter.

In reality, Xapatl is not Reld's killer and Jedvar may even concede this deep in his heart of hearts, but his prejudices against the savage Olman people and the fact that Xapatl is a known and unabashed practitioner of death magics and worshipper of dark gods makes him a convenient suspect.

In addition to Reld's murder, Jedvar believes Xapatl may also be involved in the disappearance of a Darkwatch member, Staliana Oestereich (EST-eh-ri-ke), a priestess of Heironeous who had been hot on Xapatl's trail, but who has not been seen or heard from in several weeks.

In the unlikely event that the PCs have no realistic ideas of their own to pursue, Jedvar will suggest that they focus their investigation on Ilbosok, the Olman shantytown slum on the outskirts of the city. Furthermore, he will inform the players that the last person to be seen with Xapatl was Joren ik-Belgham, priest of Zodal at the Old Mission in Ilbosok. After the embarrassing deceit he suffered at the hands of the cultists of Camatzotz, Joren is a much harder and wiser man. In the months following the events at the museum Joren found an unlikely ally in Xapatl. Both men were determined to eradicate the worship of Camatzotz in Ilbosok and put an end to the horrific possibility of the resurrection of Tloques-Popolocas. They struck an uneasy truce and Joren agreed to aid Xapatl in whatever way he could if Xapatl would promise to leave Ilbosok with his followers once the threat of Tloques-Popolocas had been removed. In return Joren could continue to gain Olman converts to the word of Zodal without the distraction of Xapatl's church of Mictlantecuhtli. Joren is currently in Darkwatch custody. The players may speak with him, but his mind and spirit have been broken by Darkwatch interrogation methods and it will take some doing to get useful information from him.

Ultimately, the party's investigation will lead them to Xapatl's location hidden beneath the Old Mission. After overcoming some dangerous traps the adventurers will have several hard moral decisions to make when they find Xapatl. They may choose to turn him in as Jedvar has ordered, but Gradsul will lose a powerful (if dubious) ally in the fight against Tloques-Popolocas and Xapatl won't go without a fight. If the PCs choose to aid Xapatl, they may have moral reservations and choose combat after they see whom he and his assistants have summoned to their side to join in the cause. If the party believes that assisting Xapatl is the just path they may have to live with

the consequences of their decision as the Darkwatch will appear and leave them no option but to fight or flee, lest they face the Darkwatch's own particular brand of justice. In the end, the decisions made here will determine how the war for Gradsul is waged.

Path Two: Assisting Celesta and the Silent Ones

The Halfling sorceress, Celesta Shadeflower, contacts the PCs. Celesta is still pursuant of membership in the Silent Ones and she is hoping that by finding Reld's killer she may be worthy to overcome the Silent Ones' strict criteria for membership (they normally do not accept members of the halfling race). She is now a sorceress of some skill and her failure to apprehend Reld's murderer combined with the Silent One's mandate to seek out forbidden magics for study have kept her on a constant quest to bring the killer to justice. Celesta believes (correctly) that she has correctly identified Reld's murderer after long months of investigation. The suspect is a powerful cultist of Camatzotz, loyal to the return of Tloques-Popolocas. Celesta has followed his trail to Ilbosok and had nearly apprehended him when she was defeated in combat. She requests the PCs aid her in bringing the fugitive to justice.

Again, the party's efforts will lead them to Ilbosok, and an abandoned lighthouse that serves as a place of worship to the cultists. Secreted within the lighthouse is a teleportation circle guarded by two powerful guardians. If the party successfully defeats the sentinels they may pass through the circle to a humid, mist shrouded valley deep within the Amedio jungle. Somewhere in the valley is an unholy shrine sacred to Camatzotz.

To find it, the PCs must explore a small yuan-ti shrine and defeat the guardians the snake-men left behind. A wall map etched in stone shows the PCs the way to the Temple of the Oaxcoptl ("batmen" in Olman).

When they arrive, the adventurers must defeat the cultist and stop the sacrifice of an innocent to prevent the flow of Camatzotz's power from aiding the return of Tloques-Popolocas

Introduction

- Before you begin, ask each PC to make a Knowledge (religion) check (DC 15), and ask if any of the PCs are Olman. If either criteria are met, distribute Player Handout # 3.

- If any PC group has member of the Darkwatch or Silent Ones, give them the appropriate handout.
- If any PC group has a member of the Gradsul Military, Gradsul Nobility, or Sea Mages, Jedvar is found out - please note this on the Critical Event Summary if played at the premiere or contact the Keoland triad at keoland_marf_poc@yahoo.com within 1 month afterwards.

At the beginning of play the players will be approached at their lodgings. They may be grouped together or individually. It is possible some players may have their own lodgings, or lodgings more extravagant than those offered in the harbor district, but for the sake of cohesion find a reason to have them begin at the same inn.

Few places on all of Oerth are as exhilarating as the city of Gradsul. The gem of the Keoish Empire, she sprawls haughty and glorious upon the shores of the Azure Sea like a drunken princess on holiday. Her markets, courts, and libraries draw adventurers from every corner of the Flaeness. Fortunately for you the day is young, the summer sky is warm and blue, and Gradsul awaits you. The scullery maids of The Golden Clipper have nearly cleared your breakfast dishes from the common room when a young man in the livery of a page enters the inn. After conferring for a moment with the innkeeper he heads in your direction.

The young man is a cadet in the Gradsul watch. He hands the PCs Player Handout #1.

After the cadet has delivered his message with directions a young woman brushes past him as he exits the tavern. She approaches your group and produces a wooden scroll tube from her satchel. "This is for you" she says with a knowing smile as she turns on her heel and leaves.

Give the players Player Handout #2

A Note About Choices: It is the intent of the author to provide as unique an experience as possible to every group of players. There is no "correct" choice to any of the possible outcomes presented within this scenario. However, as is often the case in real life, as we walk through one door others close behind us. Celesta and Jedvar are both in legitimate urgent need of the players' assistance. The PCs are allowed to visit both Encounter 1A and 2A and to meet with both

Jedvar and Celesta. The PCs may decide to help one or the other. But once this decision is made (and the PCs advance to Encounter 1B or 2B as appropriate), the alternative path is no longer open to them.

If the players try to attend one personage after having already agreed to help another, they are greeted cordially, but informed they are too late. They will be told that someone else has answered the call in their absence.

If the players attempt to split their party to answer both calls at once they are politely told that the task at hand requires the attention of a full group of adventurers, not merely a handful. They may regroup and choose which patron to aid. As both locations are at opposite ends of such a large city as Gradsul, once the PCs have set out on a path, travel time (even magical travel time) and interview time negate the option to meet with the other party seeking their help.

In other words, the PCs may only choose one adventure "path" in this module.

Note that the DM should not *suggest* to the PCs that they may choose to hear both parties out. Also, note that if they choose to do so, you should paraphrase the trip to each site as the boxed text descriptions are identical and redundant.

If the players choose to answer Jedvar's call proceed to Encounter 1A.

If the players choose to answer Celesta's call proceed to Encounter 2A.

Encounter 1A: Assisting Jedvar and the Darkwatch

You quickly assemble your belongings and head out the door, feeling pressed to make your appointment within the time allotted. Pelor is beginning his morning climb across the eastern sky. Gradsul's weather is notoriously humid and hot, and the near-orange appearance of the sun promises a truly uncomfortable day.

Following your directions leads you into a series of plain, boxy buildings. Their proximity to the western gate hints at their use for mercantile storage.

You finally come to a drab brick building. At first, you question whether or not you have the correct address; the exterior of the building is so dilapidated as to make you think it is abandoned. As the city's bell towers toll to mark the hour, you give a few quick knocks. To your surprise, a pair of armed men opens the door almost immediately. They quickly usher you inside and throw the locking bar down behind them. They wear no livery of any kind, and after seeing your invitation point down a nearby corridor.

The building looks like it was once used as an office by one of the city's numerous mercantile houses before being abandoned. It would seem clear that whomever these people are, they don't want to attract any attention. But your host indicated that he was a member of the Gradsul city watch. What's going on here?

The guards won't answer question, but will confirm that Jedvar is indeed a member of the Gradsul constabulary and that he can answer all of their questions. They will also make assurances as to the PCs safety, and will encourage them to keep their weapons if it makes them feel safe.

You make your way down a cool, dimly lit corridor towards the room to which you were directed. As you pass by a door on your right you hear a voice cry out in pain as if struck. The source of the sound is unknown. You finally reach your destination, apparently an office. Presumably, the man inside is your would-be patron, Watch Sergeant Jedvar Mirnau.

When the PCs enter:

As you enter the office it is apparent that it is occupied by a highly organized mind. There is a brightly colored map of Gradsul tacked to the wall, sporadically punctured by small, round pins. An escritoire holds several rolls of parchment, perhaps missives or reports. Commendations and seals of rank of every order adorn the whitewashed plaster walls alongside a display of exotic weapons.

A PC may make a Knowledge (nobility) roll (DC 20) to recognize the medals as being issued by the Knights of the Malagari. PCs that belong to the order recognize the medals automatically.

A middle-aged man sits behind the desk. He wears the uniform of an officer. He is in his early-forties, but still fit, balding slightly, and sports a neatly trimmed goatee. "Ah, right on time," he says as he looks up with a smile from the scroll he is sealing with a firm stamp of his signet ring. "Thank you for your prompt response. Please make yourselves comfortable."

Jedvar will recognize any PCs who have played KEO3-01 *Tomb of Tloques-Popolocas* and addresses them by name and title if applicable. His manner is friendly but assertive. Dissent or objection to his statements will immediately cloud his disposition. When the PCs have seated themselves:

"Allow me to be quite frank with you. It is not the custom of the watch to involve civilians in our investigations. However we do make exceptions upon occasion. It is unfortunate that even as the dusk grows darker there are those in power who still do not heed the need for our vigilance, so as our ranks are spread thinner and thinner we sometimes turn to people of talent such as yourselves to aid us in our watch."

Jedvar is referring to his Darkwatch connections here. He is using the Bluff skill to attempt to imply an innuendo to the PCs. Anyone making a successful Sense Motive check (DC 15) may determine this. Any Darkwatch PC automatically recognizes the innuendo; it is a common phrase among the Malagari used to identify themselves when there is a need to be circumspect.

"Some time ago a murder was committed in this city. Not an uncommon occurrence, I know, but this gentleman was a member of the Royal Explorers, which gives his case a modicum of importance. His name was Reld

Makazian. I require your help in apprehending his murderer.”

DMs should refer to the Adventure Background for answers to questions not covered here. The following are some possible questions the players might ask. DMs may read them verbatim or paraphrase them to suit their own particular style:

“Who is the murderer?” “He is an Olman named Xapatl. He claims to be a priest in what passes for a religion to those savages. He was present at the museum the night of the murder. Apparently, one of his primitive sensibilities was offended by the display of relics that night and he chose to commit a crime in the name of some unholy patron.”

“Wasn’t Xapatl in prison when this crime was committed?” *Jedvar’s face clouds noticeably, “Obviously he intended his imprisonment as a flimsy alibi. Clearly he used some dark magic to disappear from his cell to commit the murder and reappear before arousing suspicion. He used the very same magic to slaughter his prison guards in cold blood and escape. I don’t see what the question is.”*

“Sounds to us like you’re barking up the wrong tree.” *“Perhaps. But nevertheless it is most imperative that we speak to this man, Xapatl. Please use what resources you have to find him so that we may determine his guilt or innocence.”*

“Where should we begin? Who saw him last? Where does he live?” *“The Olman live in squalor in an immigrant quarter on the outskirts of town called Ilbosok. Our operatives had made significant headway ferreting out the fugitive in this community. We were on the verge of picking him up when he got wise to our scent and fled into an Old Mission that’s maintained by a cleric of Zodal, one Joren ik-Belgham. Of course we pursued him inside, but he had vanished. The priest claims he doesn’t know the Olman’s whereabouts, but we’re keeping him in custody anyway in case he decides to be more forthcoming.”*

Players who have played “Tomb of Tloques-Popolocas” may have other questions regarding the people and places represented in that scenario. Baron Aubert Ruatho, Wellemeyne Myghals, and Elios Murando do not appear in this scenario, nor do the “The Frog & The Lily” or the Royal Museum. Jedvar (correctly) discounts them as being unimportant to the task at hand and suggests the PCs proceed with due haste to the task at hand. The PCs may either attempt to talk to Joren or head directly to Ilbosok.

If the players wish to visit Joren ik-Belgham in prison Jedvar will allow it. Proceed to Encounter 1B.

Before the PCs leave, Jedvar says the following:

“One last thing,” says Jedvar. “One of my companions is missing. If you see her, render whatever aid you must in order to safely return her to us. She is a priestess of Heironeous. I shudder to think that she fell prey to those filthy Olman savages and their necromancy.”

Unfortunately, Jedvar’s prejudicial prediction about the Olman on this point is true. The priestess was slain as part of the ritual to summon a devil to strike against the forces of Camatzotz (see Encounter 1E).

Encounter 1B: A Broken Man

Jedvar Mirnau silently escorts you through the building and into an area of the complex obviously intended for the incarceration and interrogation of criminals and practitioners of secrets forbidden and profane. Sporadic torches cast deep shadows throughout the passage and the sounds of screaming and weeping echo all around you. Finally Jedvar unlocks a nondescript door bearing no number in the middle of the hall. “I’ll be back for you in ten minutes,” he says before leaving without waiting for a reply. He locks the door to the cell behind you. In the corner of the room on a pile of dirty straw sits a man clad only in a loincloth. His hair and beard are long and full of nits and his skin is grimy and black. He shivers slightly from the damp and repeats a single word to himself over and over, “nazca.”

There is little to see here if the PCs are without the proper resources, but there is still something useful to be gained. Joren’s mind and spirit have been physically and magically broken. He is in a catatonic state. Lash marks, burns, and other wounds are apparent on his naked flesh. The word he is repeating to himself, *nazca*, is the Olman word for “refuge”. It is the password to a trapped secret door within the Old Mission that leads to the hiding place of Xapatl. Speaking the password before opening the door disarms the trap.

A PC can determine that Joren’s mind is broken so badly that only a *Heal* spell will cure him (Heal check, DC 15). If and only if the PCs cast a *Heal* spell on Joren does he come out of his catatonia. If this is the case he may have a wealth of information for them.

A gentle golden pulse surrounds Joren's temples as the curative magic frees his anguished mind from its prison. He looks at you with a start and begins to ask, "Who...?" before breaking down into tears.

When Joren is suitably calm he can give the players the following information. Note that he will NOT give the location of Xapatl if there are any obvious PC Knights of the Malagari present; indeed, he won't say anything at all. The PCs will need to convince him to reveal the information about Xapatl. Joren will reveal the information only if *charmed* or placed under a *suggestion*. Intimidation won't work. If the PCs ask for his location so they can prove that Xapatl is *not* the murderer, have the PC make a Bluff or Diplomacy check (depending on whether or not the PC is being sincere) against Joren's Sense Motive of +8.

- He was arrested and brought here for interrogation because the Darkwatch suspects he knows the location of Xapatl, which he does.
- Xapatl is hidden in a secret area beneath the mission. The access to the secret room is behind a mural in fresco on the wall depicting scenes of Olman day-to-day life. Written in Olman above a figure with prominent ears is the phrase, "I listen".
- If the Olman word for refuge, "nazca" is spoken the door will open and the trap will be disarmed. It is a poison gas trap.
- Joren agreed to help Xapatl rid Ilbosok of the threat of Tloques-Popolocas. He would assist Xapatl if he promised to take the worship of his death god out of Ilbosok and leave the village to Joren and his church of Zodal.
- He's not sure what means Xapatl is willing to use to achieve this end, but it may be a justifiable compromise to rid the place of the worshippers of Camatzotz (who Joren particularly dislikes).
- He tells the PCs there is more going on in Ilbosok than meets the eye and begs them not to give Xapatl up to the Darkwatch before they speak to him themselves to determine the truth of the matter.

Complications: The PCs may (rightfully) be appalled by the actions of the Darkwatch. The DM

should make it clear that breaking Joren out will earn the ire of the Malagari, and that the PCs might be better served getting Joren out of jail by succeeding in their task and prevailing on Jedvar to release him.

If the PCs insist on freeing Joren, they can certainly try. If the heroes simply spirit Joren and themselves away via magic, they qualify for a special story xp award as noted at the end of this module. At the DM's option, the heroes may continue with the adventure by traveling to Ilbosok (see Encounter 1C). The PCs will earn the AR item *Hunted*.

If any PC group decides to attack Jedvar at any point, use the Darkwatch NPC stats provided in Encounter 1F (Jedvar is the Fighter/Monk, his guards are the cleric and the wizard). Win or lose, the module is over and they earn the AR item *Hunted*.

If Jedvar is slain, all PCs that participated in the combat receive the AR item *Hunted, Captured!* and are immediately removed from the campaign. The DM should collect character sheets and ARs, and both DM and PCs should contact the Keoland triad at keoland_marf_poc@yahoo.com.

Encounter 1C: Ilbosok and the Zodal Mission

When the party proceeds to the Olman slum of Ilbosok, read the following:

If Pride had been knifed in some dark alley and left to bleed piteously into the night in a pool of its own urine and someone else's vomit one might conceive of an adequate, but not exceptional, description of Ilbosok. It is truly an encampment of poverty and dispossession the likes of which even the refugees of the Giant wars in Geoff have not suffered. Even the efforts of a kind-hearted adventuring noble to purchase farmland outside of Gradsul to feed the Olman have not done enough to assuage their misery.

On the farthest outskirts of Gradsul where the city's open sewers pass their turgid flow into the sea the Olman people struggle to maintain their existence. All around you are low mud huts, many of them open or with merely moth-eaten blankets for doors. Brown-skinned, naked children with bloated stomachs play merrily in the streets while flies buzz languidly around them. Short, human women with broad noses and straight black hair cook over open

fires fueled by old rags and corncobs. Above all is the stench of human feces.

Here the players can make some Gather Information Checks if they wish. Any PC who speaks Olman may add a +4 circumstance modifier to the roll. Any PC who is or appears Suel takes a -4 circumstance penalty to the roll.

- **DC 5:** About four weeks ago an old man saw Xapatl flee into the Zodal Mission. A group of armed men followed him inside minutes later, but they only emerged with the middle-aged priest who lives there.
- **DC 10:** There has been a lot of violence lately. Gangs of followers of Mictlantecuhtli and Camatzotz fight almost nightly. In the mornings bodies are often found in alleys or on the beach.
- **DC 20:** One night five weeks ago a man stepped out of a tavern to relieve himself in an alley and saw a beautiful woman in the moonlight. She was dressed all in silver and bore the symbol of a fist clenching a lightning bolt around her neck. His friend dismisses his claims as drunken ramblings.
- **DC 25:** A woman whose brother is a follower of Camatzotz overheard him speaking with some friends about a pale-skinned Suel man who attended one of their meetings. He was dressed very richly. The woman heard her brother claim the man said, "When He returns we will rule the night and Gradsul will never sleep. Keep me informed of your progress."

A hundred yards or so above the pitiful village sits an old mission on a hilltop. It is made of white stucco and roofed in red terra-cotta barrel tile. An open belfry shows a dilapidated iron bell high above the ground.

When the party approaches the mission they see that a sign has been tacked to the door. It reads, "No Trespassing by order of the Gradsul Watch. Violators will be prosecuted." If the party enters:

The inside of the old mission is modest to say the least and looks as if no one has entered it for several weeks. As the front door creaks open you disturb the daytime slumber of several bats that squeak in protest from the rafters.

The building consists of several small rooms: A small sanctuary capable of seating perhaps twenty persons on low wooden benches. There are holy items and trappings of Zodal all about. The place

consists of a stair leading up to a belfry whose trapdoor has been boarded over and nailed shut, a small kitchen off the main entry way and a small monastic cell off the other side of the main entry way containing the personal affects of a priest. In the latter, the PCs can find a diary kept by Joren. It is concealed between the bed and a small nightstand (Search DC 20). If the PCs peruse it, you should relate the information to them about Xapatl that they would have received from questioning the priest in Encounter 1B.

The PCs may find a trapdoor in the kitchen with a Search check (DC 20). Below the trapdoor is a root cellar. It appears to see regular use and there is a mural on the wall.

The trapdoor below the kitchen descends to a musty root cellar. Several bushel baskets contain potatoes with many budding eye and a few turnips and carrots. On all four walls of the fifteen-foot square room is a fresco beautiful in its simplicity. It appears to depict the day-to-day life of an Olman village. One wall shows a number of people engaged in the fruits of labor, harvesting fields of corn and drawing baskets of colorful fish from the sea. A second wall shows what appears to be sport as two teams of well-muscled men stand in a long stone court with high walls on each side. Above each wall is a stone hoop and the players appear to be attempting to place an irregularly shaped ball through it using their knees. A third wall illustrates the art of warfare. Many men in colorful headdresses of feathers and pelts of tawny cats carry wooden clubs with shards of rock embedded up their lengths. There are gruesome beheadings and eviscerations shown here. Finally a fourth wall features several totemic creatures (a bat, a condor, a jaguar, a coyote, and a winged serpent) around a central stone disk carved with hieroglyphs. In the middle of the disk is an Olman man with comically large ears.

PCs who are capable of interpreting the Olman hieroglyphs on the fourth wall may translate them to mean, "I listen". If the PCs have visited Joren in prison they may deduce to say the Olman word for "refuge" (*nazca*). When spoken out loud in a firm voice the central disk swings silently open on hidden hinges and the gas trap within the corridor beyond is disarmed. Award the players full XP for the trap encounter for using good investigative skills to bypass the challenge. If the PCs did not speak to Joren they may still discover the secret door on a Search check (DC 20). The trap in the

corridor beyond is still armed, however. Once the players enter the corridor the trap is triggered by entering either of the two squares fifteen feet down the hall.

Passing through the circular arch reveals a simple stone corridor. Your first tentative steps further on reveal grotesque masks of Olman warriors carved in relief upon the wall.

If the PCs trigger the trap:

You have little time to react as a flagstone in the floor depresses under your weight causing the masks to exhale clouds of noxious vapors.

APL 2 (EL 4)

Poison Gas Trap: CR 4; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 15; Disable Device DC 15

APL 4 (EL 6)

Poison Gas Trap: CR 6; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 25; Disable Device DC 25

APL 6 (EL 8)

Poison Gas Trap: CR 8; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (burnt othur vapors, DC 18 Fortitude save resists, 1 Con*/3d6 Con); Search DC 25; Disable Device DC 25

APL 8 (EL 10)

Poison Gas Trap: CR 10; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (burnt othur vapors, DC 18 Fortitude save resists, 1 Con*/3d6 Con); AND poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha+ 1 Cha*) Search DC 24; Disable Device DC 28

APL 10 (EL 12)

Poison Gas Trap: CR 12; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (burnt othur vapors, DC 18 Fortitude save resists, 1 Con*/3d6 Con); AND poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha+1 Cha*) Search DC 29; Disable Device DC 30

APL 12 (EL 14)

Poison Gas Trap: CR 14; mechanical; location trigger; no reset; gas; multiple targets (all targets in a 10' x 10' cube); poison (burnt othur vapors, DC 18 Fortitude save resists, 1 Con*/3d6 Con); AND poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha+1 Cha*); AND poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis) Search DC 29; Disable Device DC 29

Development: Once the party has passed the trap they may proceed down the corridor fifty feet to an "L" intersection. Turning the corner reveals another fifteen feet of corridor that ends in a stone door. Behind the door is a small chamber. This is the hiding place of Xapatl. Xapatl has been hiding in this chamber for nearly a month after the arrest of Joren. He was in the process of setting up a ritual amongst the followers of Mictlantecuhtli to thwart the plans of Tloques-Popolocas and the followers of Camatzotz when he discovered he was being followed and ran to Joren's mission for his assistance as per their agreement. Since then he has occasionally been using the *Create Food & Water* spell to survive.

He has been periodically staying in contact with his followers by way of a *Sending* spell. In this way he plans to culminate his ritual tonight when he breaks from his hiding place and moves to a secret location to cast a *Planar Ally* spell to summon an outsider to join in the fight against Tloques-Popolocas. Xapatl is not looking to fight the PCs (as a matter of fact, he's willing to take advantage of their assistance if offered) but he will not let himself be taken into custody. By divination and investigation Xapatl is aware of the Von Reiklande's connection with Tloques-Popolocas. He knows that in this matter law enforcement in Gradsul is suspect at best. He is willing to fight to the death to ensure that this ritual takes place tonight. Xapatl will begin using his spells to enhance himself in anticipation of a possible fight when he hears the PCs trying to enter the chamber. He will cast one such personal enhancement spell for every round it takes the PCs to break their way through the door.

As you enter the chamber beyond the doorway is a makeshift encampment. A simple straw pallet rests in the corner of the room's dirt floor. On a small wooden table next to a three-legged stool is a burlap sack with some rations. Standing in the center of the room is short Olman man. His long black hair is pulled back into a tight ponytail by a leather thong. He wears a loincloth skirt made of overlapping

strips of tanned hide from a reptilian creature of some sort. Across his back is a cloak made from the skinned remains of a feral hound, its jawless head lolls languidly as its empty eye sockets stare at the ground. On his hip is a slender wooden club with shards of razor sharp obsidian studded up its shaft. Leather cords strung with knucklebones and teeth are wrapped about his biceps and thighs. His sinewy muscled body bears the scars of countless battles. The one in the center of his chest resembles a skeletal coyote.

He addresses you in a firm, authoritative voice, "Who are you and why have you come?"

Things can conceivably go a few different ways here. Some PCs dedicated to destroying dark magic will choose to fight Xapatl. If so, begin combat as usual.

If the players have spoken to Joren or make an effort to use diplomacy with Xapatl he will tell them the truth as he knows it regarding the threat of Tloques-Popolocas and the nascent power of the Von Reiklande family. He tells the PCs if they value their lives or the lives of the citizens of Gradsul they will aid him in his ritual tonight. He will not give details to the nature of the ritual.

If the PCs introduce themselves or explain the purpose of their presence read or paraphrase the following information so that it forms appropriate responses to the characters questions:

- ❖ "You were fools to seek me out, for even if 'justice' is what you seek the prejudice of your ways would prevent you from seeing the truth."
- ❖ "The leaders who rule you while you sleep and subjugate us while you watch will destroy the people of this city for their own ends."
- ❖ "The death lords whom I serve have revealed to me a pale-skinned man from your world who walks in Ilbosok. He is a friend to those who would know Zotzilaha for he is one of their own. It was this man who brought Tloques-Popolocas to Keoland, and he who had the Explorer murdered to cover his tracks to Ruatho and the red-robed men. This man is Traago Von Reiklande and when Tloques-Popolocas returns, the two of them will turn Gradsul into a necropolis of endless night. Then no force on Oerth will be able to stop them."
- ❖ "Tonight the strong and proud warriors of Mictlantecuhtli will strike a blow to the heart of

Camatzotz. If you are not the cowards you seem to be you will assist us, for neither the Zotz-men nor the Watchers-in-Darkness from your lands [i.e. the Knights of the Malagari] must interfere in our plans lest Camatzotz retake the night."

APL 2 (EL 4)

Xapatl; Olman Priest of Mictlantecuhtli: hp 30; see Appendix A

APL 4 (EL 6)

Xapatl; Olman Priest of Mictlantecuhtli: hp 45; see Appendix A

APL 6 (EL 8)

Xapatl; Olman Priest of Mictlantecuhtli: hp 60; see Appendix A

APL 8 (EL 10)

Xapatl; Olman Priest of Mictlantecuhtli: hp 75; see Appendix A

APL 10 (EL 12)

Xapatl; Olman Priest of Mictlantecuhtli: hp 99; see Appendix A

APL 12 (EL 14)

Xapatl; Olman Priest of Mictlantecuhtli: hp116; see Appendix A

If after having spoken to him the players still try to apprehend Xapatl he will fight to the death rather than be captured. If the players decide they wish to leave, Xapatl cannot take the risk of them revealing his plans to the authorities and will begin combat.

If the players chose to fight Xapatl and are victorious they will most likely return to town by way of Ilbosok. Continue to Encounter 1D. If the players agreed to assist Xapatl continue to Encounter 1E.

Encounter 1D: Homefield Advantage

If the party has opted to remain loyal to Jedvar and the Darkwatch, they have most likely captured or killed Xapatl in combat in which case they will need to leave the mission (probably to return to Jedvar). The only way back to the city proper from the mission is to return through Ilbosok.

Xapatl has been in sporadic contact with his followers, the cultists of Mictlantecuhtli, by way of

a *Sending* spell. They have been keeping the mission under close watch and have been instructed to eliminate any group or individual that enters the mission and leaves without being escorted by Xapatl.

When the party makes its way back through Ilbosok they may notice that something's not quite right (Spot or Listen checks, DC 18 + APL). Activity in the shantytown has all but disappeared. The streets are empty, fires smolder unattended, and blankets are drawn across the doorways of huts. Trouble is coming. Unless the PCs have taken reasonable precautions (a familiar in the air keeping an eye on things, a PC scouting well ahead of the group, etc) they will be ambushed.

If the PCs (or the players) indicate that they are on guard for an ambush, do not give the cultists a surprise round (but roll the initiative order as usual, of course).

APL 2 (EL 4)

Cultist Priest of Mictlantecuhtli: hp 8; see Appendix A

Cultist Warriors (4): hp 11 each; see Appendix A

APL 4 (EL 6)

Cultist Priest of Mictlantecuhtli: hp 23; see Appendix A

Cultist Warriors (4): hp 29 each; see Appendix A

APL 6 (EL 8)

Cultist Priest of Mictlantecuhtli: hp 38; see Appendix A

Cultist Warriors (4): hp 29 each; see Appendix A

APL 8 (EL 10)

Cultist Priest of Mictlantecuhtli: hp 53; see Appendix A

Cultist Warriors (4): hp 47 each; see Appendix A

APL 10 (EL 12)

Cultist Priest of Mictlantecuhtli: hp 68; see Appendix A

Cultist Warriors (4): hp 65 each; see Appendix A

APL 12 (EL 14)

Cultist Priest of Mictlantecuhtli: hp 83; see Appendix A

Cultist Warriors (4): hp 89 each; see Appendix A

Development: Assuming the PCs defeat these Olman, they can return to Jedvar to collect on their bounties. Jedvar will reward the PCs upon their return an amount of gp per PC equal to (APL x 500). **List what AR items the PCs get for this conclusion as appropriate.**

Proceed to Conclusion One.

Encounter 1E: Some Outside Assistance

If the party agrees to listen to Xapatl's story and aid him in his ritual, he tells them that they should prepare themselves and rest until nightfall. He believes it is possible that cultists loyal to Camatzotz and Tloques-Popolocas will make an attempt to thwart his plans. He instructs the PCs that they must be vigilant during the ritual as he must not be disturbed or things could quickly get very dangerous for everyone. His followers will be too busy assisting him so the party must stand guard.

The ritual will begin at four o'clock in the morning. Xapatl will leave the safety of his refuge at three o'clock in the morning. PCs have until that time to prepare as they wish.

Xapatl has been in a meditative trance for quite some time. Looking upon him one could almost be moved to sympathy or admiration for him. He is completely serene in his contemplation, but the scar in the shape of a skeletal canine reminds you that this is a dangerous man.

As if attuned to some internal alarm (or possibly your character evaluation) his eyes whip open, "The hour is upon us. Stay close to me yet speak not," he says through teeth that have been filed into points. He quietly gathers his belongings and drags a few stacked crates away from the wall, revealing a cramped, roughly dug tunnel.

"Follow," Xapatl says simply, and he clammers into the passage.

If the PCs follow:

You emerge from underground to the gentle invigorating kiss of a salt breeze at night. Several hundreds yards away is the dark form of a sleeping Ilbosok and a mile beyond that the soft glow of the braziers of Gradsul. Bending low to the ground Xapatl moves off in the opposite direction, towards the shore, with silent purpose. He is swift and in the moonlight

the silhouette of his lithe form covered with his mongrel-skin cloak gives him the appearance of an emaciated wolf on the hunt.

Xapatl has little time to spare here. He will not brook dawdling, speaking or questions of any kind. Any PC who fails to maintain silence or pace will simply be left behind.

After a half-hour or so of traveling along the shore line Xapatl motions towards a grove of trees up beyond the high-tide line. Xapatl lets out a number of barking yips and is answered in return. He enters the grove and motions for you to follow.

If the PCs follow:

As you enter the grove, you begin to note activity. Shadowed figures, apparently waiting on Xapatl's arrival, slowly emerge from the periphery of the trees. Some of them begin to drag dead palm fronds and piles of driftwood towards the center of the grove in preparation for a large bonfire. Others have small pots of paint and are drawing mystic sigils upon tree trunks with brushes of hog's hair. A select few join Xapatl and begin to trace a large circle in the sand, warding it around the edges and amongst the various radii, secants, and tangents with glyphs of different colored chalks, ash, and powdered silver.

One of Xapatl's acolytes approaches and addresses your group in thickly accented broken common, "You watch here and here. Do not make talk or speak the questions. If Zotz-men come, you fight. We do all else."

With that the players have their instructions. What they do with them is up to them to decide. Here is the situation: Xapatl and his followers are casting a *Planar Ally* spell (*Greater Planar Ally* at APL 10 and 12) to summon a devil. Players can make a Knowledge: Arcana check to determine these are summoning glyphs used in the calling of creatures from the lower (read as: evil) planes (DC 15, or 20 at APL 10+). A Spellcraft check will not work, as the spell hasn't actually been cast yet.

Depending on APL Xapatl may need to use a scroll to summon a devil with the appropriate HD. For purposes of the scenario assume he successfully makes his caster level check.

How It Plays Out

The combats that affect the outcome of this story can be as varied as the groups who play them.

- If the party upholds its agreement to assist Xapatl in his ritual, cultists of Camatzotz will interrupt the rite before the devil is summoned and continue as written after combat.
- If the party goes back on its word and attempts to fight Xapatl while he is summoning the outsider his cultists will fight to protect him while he flees.
- If the party decides to fight the devil after it is summoned they may fight the devil while Xapatl and his cultists flee.
- If the party insists on fighting all combatants at once, well...

As the acolytes of Mictlantecuhtli finish their preparations, Xapatl begins to chant in a deep basso profundo. His words are staccato and rhythmic at first, but quickly build in tempo. The coyote-shaped scar on his chest cracks and splits, weeping blood down his abdomen. He twirls and gyrates as he removes a scroll written upon human skin from his belt. On and on he spins, obliviously, his voice rising to an ululating fever pitch. Sweat covers his body in the chill night air and his eyes roll back in his head in religious apostasy.

Finally as the glyphs in the sand begin to glow red he claps his hands together in a powerful snap. The percussion is deafening and kicks up particles of stinging sand that burn your eyes and skin. When your vision clears a creature of nightmares stands before you.

Players are not prohibited from acting by the read-aloud text in this encounter. If someone wishes to interrupt the summoning, they are welcome to try. DMs should adjudicate the reactions of NPCs present to such attempts as noted earlier in this encounter.

Important DM Notes: If the PCs attack the cultists while the devil is present, the creature will take no actions and will leave if Xapatl is killed (this will effectively end the *Planar Ally* spell). If the PC attacks the devil at any time, it will break the magic wards that contain it and it will attack the PCs.

The DM should NOT railroad the PCs with the read-aloud text! Give the players a chance to react to what's happening and they should be allowed to interrupt the ritual at their desire.

The following conversation between Xapatl and the devil is spoken entirely in Infernal.

The creature within the ring is mighty and fearsome to behold. He towers above the diminutive Olman, hissing and howling. The air in the grove has become sulfurous and foul and it causes your eyes to well with tears.

“Greetings to you, revered Castigator of the Holy. I am Xapatl, the worthy mouthpiece of Mictlantecuhtli. I seek a boon.”

The devil speaks. “Release me mortal... so I may consume your heart and pass your soul through my bowels”. As he says this he extends a rancorous talon towards Xapatl’s throat and quickly withdraws it with a yelp of agony as the wards in the sand hold true. “You know my name, manling!”

Xapatl smiles wryly, “You will do as I command and give me your oath and I will release you when your service is complete. Listen to me now. In ages past you bore witness to the Tanar’ris’ bid to aid Tloques-Popolocas in his drive to subjugate my people. His power is waxing yet again. Go forth into this night and let not one of his disciples live to see the dawn in three days’ time.”

The devil speaks low in its guttural throat, “First, pay the price and then I will serve.”

“Very well”, says Xapatl. He motions one of his followers towards the circle. The man steps forward and bows to the devil before upending a burlap sack. From within, its contents spill onto the sand: the severed head of a human woman and a holy symbol of Heironeous. The cultist kicks the woman’s head through the circle in the sand, breaking its continuity.

“It is good,” the devil laughs triumphantly, “it is very good! We may speak yet again, manling.” With those parting words he shimmers and disappears into the night.

APL 2 (EL varies)

Bearded Devil: hp 45; see *Monster Manual* p. 52

Cultist Priest of Mictlantecuhtli: hp 8; see Appendix A

Cultist Warriors (4): hp 11 each; see Appendix A

Xapatl, Olman Priest of Mictlantecuhtli: hp 30; see Appendix A

APL 4 (EL varies)

Amnizu: hp 49; see *Appendix B*

Cultist Priest of Mictlantecuhtli: hp 23; see Appendix A

Cultist Warriors (4): hp 29 each; see Appendix A

Xapatl, Olman Priest of Mictlantecuhtli: hp 45; see Appendix A

APL 6 (EL varies)

Bone Devil: hp 95; see *Monster Manual* p. 52

Cultist Priest of Mictlantecuhtli: hp 38; see Appendix A

Cultist Warriors (4): hp 29 each; see Appendix A

Xapatl, Olman Priest of Mictlantecuhtli: hp 60; see Appendix A

APL 8 (EL varies)

Barbed Devil: hp 126; see *Monster Manual* p. 51

Cultist Priest of Mictlantecuhtli: hp 53; see Appendix A

Cultist Warriors (4): hp 47 each; see Appendix A

Xapatl, Olman Priest of Mictlantecuhtli: hp 75; see Appendix A

APL 10 (EL varies)

Cultist Priest of Mictlantecuhtli: hp 68; see Appendix A

Cultist Warriors (4): hp 65 each; see Appendix A

Ice Devil: hp 147; see *Monster Manual* p. 56

Xapatl, Olman Priest of Mictlantecuhtli: hp 99; see Appendix A

APL 12 (EL varies)

Advanced Ice Devil: hp 208; see Appendix A

Cultist Priest of Mictlantecuhtli: hp 83; see Appendix A

Cultist Warriors (4): hp 89 each; see Appendix A

Xapatl, Olman Priest of Mictlantecuhtli: hp 116; see Appendix A

Development: The ritual is now complete. The cultists of Mictlantecuhtli flee into the night in different directions. Xapatl thanks the party for their assistance and assures them they have struck a mighty blow against the threat of Tloques-Popolocas (just how great a blow may be revealed in future scenarios). The PCs have earned the AR item *Favor of the Cult of Mictlantecuhtli*.

Xapatl will also reward the PCs with a collection of gems and jewels (“I have no use for the baubles of

the pale-skinned"). This is an amount equal to (party APL x 500 gp). (These were taken from the cleric whose head was used in the ritual, but Xapatl won't mention where they came from unless he is asked.)

Xapatl will then take his leave of the party. If they try to stop or capture him at this point, he will still be happy to fight them.

Regardless of who or what the PCs fight, they have to deal with the ramifications of their choice to proceed this far; proceed to Encounter 1F.

Encounter 1F: Ramifications

If the PCs opted to parley with Xapatl and followed him to the site of the ritual, the party is assailed by a group of Malagari as they make their way back towards Gradsul. The Darkwatch knights consist of a fighter, a cleric, and a diviner who has been using divination spells (*Clairvoyance*, *Scrying*, etc.) to observe activity within the grove. (At some APLs, assume the diviner used spells on scrolls successfully to cast some of the more potent divination spells). They've been shadowing the players since they left the mission. The rest of this Darkwatch unit has split up to track and apprehend Xapatl and his followers. These three have remained to confront the party.

You begin to make your weary way back towards Gradsul, your hearts and minds reeling from the horrific compromise of ethics you have just been party to. Surely, you have chosen the lesser of two evils, have you not?

The appearance of three figures breaks your moral reverie. Two of the figures are heavily armored, while the third appears to be a wizard of some kind. It is the latter that says, "Stop where you are, villains. We have borne witness to your collusion with foul beings and dark magic. Throw down your arms so that you may face justice for your crimes, by order of the Knights of the Malagari."

APL 2 (EL 4)

Dirrik Freilander, Malagari Man-At-Arms: hp 5; see Appendix A.

Morrik Freilander, Malagari Man-At-Arms: hp 16; see Appendix A.

Herrick Freilander, Malagari Man-At-Arms: hp 8; see Appendix A

APL 4 (EL 6)

Dirrik Freilander, Malagari Man-At-Arms: hp 14; see Appendix A.

Morrik Freilander, Malagari Man-At-Arms: hp 23; see Appendix A.

Herrick Freilander, Malagari Man-At-Arms: hp 23; see Appendix A

APL 6 (EL 8)

Dirrik Freilander, Malagari Squire: hp 23; see Appendix A.

Morrik Freilander, Malagari Squire: hp 42; see Appendix A.

Herrick Freilander, Malagari Squire: hp 38; see Appendix A

APL 8 (EL 10)

Dirrik Freilander, Malagari Knight: hp 32; see Appendix A.

Morrik Freilander, Malagari Knight: hp 59; see Appendix A.

Herrick Freilander, Malagari Knight: hp 53; see Appendix A

APL 10 (EL 12)

Dirrik Freilander, Malagari Knight: hp 41; see Appendix A.

Morrik Freilander, Malagari Knight: hp 79; see Appendix A.

Herrick Freilander, Malagari Knight: hp 68; see Appendix A

APL 12 (EL 14)

Dirrik Freilander, Malagari Knight-Commander: hp 50; see Appendix A.

Morrik Freilander, Malagari Knight: hp 98; see Appendix A.

Herrick Freilander, Malagari Knight: hp 83; see Appendix A

Setup: The knights begin on the road a hundred feet away from the closest PC. The road is fifteen feet in width and is tree-lined but otherwise unremarkable.

Tactics: At all APLs the Malagari fight until incapacitated. At APL 6 or higher, Herrik will have his *Magic Circle Against Chaos* pre-cast before the Darkwatch moves to intercept the PCs. At APL 8 and higher, he will use *Order's Wrath* in the

opening round if the PCs are still relatively close to each other to determine chaotic PCs, and will engage those PCs first, as the opportunity presents itself.

Tactics with High-Ranking Darkwatch PCs: If a PC member of the Darkwatch outranks the NPCs [unlikely, but possible] and demands to speak to Jedvar directly, the NPCs will oblige, providing the PC agrees to keep the rest of the party under his/her command. If **any** PC attacks the Darkwatch after that, treat the encounter as though there were no Darkwatch PCs.

Tactics with Lower-Ranking Darkwatch PCs: No matter the actions of the rest of the party, any Darkwatch PC of equal or lower ranks than the NPCs are expected to surrender to their superiors *immediately*. The **ONLY** action they are allowed to take if combat ensues is to stabilize; if any downed PC is revived enough to get up and begin fighting again, they are in serious trouble.

Darkwatch PCs killing Darkwatch NPCs: whether or not the rest of the party is able to get away with it, this PC is done. This PC earns the special AR item *HUNTED, FALLEN!* and is removed from the campaign. **Collect the PCs character sheets and ARs. Both DM and player should contact the triad at keoland_marf_poc@yahoo.com for further details.**

Development: These three Darkwatch agents intend to arrest the party and bring them back to a Darkwatch court where they will face the Darkwatch's own particular brand of justice. Again, the players have several options here:

If the PCs surrender before fighting and tried to stop Xapatl, the PCs are whisked away to Neheli lands for 'discussions' and earn the AR item *RECONDITIONED!*

If the PCs surrender before fighting and did NOT try to stop Xapatl, or surrender after combat has begun (without NPC casualties), the PCs are whisked away to Neheli lands for trial and earn the AR item *WANTED!*

If the PCs flee, the Malagari will actively pursue them as best as they are able. Should the PCs elude them, they earn **no** XP for the encounter and earn the AR item *WANTED!* if they assaulted any of the Darkwatch, or *WATCHED!* if they did not.

If PCs win the fight, and no Malagari are dead or dying [bleeding out], you earn the AR items *JAILED AND BAILED!* and *WANTED!*

If PCs win the fight, leave Malagari are dead or dying [bleeding out], and DO turn themselves in to authorities, PCs earn the AR items *ARRESTED - MURDERER!* and *HUNTED!*

If PCs win the fight, leave Malagari are dead or dying [bleeding out], and do NOT turn themselves in to authorities, you earn the AR items *FUGITIVE - MURDERER!* and *HUNTED!*

Conclusion One

The whirlwind of events in the last twenty-four hours has pushed your notions of "right" and "wrong" to their very breaking points. You feel somewhere in the not-so-distant future a battle will be won or lost on the back of compromise. But the vexing question lingers – did you do the right thing? There will doubtless be serious ramifications for your choice in the future...

Proceed to the Epilogue, located just after Conclusion Two.

Encounter 2A: Assisting Celesta and the Silent Ones

You quickly assemble your belongings and head out the door, feeling pressed to make your appointment within the time allotted. Pelor is beginning his morning climb across the eastern sky. Gradsul's weather is notoriously humid and hot, and the near-orange appearance of the sun promises a truly uncomfortable day.

Finally you come upon a slender, black marble tower by the city's eastern gate just as the city's bell towers peal off the half hour. Obviously, this is the place of your intended appointment.

When the players enter the tower:

You enter the cool interior of the tower and are asked to await the mysterious sender of your missive within a small, quaint antechamber. Many an over-stuffed divan upholstered in elegant brocade inhabit this room. There are also many richly carved mahogany tables and ironwood chairs. None of them appear to match any of the others stylistically, but they all are well worn and comfortable. The walls of this cozy room are lined with bookshelves. Several attractive young people are laughing and speaking in low voices over cups of tea. Each cup, seemingly from a different service, is cracked and chipped. There is joy in their presence.

A young elven girl winks and laughs as a flowered teapot floats lightly across the room to offer you its contents. Before you can form an appropriate response a charming older man enters the room. "Mistress Celesta will be happy to receive you now," he says. He steps towards a door, beckoning you to follow.

If the PCs follow:

It is a short walk before your guide stops before a wooden door and knocks gently. "Enter please," says a soft, feminine voice from within. Your escort bids you farewell.

When the PCs enter:

Passing through the door, you come into a vibrant sun-filled study on one of the upper floors of the tower. There are many bookcases in the room to be sure, but their contents seem little used. Most every surface holds some exotic object of interest. Standing before an

open window is a petite halfling woman arranging a vase of flowers. She is quite attractive, and dressed in well-worn leather breeches and a pale blue, low-cut blouse of Baklunish silk. She wiggles her fingers lightly and every blossom within her bouquet flourishes into a deep crimson red.

"Welcome, friends," she says, "I am Celesta Shadeflower and I am pleased you've answered my call. Do make yourselves comfortable." She motions to several large cushions on the floor behind you.

Celesta will recognize any PCs who have played KEO3-01 *Tomb of Tloques-Popolocas* and address them by name and title if applicable. Celesta's motivations for summoning any familiar PCs lie in large part with her evaluation of them from her initial encounter with them. Judges should definitely play up this role-playing hook. If no one has played KEO3-01, appeal to their reputations as heroes.

"Some time ago, a murder was committed in this city. I realize this is not an uncommon occurrence in Gradsul, but this crime was committed against a Royal Explorer by the name of Reld Makazian, who was working officially for the Lion Throne. Several months ago he returned from an archaeological expedition to the Amedio jungle. His goal was to recover valuable Olman artifacts. One of these artifacts was a stone sarcophagus belonging to an Olman priest-king, Tloques-Popolocas Yohualli-Ehcatl, the Master of Others who is like the Wind and the Night. There was a gala event at the Royal Museum upon Reld's return to display his findings."

"I was in charge of the safeguarding of the museum that night, although I confess I did not believe there would be much to safeguard. I was wrong. An Olman priest named Xapatl interrupted the festivities. He warned us all against the dangers of things associated with this 'Tloques-Popolocas.' We scoffed at him and he was imprisoned. Reld was dead before dawn the next day and the artifacts of Tloques-Popolocas' power had vanished."

"After those events I had decided for myself that great magical and political powers were awakening in Gradsul, perhaps even more powerful than any yet seen. I resolved to locate the missing artifacts and bring Reld Makazian's killer to justice. To this end I came into contact with, and ultimately endeavored to

join, the Silent Ones. I hope to be the first of my race allowed to join those of the Lonely Tower.”

“But I digress. I examined the scene of the murder, Reld’s flathouse room, and was able to retrieve a small tuft of hair outside on the sill of the open window. I have great knowledge of all sorts of fauna, so it was not difficult to determine the fur was from a bat. Using magic, I scryed within my study to seek the creature who had left this clue and was surprised when my glass revealed the face of a man to me. I don’t know what it means.”

“I spent many months within the Olman community of Ilbosok magically disguised as an Olman woman, seeking the face of the man I saw. In time I found him. His name is Itzectloc and he is a powerful cultist of Camatzotz, the Olman god of death and bats. His cult is loyal to the memory of Tloques-Popolocas, the greatest priest of their faith ever to have lived.”

“I worked tirelessly in those long weeks to earn the confidence of Itzectloc’s cadre of followers. Last night, my hard work finally paid off. At our meeting, Itzectloc confided that he was ready to herald the return of Tloques-Popolocas. He would bolster the inevitable return of this avatar of his faith in a ritual of great power. His success would ensure that Tloques-Popolocas would never be defeated. He carried with him a burlap sack that contained someone small within it, someone about the same size as myself.”

“I felt he was about to reveal more when chance disrupted our meeting. An attack force of Xapatl’s minions of Mictlantecuhtli had discovered our location and melee ensued. In the chaos Itzectloc escaped and many on both sides were killed. I myself narrowly escaped with my life.”

“Will you help me apprehend Itzectloc? I feel if he is successful in his designs it can only spell great misery for the people of Gradsul.”

If the party agrees to help Celesta she will be grateful and suggest they begin their search in the Olman shantytown of Ilbosok, at the location of last night’s secret meeting if asked. If questioned as to what she will be doing she tells the PCs that while they are conducting an on-site investigation, she will be using what resources she has to locate Itzectloc through magical means. She promises a substantial reward in gold in gems should the PCs aid her in her efforts.

The Wretched Refuse

When the party proceeds to the Olman slum of Ilbosok, read the following:

If Pride had been knifed in some dark alley and left to bleed piteously into the night in a pool of its own urine and someone else’s vomit one might conceive of an adequate, but not exceptional, description of Ilbosok. It is truly an encampment of poverty and dispossession the likes of which even the refugees of the Giant wars in Geoff have not suffered. Even the efforts of a kind-hearted adventuring noble to purchase farmland outside of Gradsul to feed the Olman have not done enough to assuage their misery.

On the farthest outskirts of Gradsul where the city’s open sewers pass their turgid flow into the sea the Olman people struggle to maintain their existence. All around you are low mud huts, many of them open or with merely moth-eaten blankets for doors. Brown-skinned, naked children with bloated stomachs play merrily in the streets while flies buzz languidly around them. Short, human women with broad noses and straight black hair cook over open fires fueled by old rags and corncobs. Above all is the stench of human feces.

Here the players can make some Gather Information Checks to perhaps gain some useful knowledge. Any PC who speaks Olman may add a +4 circumstance modifier to the roll. Any PC who appears to be Suel takes a -4 circumstance penalty to the roll.

- **DC 5:** There has been a lot of violence lately. Gangs of followers of Mictlantecuhtli and Camatzotz fight almost nightly. In the mornings bodies are often found in alleys or on the beach.
- **DC 10:** A teenage girl was out walking beneath the piers with her boyfriend late last night. They witnessed a battle between two groups of people. Two individuals managed to flee in different directions. The boyfriend said not to tell because if anyone knew they were walking alone, they would be punished.
- **DC 20:** [This result may only be made by characters who speak the Olman language] An old man grabs your arm as you pass by. His bony fingers are surprisingly strong. He tells you to beware the Oaxcoptl (“the men who are bats and also men”). After giving you

this information the old man passes on as if he never saw you.

At some point between the time that the PCs move through Ilbosok and when they reach the meeting place, read the following:

As you move through the streets, you catch sight of a young Olman woman, perhaps in her early twenties, wailing and beating her fists against her chest. She is being comforted by an elderly Olman woman. The younger is too distraught, but the older meets your gaze and a look of suspicion crosses her face.

The young mother (Alacata) has lost her daughter Nenethualpa to a kidnapping, and the older woman (Maztecicla) is trying to comfort her. The latter may be willing to speak with the PCs about what happened. A Diplomacy check (DC 18 + APL) will convince her to do so. If the party contains any Olman PCs, add +5 to the check. If they contain PCs that speak Olman but are not Olman themselves, add +2. Suel PCs invoke a -5 penalty. Maztecicla prefers to speak in Olman but she can communicate in basic Keoish and halting, simple Common if need be. She can relate the following:

Last night, 5-year old Nenethualpa was abducted from her room. Alacata fell asleep despite being well-rested, and when she woke her daughter was gone. Last night was a new moon, and she fears that the rumors about the followers of Camatzotz meeting to conduct some great ritual were true. If that is the case, she fears her daughter will be used to power the blood rites. She pleads with the PCs to return Nenethualpa to her mother if she is found.

If the Diplomacy check fails, the older woman spirits the distraught mother away.

Encounter 2B: The Meeting Place

If the party follows Celesta's advice, they can come here to investigate:

About a mile from the main encampment of dwellings in Ilbosok you come to the secret location you were told of. Beneath one of Gradsul's abandoned piers, the pungent odor of low tide mingles with the cloying stench of a dozen bodies beginning to decay in the summer heat. Horseflies buzz incessantly all around you.

Here is some information the party can discover with appropriate skill checks:

- Knowledge (Religion) DC 15: Six of the bodies bear holy symbols in the form of a bat. The symbol of Camatzotz, the Olman deity of bats, as well as vampires and the Underworld (where he is known as Zotzilaha).
- Knowledge (Religion) DC 15: Six of the bodies bear holy symbols representing a skeletal canine. The symbol of Mictlantecuhtli, the Olman deity of death, darkness, murder, and the Underworld.
- Heal DC 10: Most of the bodies bear evidence of injury by martial weapons, especially macahuitls (Olman clubs studded with shards of obsidian). Some bear evidence of burns. One of the bodies has two puncture marks on its neck
- Knowledge (Religion) DC 25: A vampire did not make the puncture wounds on the victim's neck. A bat of some kind may have made them, but the nature of the creature is unclear.
- Search / Survival DC 10: PCs can make a Track check to notice there are two sets of tracks leading away from the scene. The first set heads back towards Gradsul and were made by a small humanoid. The depth and length of stride would indicate this individual was injured (these are Celesta's tracks). The second set was made by a medium size humanoid and leads off towards a lighthouse some two miles in the distance.

There is no reason to follow Celesta's tracks. If the players decide to follow the other set of tracks read the following:

You have little difficulty following the larger set of tracks, as they are just outside of the reach of high tide. They lead you some two miles, meandering over dunes and through clusters of reeds to a small two-story lighthouse sitting upon a breakwater.

Upon entering the lighthouse the party may discover a few things. The second floor hasn't been used in ages. The reflecting glasses are cracked and broken and a family of seagulls has taken up residence there. There is guano everywhere. The first floor shows evidence of an encampment; discarded chicken bones, the burnt out stubs of several candles, and a blanket. A Spot or Search check (DC 20) turns up a little girl's rag doll. A trapdoor is easily noticed in the floor.

Beneath it, a short wooden staircase leads down to a barred wooden door.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 24

Encounter 2C: The Sentinels

The door is barred from the inside. When the party makes their way in read the following description:

The stone walls of the room beyond the doorway are dimly lit by the flickering glow of torches. The air is heavy and moist and causes your clothes to stick to you uncomfortably. Perhaps your nose catches of faint waft of exotic flowers as well. Inscribed upon the floor is a large circle with arcane symbols etched around its twelve-foot circumference.

The circle on the floor is a *teleportation circle* that links this room to a valley in the Amedio jungle. The circle is only active if the traveler meets the criteria for travel or if the statues are no longer functioning to guard it. The criterion for passage requires the user to be carrying a holy symbol of Camatzotz. The circle and the symbol will illuminate in an ominous red light whenever someone bearing one steps near the teleporter. The PCs should be able to figure out the connection in short order. If not, you can offer them Int checks or Knowledge: Arcana checks (DC 10 + APL) to make the connection. As a last resort, Celesta could tell them what it means.

Any individual stepping into the circle *teleports* into a valley in the Amedio jungle. When the whole party has stepped through the circle, read or paraphrase the following:

As you step into the circle inscribed upon the floor your stomach feels as if you have descended very rapidly and surfaced again in the same manner. A slight sensation of static electricity makes your hair stand on end. Your eyes, which had been accustomed to the dim of the cellar in the lighthouse, are momentarily blinded by brilliant white sunlight.

When your vision clears you are standing outdoors upon a mountaintop. A flagstone courtyard with a circle like the one in the basement you just came from is traced upon the ground. The air about you is moist and heavy and makes your clothes and armor stick uncomfortably to your skin. All about the courtyard is dense green vegetation accented by large, broad leaves and vibrantly colorful flowers. An orchestra of hooting, chirping,

growling and clicking, emanates from within the jungle. From this vantage point you have a magnificent view of the mist-shrouded valley below you. You can barely make out a square structure in the distance that gleams white and silvery in the sun.

On opposite sides of the circle are two large statues crafted in the likeness of an Olman warrior. They are covered in vines and are clearly ancient.

Do NOT start the combat until at least FOUR of the PCs have stepped through the teleporter and transported to the jungle. A combat with fewer PCs present would be unfair given the calculated EL of this encounter.

The stone sentries groan to life as pinpricks of purple light illuminate their otherwise empty eye cavities.

APL 2 (EL 3)

Medium Animated Object (2): hp 31 each; see *Monster Manual* p. 14. Note: These statues have a Hardness of 2.

APL 4 (EL 5)

Large Animated Object (2): hp 52 each; see *Monster Manual* p. 14. Note: These statues have a Hardness of 5.

APL 6 (EL 7)

Huge Animated Object (2): hp 84 each; see *Monster Manual* p. 14. Note: These statues have a Hardness of 9.

APL 8 (EL 9)

Gargantuan Animated Object (2): hp 148 each; see *Monster Manual* p. 14. Note: These statues have a Hardness of 14.

APL 10 (EL 11)

Colossal Animated Object (2): hp 256 each; see *Monster Manual* p. 14. Note: These statues have a Hardness of 20.

APL 12 (EL 13)

Juggernauts (2): hp 99; see Appendix A

Setup: The guardians begin within reach of the teleportation circle, and stand on opposite sides of it. The courtyard is 360 square feet and is surrounded by four mostly-collapsed walls (the most intact comes about to the waist of a Medium PC).

Tactics: Smash, smash – but don't overlook the substantial spell-like abilities of the APL 12 juggernauts.

Development: After the players have defeated the guardians of the teleportation circle, they can make the same DC 10 Track check to pick up the trail of Itzectloc. PCs will see that the tracks end a short distance from the circle, and that the last impression of Itzectloc's feet are especially deep (indicating to a tracker that he leaped into the air but never landed).

The canopy of the jungle is too dense to be penetrated by sight and obscures the ziggurat hidden in the valley below. The teleportation circle once activated only stays operational for 15 minutes at a time, at which point it returns to a dormant state for 12 hours. This courtyard is an ideal spot for players to rest and recuperate their resources. Judges should feel free to gently encourage players to do so. Alternatively the PCs can return to Gradsul using the portal once it has reset.

Allow the PCs to rest ONCE. If they rest any further, and such respite is an hour or greater, Nenethualpa is slain by Itzectloc! In this case the PCs will find the pyramid abandoned, with newly dried blood on the sacrificial stone.

When the party decides to proceed into the jungle:

Traveling down into the primordial valley is an arduous task. You make for the structure you had seen, the only feature in what is otherwise a dismal sea of jungle foliage. After several minutes the torment of the gnats and ticks is almost enough to make you forget the heat. Hour follows exhausting hour as you descend to the jungle floor always cautious not to turn an ankle. After a time, you come into a break in the brush and enter a clearing.

Encounter 2D: The Yuan-Ti Shrine

Within the clearing, you come across a squat stone building. Upon every face of the structure are carved the face of serpents, men and what seems to be an unholy cross between the two. The very sight of it sends a shiver up your spine. The white stone of the structure gleams in the harsh sunlight.

Allow the PCs a Knowledge (Nature) or Survival check DC 15 to determine that the jungle has gone strangely quiet. The guardians of the shrine

are too large and noisy themselves to have a chance of surprising the PCs.

You realize quickly that a jungle of such density has gone eerily quiet except for a rhythmic stomping and heavy breathing. A few moments later, the rustling of vegetation ahead reveals a dangerous-looking predatory reptile moving quickly towards you. Its gait seems almost comical, but one look at its teeth indicates that this is no laughing matter.

The animals are obscured by the foliage out until they emerge, but they are easily heard tramping down noisily in the underbrush.

These creatures are the guardians of a yuan-ti shrine. The snake-men recently fell prey to some of their numerous enemies. Although the aberrations are gone now, their shrine – and its protectors – remain.

APL 2 (EL 4)

Monitor Lizard (2): hp 22 each; see *Monster Manual* p. 275. Note: These creatures wear *collars of resistance +1* (see Appendix B).

APL 4 (EL6)

Deinonychus (3): hp 34 each; see *Monster Manual* p. 60. Note: These creatures wear *collars of resistance +1* (see Appendix B).

APL 6 (EL8)

Megaraptors (2): hp 79 each; see *Monster Manual* p. 60. Note: These creatures wear *collars of resistance +2* (see Appendix B).

APL 8 (EL 10)

Tyrannosaurus (2): hp 180 each; see *Monster Manual* p. 61. Note: These creatures wear *collars of resistance +2* (see Appendix B).

APL 10 (EL 12)

Advanced Tyrannosaurus (2): hp 271 each; see Appendix A. Note: These creatures wear *collars of resistance +3* (see Appendix B).

APL 12 (EL 14)

Half-Red Dragon Advanced Tyrannosaurus (2): hp 306 each; see Appendix A. Note: These creatures wear *collars of resistance +3* (see Appendix B).

Setup: The clearing is about fifteen yards in radius, with the thirty-foot square shrine in its center. The guardians begin bursting out from the

brush directly opposite the PCs on the far side of the clearing, ninety feet away. The guardians will emerge at such an angle that they have an unobstructed straight-line path to at least one PC (and thus can make a charge attack in the opening round, if that PC remains within charge distance).

Tactics: These creatures are too stupid to do anything but attack and attempt to kill and eat the nearest PC. A substantial show of force (reducing a creature to 10% or less of its starting hp) will cause that creature to flee.

Development: When the party defeats the encounter with the guardians, they can examine the shrine.

The most prominent feature of this dark, wet place is a large map chiseled into the white stone of one of the interior walls. This shrine is labeled in a pair of distinct, alien tongues, and shows the expanse of the jungle, the shrine's location and, in the northwest, a structure above which is a large bat is seen. The bat resembles that of the holy symbol of Camatzotz.

The languages are Abyssal and Draconic. The map is very precise and allows the PCs to find their way to the Temple of the Oaxcoptl (Encounter 2E) with little trouble.

Treasure: Aside from the *collars of resistance*, the single skeletal corpse of a yuan-ti will be found inside the shrine. The yuan-ti and the werabats knew of each others' existence, and the snake-men often carried silver weaponry to defeat their weribat foes. Consult the table below to see what silver items can be found upon the remains:

- APL 2: Silver longsword, silver dagger, 50 silver arrows.
- APL 4: Silver longsword, 50 silver crossbow bolts.
- APL 6+: Silver longsword

Encounter 2E: The Temple of the Oaxcoptl

DM Note: Whether the players opted to rest or not have the players arrive at the ziggurat on the jungle floor at dusk.

The heat of the jungle begins to fade, if only slightly, as dusk begins to fall. The thinly discernible path of cracked paving stones gives way slowly to a wider avenue. Before you travel a quarter-mile further you come

upon a large, stone ziggurat previously obscured from your view by the dense jungle canopy. In the trees above you seemingly thousands of bats begin to stir as the sun dips into the western sky.

The avenue of paving stones leads forward into the temple of the Oaxcoptl. Players may proceed cautiously, but they will not be challenged initially as every member of the cult of Camatzotz currently present is inside preparing for the ritual sacrifice of Nenethualpa. When the players continue on:

Moving forward, the avenue of paving stones you are on passes through a wide archway. Its lintel is adorned with a giant form of a bat in bas-relief. Branching off to either side of the path on which you tread is a covered arcade. It seems to encircle a larger courtyard containing the ziggurat within. From within that courtyard you hear the rhythmic pounding of drums and the screams of a young girl.

The passage beneath the archway branches to the right and the left. They lead to a walled arcade that encircles the perimeter a hundred feet to a side. In the middle of the hallway on each side is a teen-foot wide opening that enters into the compound's central courtyard. In the center of the courtyard is a stone ziggurat, fifty feet square at the base and narrowing to a twenty-foot square platform elevated forty feet in the air. A pair of stone promenades leads up to the platform.

In the overgrown courtyard, foul rituals to the dark god Camatzotz have already begun. High atop the central ziggurat fifty feet in the air is an altar - primitive in its construction yet sophisticated in its cruelty. A stone table lies in the center of the platform, its surface carved to resemble the lower mandible of a bat. Lying on the table is the struggling form of a young girl manacled by her wrists and ankles. Suspended above her by a series of chains and winches connected to four stone columns at the corners of the platform is a massive obsidian block. It is carved to resemble the upper canines and facial features of a carnivorous bat. Its underside is wickedly studded with dozens of eight-inch long stone spikes.

A dozen cultists surround the platform on the sides nearest to the top. Standing at the apex of the platform, with Nenethualpa and the evil-looking device that could be her doom, the being appears to be an unholy amalgamation

of human and bat. He emits an ear-splitting shriek as he sees you.

DM Note: Itzectloc begins the combat in hybrid form.

This ceremony is sacred to Camatzotz and his worshippers. It is obviously highly ritualistic. When the upper stone block reaches Nenethualpa she will be painfully killed. As she is pierced and crushed her blood will drain down several blood gutters to be collected in an obsidian basin. The cultists will then use her blood to imbue the return of Tloques-Popolocas with great power. In what manner they intend to do so remains to be seen in future scenarios.

The Stone Block: The swiftness of Nenethualpa's impending demise is dependent upon the APL. At each APL increasingly stronger bonds hold the girl. A single successful Strength check against the Break DCs listed is enough to consider all the manacles binding the girl as broken. In addition, the upper stone block drops dramatically with a stomach turning "ca-thunk" each round until the girl is dead. The window to act closes at a rate of one round per APL as noted below. A PC may attempt to hold the block up for a round by making a Strength check (DC 16 + APL). The block's mechanisms may be neutralized with a Disable Device check (DC 18 + APL); note that a PC may not have *time* to make the check!

In all cases, the stone block descends at the end of every round!

All APLs (EL 0)

Cultists, male and female human (Olman) Com1 (12): each has hp equal to the APL of the adventure, noncombatants (but see *The Necromantic Ritual* section, below). All are AC 10, have saving throws of +2, and are Chaotic Evil.

Nenethualpa, female human (Olman) Com1: hp 4.

APL 2 (EL 5):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 44; see Appendix A

Nenethualpa's Bindings: Hemp Rope; hp 2; Break DC 23, Use Rope DC 15

Stone Block Descent: 7 rounds

APL 4 (EL 7):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 54; see Appendix A

Nenethualpa's Bindings: Silk Rope; hp 4; Break DC 24, Use Rope DC 18

Stone Block Descent: 6 rounds

APL 6 (EL 9):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 68; see Appendix A

Nenethualpa's Bindings: Iron Manacles w/ Simple Lock; hardness 10; hp 10; Break DC 26, Open Lock DC 20

Stone Block Descent: 5 rounds

APL 8 (EL 11):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 82; see Appendix A

Nenethualpa's Bindings: Iron Masterwork Manacles w/ Average Lock; hardness 10; hp 10; Break DC 28, Open Lock DC 25

Stone Block Descent: 4 rounds

APL 10 (EL 13):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 96; see Appendix A

Nenethualpa's Bindings: Adamantine Manacles w/ Good Lock; hardness 20; hp 20; Break DC 30, Open Lock DC 30

Stone Block Descent: 3 rounds

APL 12 (EL 14):

Itzectloc; Werebat Sorcerer cultist of Camatzotz: hp 110; see Appendix A

Nenethualpa's Bindings: Adamantine Masterwork Manacles w/ Superior Lock; hardness 20; hp 30; Break DC 32, Open Lock DC 40

Stone Block Descent: 2 round

Tactics: There are twelve cultists of Camatzotz here. They are on either side of the entrances on each of the four sides of the courtyard and one at each corner of the ziggurat. The cultists are non-combatants. They are all 1st level warriors at all APLs. DMs may roll some dice to give the players the impression of a threat, but the cultists never hit and can do no actual damage other than to run interference to make sure the ritual goes off.

The real threat on the scene is Itzectloc. He is currently in his hybrid form. He will attack at once, to maximize the necromantic ritual that allows him to call upon the lives of the cultists to bolster his strength (see below). He will use his Natural Spell

feat to begin assaulting the PCs from above, first blinding or weakening the strong characters, then dropping heavy damage spells on the rogues and the spell-casters.

The Necromantic Ritual: A powerful ritual is in place, being powered by the willingness of the Olman cultists to sacrifice themselves for the will of Camatzotz. Each round, Itzectloc may will either one or two of the cultists to die. The blood from their bodies tears out of their pores, arcing into the air to strike Itzectloc. This effect grants Itzectloc a number of temporary hit points equal to the APL of the party. Willing this to happen is a **move action**; it is usable once per round, it affects either one or two cultists, and it does not provoke attacks of opportunity. The range on this ability is four hundred feet.

Itzectloc cannot perform this action on cultists that are already dead; he gains no benefit if the PCs slay the cultists for him.

The ritual increases the EL of this encounter by +1 (already factored in, above).

Development: The PCs can collect the girl (or her remains) after the threat of Itzectloc has been handled. They are free to use the teleporter to return to the lighthouse and Gradsul.

Even if bitten by Itzectloc, the PCs will *not* contract lycanthropy – Camatzotz does not pass this “gift” along to any except the loyal Oaxcoptl in his service.

Conclusion Two

Nenethualpa’s mother will be overjoyed at her return if she is brought back alive – any Olman in the shantytown will be able to direct a PC with Nenethualpa in tow to her mother. As poor as they are, the Olman will gift the heroes with tributes – principally their highly spiced food (typically ground corn meal tortillas with beans, chilies, rice and a few bits of beef – there’s not much to go around). The PCs will receive the AR item *Olman Token* as a gift. Note: Sueloise PCs (or those that appear to be such) will not receive the token. Lastly, the PCs will also receive the *Favor* of both the Silent Ones and Dwellers of the Olman ghetto of Ilbosok.

If the PCs bring back her body, the welcome is more subdued, but appreciative. The PCs earn the *Favor* of both the Olman of Ilbosok and the Silent Ones, but not the *Olman Token*.

Of course, all PCs receive the *Enmity of the Cult of Camatzotz*.

If the PCs should return to Jedvar explaining that they have found the real killer, the Malagari will (grudgingly) thank them for their efforts, but he offers no reward or compensation... he wanted Xapatl, the true culprit be damned.

Proceed to Epilogue.

Epilogue

Five years of drought have turned the Linth lands akin to the Sea of Dust, with one notable exception – the sunken marsh around the dragon-shattered ruins of Steffenmoor. Desperate beasts and humans alike flock to it like moths to an open flame, with similar results. The corpses that rim its edge lie bleached and rotting not because they did not drink soon enough, but rather that they drank from the brackish water at all. It is said even the druids are afraid of this land.

That had not bothered Ssesskoluss, however; he had brought his faction of the Deathcroak tribe alive, past the dangers of the dark woods of their ancestors, through the human lands, to a place where, ages past, other lizardfolk had settled. The orc-kin and their pointed-eared allies poised at the edge of the Marsh were not a significant danger, but they were responsible for the disappearance of Ssessinek’s avatar. For that, Ssesskoluss would lead his tribe through human armies for even a chance of revenge.

Three passings of the skyblaze, and they had still not met others of their kind. Ssesskoluss could hear his followers beginning to grumble, and he silenced them with a quick example made of one of the more vocal dissenters. The body was left behind to sink beneath the muck that was now waist-high as they pressed on.

At darkfall, Ssesskoluss again raised the twisted horn to his mouth, and blew out a long, eerie call. He was just about ready to move on when an answering call was heard, and a trio of forms stepped out in front of them. Ssesskoluss could hear the gasps behind him as his tribesfolk involuntarily stepped back. They were lizardmen - that could be seen easily enough in the dim moonlight - but they were nearly half again as tall as their Hool cousins.

Ssesskolus stood his ground as one of the newcomers approached. “Greetingssss to you, our coussssins from the morning-sssun sssside of the Dark Foressssst of our

ancesstorss. We bring an alliance againsst our common human foesssss.”

The local lizardman seemed to be.... waiting. Ssesskolus frowned, wondering if there was an ancient ritual that had long been forgotten since their race’s separation. Not finding any answers deep within his memory, he held out the twisted horn that he had used to call them.

One of the local lizardmen stepped forward, and Ssesskolus could see the horn of some long-forgotten creature attached to its belt, a near-perfect match to the one he held out to the stranger. Taking the horn from Ssesskolus’ talons, he studied it carefully, comparing it to his own. “Welcome.... strangers,” he greeted Ssesskolus. The Hool adept’s horn crumbled as he crushed it in one claw while the other talon reached out and grabbed Ssesskolus by the throat, lifting him into the air.

From his new height, Ssesskolus could only admire the speed, power, and efficiency with which his tribesfolk were killed. His claws and tail crashed uselessly against the creature’s scaled armor, and he couldn’t draw enough breath to cast a spell. Still, Ssesskolus realized the honor he was being given as the last amongst them to die. “Why, then?” he managed to gasp, seeking not a reprieve, but a final answer.

Greenish-black wings unfurled as the armored lizardman crushed Ssesskolus’s windpipe. “If you do not share the legacy, you will share death.”

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 1C

Circumventing or disarming the trap

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.

APL 12 – 420 xp.

Defeating Xapatl

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter 1D

Defeating the Cultists of Mictlantecuhtli

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter 1E

Defeating the devil

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Defeating the Cultists of Mictlantecuhtli

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter 1F

Defeating the Darkwatch knights

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

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter 2C

Defeating the Sentinels

APL 2 – 90 xp

APL 4 – 150 xp.

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Encounter 2D

Defeating the reptiles / dinosaurs

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter 2E

Defeating Itzectloc

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 300 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Story Awards

Allowing Xapatl to complete the ritual against the followers of Camatzotz (PCs worked for Jedvar)

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

PCs broke Joren out of jail (a special XP award for heroic action!)

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

Rescuing Nenethualpa (PCs worked for Celesta)

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. 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

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1C and/or 1D:

APL 2: L: 27, C: 167, M: 227
APL 4: L: 0, C: 333, M: 445
APL 6: L: 0, C: 500, M: 778
APL 8: L: 0, C: 667, M: 1328
APL 10: L: 0, C: 833, M: 2245
APL 12: L: 0, C: 1000, M: 3351

Encounter 1D:

APL 2: L: 248, C: 0, M: 121
APL 4: L: 280, C: 0, M: 604
APL 6: L: 128, C: 0, M: 973
APL 8: L: 28, C: 0, M: 1989
APL 10: L: 27, C: 0, M: 3556
APL 12: L: 28, C: 0, M: 5639

Encounter 1F:

APL 2: L: 120, C: 0, M: 8

APL 4: L: 241, C: 0, M: 213

APL 6: L: 56, C: 0, M: 1017

APL 8: L: 6, C: 0, M: 2213

APL 10: L: 6, C: 0, M: 4296

APL 12: L: 0, C: 0, M: 6379

Encounter 2E:

APL 2: L: 3, C: 0, M: 125

APL 4: L: 3, C: 0, M: 217

APL 6: L: 3, C: 0, M: 217

APL 8: L: 3, C: 0, M: 458

APL 10: L: 3, C: 0, M: 458

APL 12: L: 3, C: 0, M: 1458

Conclusion One or Two:

APL 2: L: 0, C: 167, M: 0

APL 4: L: 0, C: 333, M: 0

APL 6: L: 0, C: 500, M: 0

APL 8: L: 0, C: 667, M: 0

APL 10: L: 0, C: 883, M: 0

APL 12: L: 0, C: 1000, M: 0

Total Possible Treasure (Maximum Reward Allowed)

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Items for the Adventure Record

The Grace of Mictlantecuhtli: In return for aid so generously rendered to Xapatl and the cultists of Mictlantecuhtli this PC has received a blessing. If a PC receiving this AR item possesses the *Curse of Mictlantecuhtli*, the latter is dispelled (although the coyote-shaped scar remains); cross off the *Curse* from the player's AR. While gifted with the *Grace of Mictlantecuhtli*, this player is considered to be permanently under the effects of a *Death Ward* spell until such time as it is activated by circumstance, after which the effect expires as per

the spell's duration. The effect is the equivalent as if cast by a 9th level caster. In addition, the character detects faintly as evil. As long as this effect remains in place, any good-aligned divine spellcaster, or divine spellcaster that worships a good deity that has this AR item casts all spells and turns undead as if they were one level lower than they actually are. This effect may not be intentionally discharged by one's self or an ally, or by intentionally putting one's self in harm's way. Only true need will activate the effect. This blessing may only be removed by a *limited wish*, *wish*, *miracle*, or by a priest of Mictlantecuhtli of at least 11th level.

Favor: You have earned a favor from one or more of the groups listed below. Gain a +1 bonus to all Cha-based skill checks (except Intimidate) when dealing with NPCs that are members of, or sympathetic to, the group whose favor you have earned. As an unnamed bonus, this effect stacks with other favors earned in this manner. Other used of this AR item may be revealed in the future.
Circle: Knights of the Malagari (Darkwatch)
Cult of Mictlantecuhtli
Silent Ones
Dwellers of the Olman ghetto of IIsborok

Enmity: You have earned the enmity of one or more of the groups listed below. You have a general -1 penalty to all Cha-based skill checks (except Intimidate) when dealing with the group(s) or those sympathetic to them. As an unnamed penalty, this effect stacks with other similar AR items a PC may earn in her career. Other effects of this AR item may be revealed in the future. A PC who is a member of the Darkwatch and/or Silent Ones metaorganizations does not receive this AR item; instead, mark off an additional 4TU to represent a punitive task upon which the PC is sent following this adventure. Should a PC decline to accept this TU penalty, they are immediately dismissed from the metaorg(s) in question. A PC that does not have the TU to spend in the year in which this adventure is played must pay the outstanding balance of TU's owed on their next AR for this PC. Circle one:

Knights of the Malagari (Darkwatch)
Cult of Camatzotz
Cult of Mictlantecuhtli

Jailed: This PC has been imprisoned for assaulting and/or killing a Knight of the Malagari. Fortunately, the trial takes place in Gradsul, a city known for its disdain for the Darkwatch. The PC is sentenced to two months in prison (8 TUs) and must pay reparations of 1,000 gp for the crime of

assault. The PC is sentenced to six months in prison (26 TUs) and must pay reparations of 5,000 gp for the crime of murder. The PC does not have to pay a lifestyle cost for these TUs, but they start the next adventure as if they have to pay for at least Rich Lifestyle to recover from the ordeal or have a -2 circumstance penalty on all attack rolls, damage rolls, skill checks, ability checks, and saving throws. You also receive the *Enmity* of the Knights of the Malagari as noted on this AR. A member of the Darkwatch that is jailed for the murder of one of her fellows is immediately dismissed from the metaorg. Note the severity of the crime (circle one): Jailed for Assault
Jailed for Murder

Fugitive Murderer! You have caused, or been accessory to, the death of a Knight of the Malagari. To make matters worse, you have fled the lawful justice of the Lion Throne. You may no longer play your PC in any module that takes place within the Kingdom of Keoland. If you do, your PC is considered caught and executed by Keoish authorities. This is considered an "unrecoverable" death. Contact the Keoland Triad at keoland_marf_poc@yahoo.com and provide details about the incident and your PC's name.

Olman Token: Your rescue of the captive Olman girl Nenethualpa has earned you this small token of respect from the people of Gradsul's Olman ghetto of IIsborok. It is a small stone carved with an engraved image of a feathered serpent, hanging from a leather thong. It is in fact sacred to Quetzecouatl. Any PC that wishes may use this token as a substitute for the special prerequisite of the Rainbow Servant prestige class ("Must find the hidden jungle temples of the couatls") from the *Complete Divine* book. This token does *not* waive any other prerequisites of the class. A PC that loses this token loses access to any abilities of this class as is normal if a PC can no longer meet the requirements of a prestige class. The PC may obtain a replacement token by spending 1 TU (2 TU if the PC's home region is not Keoland) and 12 gp per TU; this may be done at the conclusion of any adventure and should be noted on the AR earned for same.

Macahuilt: This weapon is traditional to the Olman people. Sometimes referred to as an "obsidian sword," it is a long, thin club of hardwood set with shard of obsidian or (rarely) small metal points along its edge. It is the equivalent of a longsword (and is treated as such in terms of feats that are weapon-specific), but it inflicts both piercing and slashing damage and costs 18 gp.

Item Access

APL 2:

- ❖ Macahuitl (Regional - no limit, see AR)
- ❖ Masterwork Macahuitl (Regional - no limit, see AR)
- ❖ +1 *macahuitl* (Regional – Limit One, see AR)
- ❖ *Brooch of Shielding* (Adventure – Limit One, DMG)
- ❖ Silver long spear (Adventure – Limit One, PHB)
- ❖ *Collar of resistance +1* (Adventure – Limit One, Masters of the Wild)

APL 4 (all items from APL 2 plus):

- ❖ *Elixir of truth* (Regional – Limit One, DMG)
- ❖ *Elixir of fire breath* (Regional – Limit One, DMG)

APL 6 (all items from APL 2-4 plus):

- ❖ +1 *chain shirt of light fortification* (Adventure – Limit One, DMG)
- ❖ *Pearl of Power (1st level spell)* (Adventure – Limit One, DMG)
- ❖ *Collar of resistance +2* (Adventure – Limit One, Masters of the Wild)

APL 8 (all items from APL 2-6 plus):

- ❖ +1 *macahuitl of spell-storing* (Adventure – Limit One, DMG and see AR)
- ❖ *Bead of force* (Adventure – Limit One, DMG)
- ❖ *Bracers of Armor +2* (Adventure – Limit One, DMG)

APL 10 (all items from APL 2-8 plus):

- ❖ *Cloak of resistance +2* (Adventure – Limit One, DMG)
- ❖ *Cloak of resistance +3* (Adventure – Limit One, DMG)
- ❖ *Ring of counterspells* (Adventure – Limit One, DMG)
- ❖ +1 *ki focus* / +1 *shocking quarterstaff* (Adventure – Limit One, DMG)
- ❖ *Bracers of Armor +3* (Adventure – Limit One, DMG)

- ❖ +2 *full plate* (Adventure – Limit One, DMG)

- ❖ *Collar of resistance +3* (Adventure – Limit One, Masters of the Wild)

APL 12 (all items from APL 2-10 plus):

- ❖ +1 *chain shirt of moderate fortification* (Adventure – Limit One, DMG)
- ❖ *Scroll of dictum* (Adventure – Limit One, DMG)
- ❖ *Pearl of power (2nd level spell)* (Adventure – Limit One, DMG)
- ❖ *Pearl of power (3rd level spell)* (Adventure – Limit One, DMG)
- ❖ *Bracers of armor +4* (Adventure – Limit One, DMG)
- ❖ +1 *axiomatic* / +1 *shocking quarterstaff* (Adventure – Limit One, DMG)
- ❖ *Cloak of charisma +4* (Adventure – Limit One, DMG)

Player Handout #1

Hail and Good Day to You,

The Gradsul Watch has urgent need of such martial and mental prowess as you have shown on past occasion. I will receive you at Watch headquarters by the West Gate within the hour. The cadet who bore this missive will inform you of its location.

For the Empire,

Jedvar Mirnau

Watch Sergeant, Gradsul Constabulary

Player Handout #2

Noble Adventurer,

Those who are rich in power and knowledge have marked well your deeds. The hour is at hand for justice to be done. I implore you to attend me in my study with all haste. I will await your arrival in one hour at the tallest tower within 3 blocks of the city's eastern gate.

With respect,

C.S.

Representative of the Silent Ones

Player Handout #3: Information on the Olman Pantheon of Gods

Camatzotz, Lesser Deity of Bats, Vampires (as Zorzilaha) and the Underworld (as Zotzilaha)

Holy Symbol: Bat

Alignment: CE (worshippers usually NE)

Domains: Animal, Chaos, Destruction, Evil, Protection

Chitza-Atlan, Demigod of Centaurs, Guarding the Underworld, the Dead

Holy Symbol: A mummified centaur

Alignment: NE

Domains: Death, Evil, Protection

Huhuateotl, Intermediate Deity of Fire, Motion and Time

Holy Symbol: Demonic reptilian head

Alignment: CE

Domains: Chaos, Destruction, Evil, Fire

Mictlantecuhtli, Greater Deity of Death, Darkness, Murder and the Underworld

Holy Symbol: Skeletal canine

Alignment: LE (worshippers usually NE)

Domains: Death, Destruction, Evil, Law, Trickery

Quetzalcoatl, Greater Deity of Air, Birds and Snakes

Holy Symbol: Winged snake (Couatl)

Alignment: LN

Domains: Air, Animal, Knowledge, Law, Protection

Tezcatlipoca, Greater Deity of Sun, Moon, Night, Scheming, Betrayals, and Lightning (as Apocatequil)

Holy Symbol: Jaguar

Alignment: CE (worshippers usually NE)

Domains: Air, Chaos, Evil, Sun, Trickery, War

Tlaloc, Intermediate Deity of Rain

Holy Symbol: Black reptilian head with bulging eyes and huge tusks

Alignment: LE

Domains: Air, Evil, Law, Plant, Water

Player Handout #4

Information for Darkwatch PCs:

Word has come of an investigation into the murder of a Royal Explorer down in Gradsul. The member of the City Guard who will contact you is one of our Knights. You will be expected to assist him at any cost. Choose your traveling companions accordingly. Failure will not be tolerated. A report will be expected regardless of your rank.

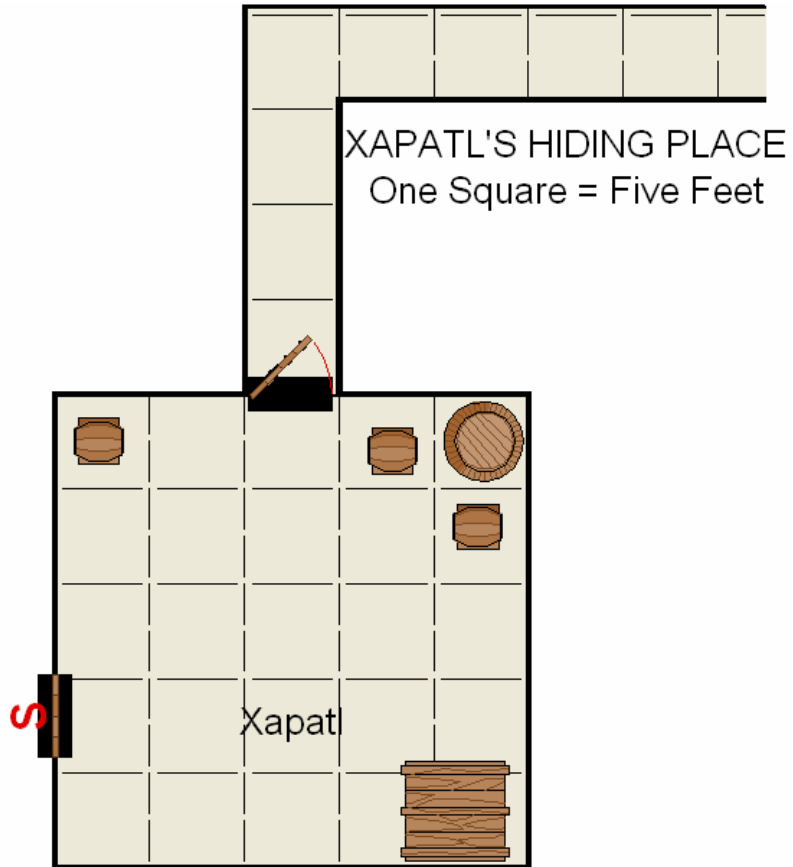
Player Handout #5

Information for Silent One PCs:

Word has come of an investigation into the murder of a Royal Explorer down in Gradsul. One of those pursuing this has proven herself invaluable to us in the past, and may prove worthy of joining our ranks. Assist her, but report all findings and recommendations back to us.

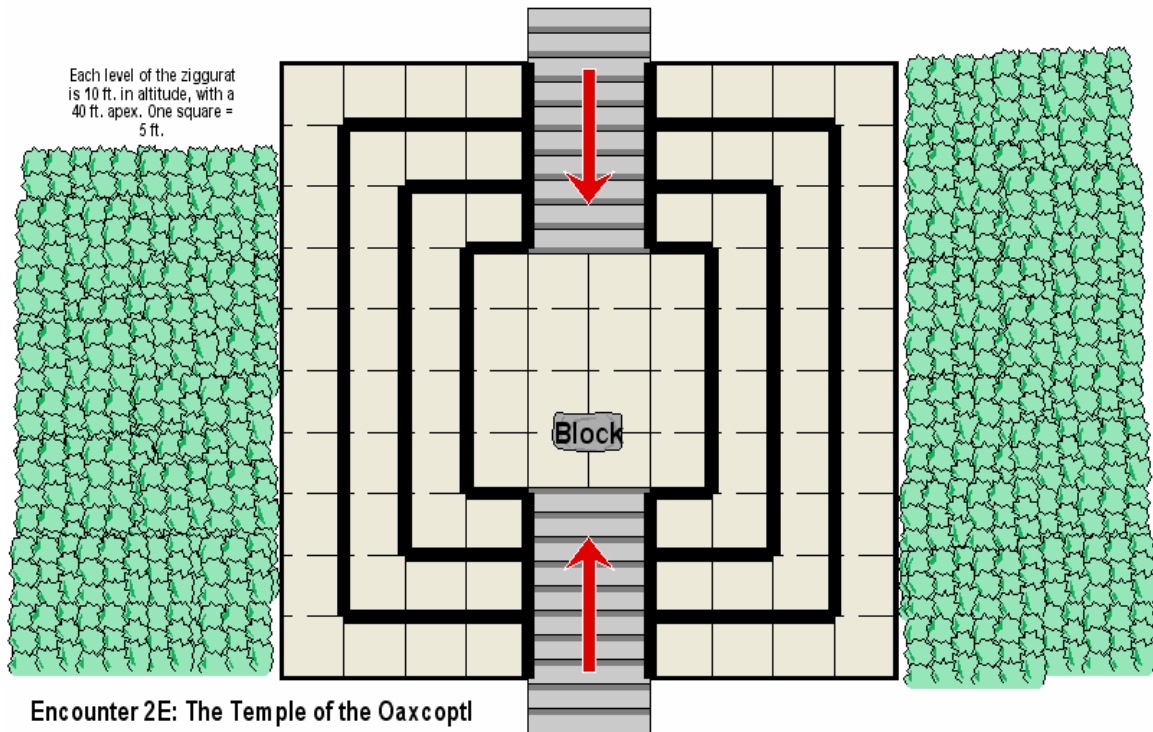
DM Aid One:

Encounter 1E



DM Aid Two:

Encounter 2E



View of the pyramid



Appendix A: Monsters and NPCs (APL 2)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman, male human (Olman) Clr 4: CR 4; medium humanoid (human); HD 4d8+8; hp 30; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +3/+5; Full Atk +6 melee (1d8+3/19-20, masterwork macahuitl) or +5 ranged (1d4+2, sling); SA Rebuke undead, spontaneous casting; AL LE; SV Fort+6, Ref +3, Will +7; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +9, Knowledge (Religion) +3, Listen +3, Move Silently +2, Spellcraft +7, Spot +3, Survival +4. Combat Casting, Improved Initiative, Spell Focus (Necromancy).

Spells Prepared (5/4+1/3+1; DC 13 + spell level, +1 for Necromancy spells): 0 – *Detect Magic, Guidance x2, Resistance x2*; 1st – *Bane, Cause Fear*, Divine Favor, Protection from Good, Sanctuary*; 2nd – *Bull's Strength, Cure Moderate Wounds, Hold Person, Invisibility**;

* Domain spell. *Domains:* Death, Trickery.

Possessions: +1 chain shirt, +1 heavy steel shield, masterwork macahuitl, *potion of cure moderate wounds, ~~potion of nondetection~~*

Encounter 1D

Cultist Priest, male human (Olman) Clr 1: CR 1; medium humanoid (human); HD 1d8+2; hp 8; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); BAB/Grp +0/+2; Full Atk +3 melee (1d8+2, masterwork heavy mace) or +0 ranged (1d6+2, javelin); SA Rebuke undead, spontaneous casting; AL NE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10

Skills & Feats: Concentration +6, Heal +5, Knowledge (planes) +4, Knowledge (religion) +4, Spellcraft +3. Combat Casting, Lightning Reflexes

Spells Prepared (3/2+1); save DC 13 + spell level): 0 – *Detect Magic, Guidance, Resistance*; 1st – *Bane, Bless, Protection from Good**;

* Domain spell. *Domains:* Destruction, Evil.

Possessions: Half plate, heavy steel shield, masterwork heavy mace, five javelins, *potion of cure light wounds*

Cultist Warriors (3), male human (Olman) Brb 1: CR 1; medium humanoid (human); HD 1d12+2; hp 11; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 16); BAB/Grp +1/+5; Full Atk +6 melee (1d10+6, greatclub) or +2 ranged (1d6+4, javelin); SA Fast movement, illiteracy, rage 1/day; AL CN; SV Fort +4, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Climb +6, Intimidate +1, Jump +4, Listen +2, Survival +2, Swim +4. Cleave, Power Attack.

Possessions: Breastplate, masterwork greatclub, five javelins, *potion of bull's strength, potion of cure light wounds*

Encounter 1F

Dirrik, Malagari Man-At-Arms male human (Suel) Wiz (Diviner) 1: CR 1; medium humanoid (human); HD 1d4+2; hp 5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); BAB/Grp +0/+0; Full Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8, light crossbow); AL LN; SV Fort +2, Ref +4, Will +2; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills & Feats: Concentration +6, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Knowledge (local – Metaregion I: Sheldomar Valley) +7, Spellcraft +7. Combat Casting, Lightning Reflexes, Scribe Scroll, Spell Focus: Enchantment

Spells Prepared (4/3; DC 13 + spell level, +1 for Enchantment [*] Spells): 0—*Daze, detect magic*, flare, read magic*; 1st—*Color spray, detect undead*, grease*

Possessions: *Potion of cure light wounds*, quarterstaff, dagger, light crossbow and 20 bolts.

Morrik, Malagari Man-At-Arms, male human (Suel) Mnk 2: CR 2; medium humanoid (human); HD 2d8+4; hp 16; Init +2; Spd 40 ft; AC 14 (touch 14, flat-footed 12); BAB/Grp +1/+2; Full Atk +2 melee (1d6+1, unarmed strike) or +3 melee (1d6+2/1d6+1, quarterstaff) or +3 ranged (1d4+1, sling); SA Flurry of Blows, stunning fist 3/day (Fort DC 13); SQ Evasion; AL LN; SV Fort +5, Ref +5, Will +5; Str 12, Dex 14, Con 14, Int 13, Wis 14, Cha 9.

Skills & Feats: Balance +4, Escape Artist +7, Jump +4, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +7, Sense Motive +6, Spot +7, Tumble +7; Combat Reflexes, Improved Trip, Improved Unarmed Strike, Weapon Focus (Quarterstaff)

Possessions: Masterwork quarterstaff, dagger, sling and 10 bullets, *potion of cure light wounds*

Herrik, Malagari Man-At-Arms, male human (Suel) Clr 1 of Hieroneous: CR 1; medium humanoid (human); HD 1d8+2; hp 8; Init +0; Spd 30 ft; AC 16 (touch 10, flat-footed 16); BAB/Grp +0/+3; Full Atk +4 melee (1d6+4, quarterstaff) or +0 ranged (1d8, light crossbow); SA Spontaneous casting, turn undead; AL LN; SV Fort +4, Ref +0, Will +4; Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills & Feats: Concentration +6, Heal +4, Knowledge, Local (Sheldomar) +1, Knowledge (Religion) +4; Cleave, Power Attack

Spells Prepared: (3/2+1; DC 12 + spell level): 0—*Detect magic, guidance, resistance*; 1st—*Bless, command, protection from chaos**

* Domain spell. *Domains*: Good, Law.

Possessions: Splint mail, masterwork quarterstaff, dagger, light crossbow and 20 bolts.

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Adept 1; CR 4; medium humanoid (human, shapechanger); HD 4d8+1d6+5; hp 32; Init +4; Spd 30 ft; AC 12 (touch 10, flat-footed 12); BAB/Grp +4/+4; Full Atk +4 melee (1d4, dagger) or +4 ranged (1d8, light crossbow); SQ Alternate form, bat empathy, DR 10/silver; AL NE; SV Fort +5, Ref +0, Will +8; Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 18.

Skills & Feats: Bluff +5, Concentration +4, Hide +1, Knowledge (Arcana) +1, Listen +6, Move Silently +1, Spellcraft +3, Spot +3. Improved Initiative, Spell Focus (Conjuration).

Spells Per Day: (3/2; DC 11 + spell level, +1 for Conjuration Spells): 0—*Ghost Sound, Read Magic, Touch of Fatigue*; 1st—*Burning Hands, Sleep*

Possessions: *Brooch of Shielding*, dagger, light crossbow and 20 bolts.

Dire Bat form: Adept 1; CR 4; huge humanoid (Human, Shapechanger); HD 4d8+1d6+20; hp 44; Init +4; Spd 20 ft., fly 40 ft. (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +4/+15; Full Atk +5 melee (2d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy, flyby attack; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 18.

Skills & Feats: Bluff +5, Concentration +7, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +3, Spot +7*. Flyby Attack, Improved Initiative, Spell Focus (Conjuration)

Spells Per Day: (3/2; DC 11 + spell level, +1 for Conjuration Spells): 0—*Ghost Sound, Read Magic, Touch of Fatigue*; 1st—*Burning Hands, Sleep*

Possessions: Brooch of Shielding, dagger, light crossbow and 20 bolts.

Hybrid form: Adept 1; CR 4; huge humanoid (Human, Shapechanger); HD 4d8+1d6+20; hp 44; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +4/+15; Full Atk +5 melee (2d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 18.

Skills & Feats: Bluff +5, Concentration +7, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +3, Spot +7*. Flyby Attack, Improved Initiative, Natural Spell, Spell Focus (Conjuration)

Spells Per Day: (3/2; DC 11 + spell level, +1 for Conjuration Spells): 0—*Ghost Sound, Read Magic, Touch of Fatigue*; 1st—*Burning Hands, Sleep*

Possessions: Brooch of Shielding, dagger, light crossbow and 20 bolts.

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures that allow them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix A: Monsters and NPCs (APL 4)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman, male human (Olman) Clr 6: CR 6; medium humanoid (human); HD 6d8+12; hp 45; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +4/+6; Full Atk +7 melee (1d8+3/19-20, +1 macahuitl) or +7 ranged (1d4+2, sling); SA Spontaneous casting, rebuke undead; AL LE; SV Fort+7, Ref +4, Will +8; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +11, Knowledge (religion) +3, Listen +3, Move Silently +3, Spellcraft +8, Spot +3, Survival +4. Combat Casting, Improved Initiative, Power Attack, Spell Focus (Necromancy).

Spells Prepared (5/4+1/4+1/3+1; DC 13 + spell level, + 1 for Necromancy spells): 0 –*Detect Magic, Guidance x2, Resistance x2*; 1st –*Bane, Cause Fear*, Divine Favor, Protection from Good, Sanctuary*; 2nd –*Bull's Strength, Cure Moderate Wounds, Hold Person, Invisibility*, Silence*; 3rd –*Bestow Curse, Blindness/Deafness, Dispel Magic, Nondetection**

* Domain spell. *Domains:* Death, Trickery.

Possessions: +1 chain shirt, +1 heavy steel shield, +1 macahuitl, potion of cure moderate wounds (2)

Encounter 1D

Cultist Priest, male human (Olman) Clr 3: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +4; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); BAB/Grp +2/+4; Full Atk +5 melee (1d8+2, masterwork heavy mace) or +2 ranged (1d6+2, javelin); SA Spontaneous casting, rebuke undead; AL NE; SV Fort +5, Ref +3, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +8, Heal +6, Knowledge (planes) +4, Knowledge (religion) +4, Spellcraft +4. Combat Casting, Improved Initiative, Lightning Reflexes

Spells Prepared (4/3+1//2+1; DC 13 + spell level): 0 –*Detect Magic, Guidance, Resistance x2*; 1st –*Bane, Bless, Protection from Good*, Sanctuary*; 2nd –*Bull's Strength, Hold Person, Shatter**

* Domain spell. *Domains:* Destruction, Evil.

Possessions: Masterwork full plate, masterwork heavy steel shield, masterwork heavy mace, five javelins, potion of cure light wounds

Cultist Warrior, male human (Olman) Brb 1/Ftr 2: CR 3; medium humanoid (human); HD 1d12+2d10+6; hp 29; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 16); BAB/Grp +3/+7; Full Atk +8 melee (1d10+6, masterwork greatclub) or +4 ranged (1d6+4, javelin); SA Rage 1/day; SQ Fast Movement, Illiteracy; AL CN; SV Fort +7, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +6, Intimidate +1, Jump +6, Listen +2, Survival +2, Swim +6. Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (Greatclub)

Possessions: +1 breastplate, masterwork greatclub, five javelins, potion of bull's strength, potion of cure moderate wounds

Encounter 1E

Aminzu: CR 7; Medium Outsider; HD 9d8+9; hp 49; Init +4; Spd 30 ft., fly 60 ft. (average); AC 21 (touch 10, flat-footed 21); BAB/Grp +10/+10; Full Attack +10 melee (touch, 2d4 plus *feeblemind*); SA *Feeblemind* touch, spell-like abilities, summon baatezu; SQ Baatezu traits, Outsider traits, regeneration 4, secure Intelligence, SR 18; AL LE; SV Fort +7, Ref +6, Will +8; Str 12, Dex 11, Con 13, Int 16, Wis 15, Cha 10

Skills & Feats: Balance +14, Concentration +13, Diplomacy +14, Hide +12, Jump +3, Knowledge (planes) +15, Search +15, Sense Motive +14, Spellcraft +15, Spot +14, Swim +13, Tumble +12. Combat Casting, Combat Expertise, Improved Initiative, Quicken Spell-like Ability

Feeblemind Touch (Su): The touch of an amnizu duplicates the effect of a *feeblemind* spell (caster level 14th, Will save DC 14).

Spell-like Abilities: At will—*major image*; 3/day—*fireball*; 1/day—*sequester*. Caster level 14th; save DC 10 + spell level.

Regeneration (Ex): An amnizu takes normal damage from acid, from *holy* weapons and from attacks that deal *holy* damage.

Secure Intelligence (Ex): An amnizu is immune to any effect that would drain, damage, or otherwise reduce its Intelligence score.

Encounter 1F

Dirrik, Malagari Man-At-Arms male human (Suel) Wiz (Diviner) 3: CR 3; medium humanoid (human); HD 3d4+6; hp 14; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); BAB/Grp +1/+1; Full Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8, light crossbow); AL LN; SV Fort +4, Ref +6, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills & Feats: Concentration +8(+12), Knowledge (arcana) +9, Knowledge (planes) +9, Knowledge (religion) +9, Knowledge (local – Metaregion I: Sheldomar Valley) +9, Spellcraft +9; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus: Enchantment

Spells Prepared (5/4/3; DC 13 + spell level, +1 for Enchantment [*] Spells): 0—*Daze, detect magic*, flare, read magic*; 1st—*Color spray, detect undead*, grease, magic missile*; 2nd—*Scorching ray, see invisibility*, Tasha's uncontrollable laughter*

Possessions: Cloak of resistance +1, potion of cure light wounds, quarterstaff, dagger, light crossbow and 20 bolts.

Morrik, Malagari Man-At-Arms, male human (Suel) Mnk 3: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +2; Spd 40 ft; AC 15 (touch 15, flat-footed 13); BAB/Grp +2/+3; Full Atk +5 melee (1d6+1, unarmed strike) or +4 melee (1d6+2/1d6+1, quarterstaff) or +4 ranged (1d4+1, sling); SA Flurry of blows, stunning fist 3/day (Fort DC 13); SQ evasion, still mind; AL LN; SV Fort +5, Ref +5, Will +5(+7 vs Enchantment); Str 12, Dex 14, Con 14, Int 13, Wis 14, Cha 9.

Skills & Feats: Balance +4, Escape Artist +8, Jump +4, Knowledge (Arcana) +2, Knowledge (Religion) +4, Listen +8, Sense Motive +6, Spot +8, Tumble +8; Combat Expertise, Combat Reflexes, Improved Trip, Improved Unarmed Strike, Weapon Focus (Quarterstaff)

Possessions: Masterwork/masterwork quarterstaff, bracers of armor +1, dagger, sling and 10 bullets, *potion of cure light wounds*

Herrick, Malagari Man-At-Arms, male human (Suel) Clr 3 of Hieroneous: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +0; Spd 30 ft; AC 19 (touch 10, flat-footed 19) BAB/Grp +2/+5; Full Atk +6 melee (1d6+4, quarterstaff) or +2 ranged (1d8, light crossbow); SA Spontaneous casting, turn undead; AL LN; SV Fort +5, Ref +1, Will +5; Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills & Feats: Concentration +8, Heal +6, Knowledge (local – Metaregion One: Sheldomar Valley) +2, Knowledge (religion) +6; Cleave, Craft Magic Arms & Armor, Power Attack.

Spells Prepared (4/3+1/2+1; DC 12 + spell level): 0—*Detect magic, guidance, read magic, resistance*; 1st—*Bless, command, protection from chaos*, sanctuary*; 2nd—*Calm emotion*, hold person, spiritual weapon*

* Domain spell. *Domains:* Good, Law (both at +1 caster level)

Possessions: Masterwork full plate, masterwork quarterstaff, *elixir of truth*, dagger, light crossbow and 20 bolts.

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Sor 2; CR 6; medium humanoid (Human, Shapechanger); HD 4d8+2d4+6; hp 35; Init +4; Spd 30 ft; AC 12 (touch 10, flat-footed 12); BAB/Grp +4/+4; Full Atk +4 melee (1d4, dagger) or +4 ranged (1d8, light crossbow); SQ Alternate Form, Bat Empathy, DR 10/ silver; AL NE; SV Fort +5, Ref +0, Will +8; Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 18

Skills & Feats: Bluff +5, Concentration +6, Hide +1, Knowledge (Arcana) +1, Listen +6, Move Silently +1, Spellcraft +5, Spot +3. Improved Initiative, Natural Spell, Spell Focus (Conjuration).

Spells Per Day: (6/5); save DC 14 + spell level, 15 + spell level for Conjuration Spells

Spells Known: (5/2): 0—*Acid Splash, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Magic Missile*

Possessions: *Brooch of Shielding, Elixir of Fire Breath*, dagger, light crossbow and 20 bolts.

Werebat form: Sor 2; CR 6; huge humanoid (Human, Shapechanger); HD 4d8+2d4+24; hp 48; Init +4; Spd 20 ft., fly 40 ft. (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +4/+15; Full Atk +5 melee (2d6+4, bite); Space/Reach 10ft. / 15 ft.; SA Curse of Lycanthropy, Flyby Attack; SQ Alternate Form, Bat Empathy, Sonar, DR 10/silver; AL NE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 18

Skills & Feats: Bluff +5, Concentration +9, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +5, Spot +7*. Flyby Attack, Improved Initiative, Natural Spell, Spell Focus (Conjuration).

Spells Per Day: (6/5); save DC 14 + spell level, 15 + spell level for Conjuration Spells

Spells Known: (5/2): 0—*Acid Splash, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Magic Missile*

Possessions: *Brooch of Shielding, Elixir of Fire Breath*, dagger, light crossbow and 20 bolts.

Hybrid form: Sor 2; CR 6; huge humanoid (Human, Shapechanger); HD 4d8+2d4+24; hp 48; Init +4; Spd 20 ft., fly 40 ft. (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +4/+15; Full Atk +5 melee (2d6+4, bite); Space/Reach 10 ft./ 15 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Bat Empathy, Sonar, DR 10/silver; AL NE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 18

Skills & Feats: Bluff +5, Concentration +9, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +5, Spot +7*. Flyby Attack, Improved Initiative, Natural Spell, Spell Focus (Conjuration)

Spells Per Day: (6/5); save DC 14 + spell level, 15 + spell level for Conjuration Spells

Spells Known: (5/2): 0—*Acid Splash, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Magic Missile*

Possessions: *Brooch of Shielding, Elixir of Fire Breath*, dagger, light crossbow and 20 bolts.

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does

not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix A: Monsters and NPCs (APL 6)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman: Male human (Olman) Clr 8: CR 8; medium humanoid (human); HD 8d8+16; hp 60; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +6/+8; Atk +9 melee (1d8+3/19-20, +1 *macahuitl*) or +8 ranged (1d4+2, sling); Full Atk +9/+4 melee (1d8+3/19-20, +1 *macahuitl*) or +8/+3 ranged (1d4+2, sling); SA Rebuke undead, spontaneous casting; AL LE; SV Fort+9, Ref +5, Will +10; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +13, Knowledge (religion) +3, Listen +3, Move Silently +3, Spellcraft +10, Spot +3, Survival +4. Combat Casting, Improved Initiative, Power Attack, Spell Focus (Necromancy).

Spells Prepared (6/5+1/4+1/4+1/2+1; DC 13 + spell level, +1 for Necromancy spells): 0 – *Detect Magic, Guidance* x3, *Resistance* x2; 1st –*Bane, Cause Fear**, *Divine Favor, Doom, Protection from Good, Sanctuary*; 2nd –*Bull's Strength, Cure Moderate Wounds, Hold Person, Invisibility**, *Silence*; 3rd –*Bestow Curse, Blindness/Deafness, Contagion, Dispel Magic, Nondetection**; 4th –*Confusion**, *Divine Power, Poison*.

* Domain spell. *Domains:* Death, Trickery.

Possessions: +1 *chain shirt of light fortification* +1, +1 *heavy steel shield*, +1 *macahuitl*, *cloak of resistance* +1, *potion of cure moderate wounds* (x2), sling and 20 bullets, silver holy symbol.

Encounter 1D

Cultist Priest, male human (Olman) Clr 5: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +4; Spd 30 ft.; AC 22 (touch 10, flat-footed 22); BAB/Grp +3/+5; Atk +6 melee (1d8+2, morning star) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, masterwork heavy mace) or +3 ranged (1d6+2, javelin); SA Rebuke undead, spontaneous casting; AL NE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills & Feats: Concentration +10, Heal +7, Knowledge (planes) +4, Knowledge (religion) +4, Spellcraft +4. Combat Casting, Improved Initiative, Lightning Reflexes

Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level,): 0 –*Detect Magic, Guidance* x2, *Resistance* x2; 1st –*Bane, Bless, Doom, Protection from Good**, *Sanctuary*; 2nd –*Bull's Strength, Hold Person, Shatter**, *Sound Burst*; 3rd –*Blindness/Deafness, Contagion**, *Dispel Magic*

* Domain spell. *Domains:* Destruction, Evil.

Possessions: +1 *full plate*, +1 *heavy steel shield*, masterwork heavy mace, five javelins, *potion of cure light wounds*, silver holy symbol.

Cultist Warrior, male human (Olman) Brb 1/Ftr 2: CR 3; medium humanoid (human); HD 1d12+2d10+6; hp 29; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 16); BAB/Grp +3/+7; Atk +9 melee (1d10+6, masterwork greatclub) or +4 ranged (1d6+4, javelin); Full Atk +8 melee (1d10+6, greatclub) or +4 ranged (1d6+4, javelin); SA Rage 1/day; SQ Fast movement, illiteracy; AL CN; SV Fort +7, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Climb +6, Intimidate +1, Jump +6, Listen +2, Survival +2, Swim +6. Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (Greatclub)

Possessions: +1 *breastplate*, masterwork greatclub, five javelins, *potion of bull's strength*, *potion of cure moderate wounds*

Encounter 1F

Dirrik, Malagari Squire, male human (Suel) Wiz (Diviner) 5: CR 5; medium humanoid (human); HD 5d4+10; hp 23; Init +6; Spd 30 ft; AC 13 (touch 12, flat-footed 11); BAB/Grp +2/+2; Full Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8, light crossbow); AL LN; SV Fort +4, Ref +6, Will +5; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10

Skills & Feats: Concentration +10(+14), Knowledge (arcana) +11, Knowledge (planes) +11, Knowledge (religion) +11, Knowledge (local – Metaregion I: Sheldomar Valley) +11, Spellcraft +11; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus: Enchantment

Spells Prepared (5/5/4/3; DC 13 + spell level, +1 for Enchantment Spells): 0—*Daze, detect magic*, disrupt undead, flare, read magic*; 1st—*Detect undead*, enlarge person, grease, magic missile x2*; 2nd—*Glitterdust, scorching ray, see invisibility*, Tasha's uncontrollable laughter*; 3rd—*Clairaudience/Clairvoyance*, lightning bolt, stinking cloud*

Possessions: *Bracers of armor +1, cloak of resistance +1, pearl of power (1st level), potion of cure light wounds, quarterstaff, dagger, light crossbow and 20 bolts.*

Morrik, Malagari Squire, male human (Suel) Mnk 3/Ftr2: CR 5; medium humanoid (human); HD 3d8+2d10+10; hp 42; Init +2; Spd 40 ft; AC 13 (touch 12, flat-footed 11); BAB/Grp +4/+5; Full Atk +5 melee (1d6+1, unarmed strike) or +7 melee (1d6+7, +1/+1 *quarterstaff w/ spikes* spell) or +6 ranged (1d4+1, sling); SA Evasion, flurry of blows, still mind; AL LN; SV Fort +8, Ref +5, Will +5 (+7 vs Enchantment); Str 12, Dex 14, Con 14, Int 13, Wis 15, Cha 9.

Skills & Feats: Balance +4, Escape Artist +8, Jump +8, Knowledge (arcana) +2, Knowledge (local: Metaregion One - Sheldomar Valley) +3, Knowledge (religion) +4, Listen +8, Sense Motive +6, Spot +8, Tumble +10; Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist (3 times/day DC 14 Fortitude save resists), Weapon Focus (Quarterstaff)

Possessions: +1/+1 *quarterstaff, bracers of armor +1, dagger, sling and 10 bullets, potion of cure light wounds*

Herrick, Malagari Squire, male human (Suel) Clr 5 of Hieroneous: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +0; Spd 20 ft; AC 19 (touch 10, flat-footed 19); BAB/Grp +3/+6; Full Atk +7 melee (1d6+4, masterwork quarterstaff) or +3 ranged (1d8, light crossbow); SA Spontaneous casting, turn undead; AL LN; SV Fort +7, Ref +2, Will +7; Str 16, Dex 10, Con 14, Int 10, Wis 15, Cha 10

Skills & Feats: Concentration +10, Heal +5, Knowledge (local: Metaregion I – Sheldomar Valley) +2, Knowledge (religion) +7, Spot +4; Cleave, Craft Magic Arms & Armor, Power Attack.

Spells Prepared (5/4+1/3+1/1+1; DC 12 + spell level): 0—*Detect magic, guidance, purify food & drink, read magic, resistance*; 1st—*Bless, command, protection from chaos*, sanctuary, shield of faith*; 2nd—*Calm emotion*, hold person, spiritual weapon, sound burst*; 3rd—*Magie circle against chaos*, spikes*

* Domain spell. *Domains:* Good, Law (both at +1 caster level)

Possessions: +1 *full plate, masterwork quarterstaff, cloak of resistance +1, elixir of truth, silver holy symbol, dagger, light crossbow and 20 bolts.*

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Sor 4; CR 8; medium humanoid (human, shapechanger); HD 4d8+4d4+8; hp 42; Init +4; Spd 30 ft; AC 12 (touch 10, flat-footed 12) BAB/Grp +5/+5; Full Atk +5 melee (1d4, dagger) or +5 ranged (1d8, light crossbow); SQ Alternate form, bat empathy, DR 10/silver, AL NE; SV Fort +6, Ref +1, Will +11; Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 19.

Skills & Feats: Bluff +5, Concentration +8, Hide +1, Knowledge (Arcana) +1, Listen +6, Move Silently +1, Spellcraft +7, Spot +3. Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Per Day (6/7/4; DC 14 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile*; 2nd—*Glitterdust*.

Possessions: *Brooch of shielding, elixir of fire breath, dagger, light crossbow and 20 bolts.*

Dire Bat form: Sor 4; CR 8; huge humanoid (human, shapechanger); HD 4d8+4d4+32; hp 60; Init +4; Spd 20 ft, fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +5/+16; Full Atk +6 melee (2d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy, flyby attack; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +9, Ref +4, Will +11; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 19.

Skills & Feats: Bluff +5, Concentration +11, Hide +1, Knowledge (arcana) +1, Listen +10*, Move Silently +1, Spellcraft +7, Spot +7*. Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Per Day (6/7/4; DC 14 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile*; 2nd—*Glitterdust*.

Possessions: *Brooch of shielding, eixir of fire breath, dagger, light crossbow and 20 bolts.*

Hybrid form: Sor 4; CR 8; huge humanoid (human, shapechanger); HD 4d8+4d4+32; hp 60; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +5/+16; Full Atk +6 melee (2d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +9, Ref +4, Will +11; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 19

Skills & Feats: Bluff +5, Concentration +11, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +7, Spot +7*; Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Spell Focus: Conjuration

Spells Per Day (6/7/4; DC 14 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile*; 2nd—*Glitterdust*.

Possessions: *Brooch of shielding, eixir of fire breath, dagger, light crossbow and 20 bolts.*

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures, that allows them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix A: Monsters and NPCs (APL 8)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman, male human (Olman) Clr 10: CR 10; medium humanoid (human); HD 10d8+20; hp 75; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +7/+9; Atk +10 melee (1d8+3, 19-20/x2, +1 *macahuitl*); Full Atk +10/+5 melee (1d8+3, 19-20/x2, *macahuitl* +1) or +9/+4 ranged (1d4+2, sling); SA Rebuke undead, spontaneous casting; AL LE; SV Fort+10, Ref +6, Will +11; Str 14, Dex 14, Con 15, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +15, Knowledge (Religion) +4, Listen +4, Move Silently +4, Spellcraft +11, Spot +3, Survival +4. Combat Casting, Empower Spell, Improved Initiative, Power Attack, Spell Focus (Necromancy).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; DC 13 + spell level, +1 for Necromancy spells): 0 – Detect Magic, Guidance x3, Resistance x2; 1st –*Bane, Cause Fear*, Divine Favor, Doom, Protection from Good, Sanctuary*; 2nd –*Bull's Strength, Cure Moderate Wounds, Hold Person (2), Invisibility*, Silence*; 3rd –*Bestow Curse, Blindness/Deafness, Contagion, Dispel Magic, Nondetection**; 4th –*Confusion*, Divine Power, Poison, Restoration*; 5th –*Flame Strike, Righteous Might, Slay Living**

* Domain spell. *Domains:* Death, Trickery.

Possessions: +1 *chain shirt of light fortification*, +1 *heavy steel shield*, +1 *macahuitl of spell-storing* (contains *inflict serious wounds*), *cloak of resistance +1*, *potion of cure moderate wounds (x2)*, *potion of shield of faith +4*, sling and 20 bullets, silver holy symbol.

Encounter 1D

Cultist Priest, male human (Olman) Clr 7: CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +4; Spd 30 ft.; AC 22 (touch 10 flat-footed 22); BAB/Grp +5/+7; Full Atk +8 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d6+2, javelin); SA Rebuke undead, spontaneous casting; AL NE; SV Fort +9, Ref +4, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10

Skills & Feats: Concentration +12, Heal +9, Knowledge (planes) +4, Knowledge (religion) +4, Spellcraft +6. Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes

Spells Prepared (6/5+1/4+1/3+1/1+1; DC 13 + spell level): 0 –Detect Magic, Guidance x3, Resistance x2; 1st –*Bane, Bless, , Doom, Protection from Good*, Sanctuary; Shield of Faith*; 2nd –*Bull's Strength, Death Knell, Hold Person, Shatter*, Sound Burst*; 3rd –*Blindness/Deafness, Contagion*, Dispel Magic, Protection From Energy*; 4th –*Greater Magic Weapon, Unholy Blight**

* Domain spell. *Domains:* Destruction, Evil.

Possessions: +1 *full plate*, +1 *heavy steel shield*, masterwork heavy mace, five javelins, *bead of force*, *potion of cure light wounds*, silver holy symbol.

Cultist Warrior, male human (Olman) Brb 1/Ftr 4: CR 5; medium humanoid (human); HD 1d12+4d10+10; hp 47; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 16); BAB/Grp +5/+9; Full Atk +10 melee (1d10+8, +1 *greatclub*) or +6 ranged (1d6+4, javelin); SA Rage 1/day; SQ Fast movement, illiteracy; AL CN; SV Fort +8, Ref +2, Will +3; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Climb +7, Intimidate +2, Jump +7, Listen +2, Survival +2, Swim +7. Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (Greatclub), Weapon Specialization (Greatclub)

Possessions: +1 *breastplate*, +1 *greatclub*, five javelins, *potion of bull's strength*, *potion of cure moderate wounds*.

Encounter 1F

Dirrik, Knight of the Malagari, male human (Suel) Wiz (Diviner) 7: CR 7; medium humanoid (human); HD 7d4+14; hp 32; Init +6; Spd 30 ft; AC 14 (touch 12, flat-footed 12); BAB +3/+3; Full Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8, light crossbow); AL LN; SV Fort +5, Ref +7, Will +8; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills & Feats: Concentration +12, Knowledge (arcana) +13, Knowledge (planes) +13, Knowledge (religion) +11, Knowledge (local – Metaregion I: Sheldomar Valley) +13, Profession (Darkwatch Investigator) +2, Spellcraft +13; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (Enchantment)

Spells Prepared (5/6/5/4/2; DC 13 + spell level, +1 for Enchantment [] spells):* 0—*Daze, detect magic**, *disrupt undead, flare, read magic*; 1st—*Detect undead**, *enlarge person, grease x2, magic missile x2*; 2nd—*Glitterdust, scorching ray, see invisibility**, *Tasha's uncontrollable laughter x2*; 3rd—*Clairaudience/Clairvoyance**, *haste, lightning bolt, stinking cloud*; 4th—*Confusion, scrying*

Possessions: *Bracers of armor +2, cloak of resistance +1, pearl of power (1st level), potion of cure moderate wounds, quarterstaff, dagger, light crossbow and 20 bolts.*

Morrik, Knight of the Malagari, male human (Suel) Mnk 3/Ftr4: CR 7; medium humanoid (human); HD 3d8+4d10+14; hp 59; Init +2; Spd 40 ft; AC 16 (touch 14, flat-footed 14); BAB/Grp +6/+7; Atk +7 melee (1d6+1, unarmed strike) or +9 melee (1d6+11, +1/+1 *quarterstaff w/ spikes* spell) or +8 ranged (1d4+1, sling); Full Atk +7/+2 (1d6+1, unarmed strike) or +9/+4 melee (1d6+11, +1/+1 *quarterstaff w/ spikes* spell) or +8/+3 ranged (1d4+1 sling); SA Evasion, flurry of blows, still mind, stunning fist 4/day (Fort DC 15); AL LN; SV Fort +9, Ref +6, Will +6 (+8 vs Enchantment); Str 12, Dex 14, Con 12, Int 13, Wis 15, Cha 11.

Skills & Feats: Balance +4, Escape Artist +8, Jump +8, Knowledge (arcana) +2, Knowledge (local: Metaregion I – Sheldomar Valley) +3, Knowledge (religion) +4, Listen +8, Profession (Darkwatch Enforcer) +4, Sense Motive +6, Spot +8, Tumble +12; Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (Quarterstaff), Weapon Specialization (Quarterstaff)

Possessions: *+1/+1 quarterstaff, bracers of armor +2, dagger, sling and 10 bullets, potion of cure light wounds*

Herrik, Knight of the Malagari, male human (Suel) Clr 7 of Hieroneous: CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +0; Spd 30 ft; AC 20 (touch 11, flat-footed 20); BAB/Grp +5/+8; Full Atk +10 melee (1d6+5, quarterstaff +1/+1) or +5 ranged (1d8, light crossbow); SA Spontaneous casting, turn undead; AL LN; SV Fort +8, Ref +3, Will +8; Str 16, Dex 10, Con 14, Int 10, Wis 15, Cha 10

Skills & Feats: Concentration +12, Heal +5, Knowledge, Local (Sheldomar) +2, Knowledge (Religion) +7, Profession (Darkwatch Enforcer) +4, Sense Motive +6, Spot +4; Cleave, Craft Magic Arms & Armor, Power Attack, Weapon Focus (Quarterstaff)

Spells Prepared (6/5+1/4+1/2+1/1+1; DC 12 + spell level): 0—*Detect Magic, guidance, purify food & drink, read magic, resistance, virtue*; 1st—*Bless, command, divine favor, protection from chaos**, *sanctuary, shield of faith*; 2nd—*Calm emotion**, *hold person, spiritual weapon, sound burst x2*; 3rd—*Dispel magic, ~~magic circle against chaos*~~, spikes*; 4th—*Order's wrath**, *divine power*

* Domain spell. *Domains:* Good, Law

Possessions: *+1 full plate, +1/+1 quarterstaff, cloak of resistance +1, elixir of truth, potion of cure moderate wounds (x3), ring of protection +1, dagger, light crossbow and 20 bolts.*

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Sor 6; CR 10; medium humanoid (human, shapechanger); HD 4d8+6d4+10; hp 50; Init +4; Spd 30 ft; AC 12 (touch 10, flat-footed 10); BAB/Grp +6/+6; Atk +6 melee (1d4, dagger) or +6 ranged (1d8, light crossbow); Full Atk +6/+1 melee (1d4, dagger) or +6/+1 ranged (1d8, light crossbow); SQ Alternate form, bat empathy, DR 10/silver; AL NE; SV Fort +7, Ref +1, Will +12; Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 21

Skills & Feats: Bluff +6, Concentration +10, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +9, Spot +7*. Empower Spell, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Known (6/8/6/4; DC 15 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow*; 3rd—*Fireball*

Possessions: *Brooch of shielding, cloak of charisma* +2, dagger, light crossbow and 20 bolts.

Dire Bat form: Sor 6; CR 10; huge humanoid (human, shapechanger); HD 4d8+6d4+40; hp 72; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +6/+17; Atk +7 melee (2d6+4, bite); Full Atk +7/+2 melee (2d6+4, bite); Space/Reach 10 ft. /15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +10, Ref +5, Will +12; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 21.

Skills & Feats: Bluff +6, Concentration +13, Hide +3, Knowledge (arcana) +1, Listen +5, Move Silently +3, Spellcraft +9, Spot +2. Empower Spell, Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Known (6/8/6/4; DC 15 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow*; 3rd--*Fireball*

Possessions: *Brooch of shielding, cloak of charisma* +2, dagger, light crossbow and 20 bolts.

Hybrid form: Sor 6; CR 10; huge humanoid (human, shapechanger); HD 4d8+6d4+40; hp 72; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +6/+17; Atk +7 melee (2d6+4, bite); Full Atk +7/+2 melee (2d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +10, Ref +5, Will +12; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 21.

Skills & Feats: Bluff +6, Concentration +13, Hide +1, Knowledge (arcana) +1, Listen +10*, Move Silently +1, Spellcraft +9, Spot +7*. Empower Spell, Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration).

Spells Known (6/8/6/4; DC 15 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic*; 1st—*Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow*; 3rd--*Fireball*

Possessions: *Brooch of shielding, cloak of charisma* +2, dagger, light crossbow and 20 bolts.

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix A: Monsters and NPCs (APL 10)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman, male human (Olman) Clr 12: CR 12; medium humanoid (human); HD 12d8+36; hp 99; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +9/+11; Atk +12 melee (1d8+3, 19-20/x2, +1 *macahuitl*); Full Atk +12/+7 melee (1d8+3, 19-20/x2, +1 *macahuitl*) or +11/+6 ranged (1d4+2, sling) or +11 ranged (1d4+2, sling); SA Spontaneous casting, rebuke undead; AL LE; SV Fort +13, Ref +9, Will +14; Str 14, Dex 14, Con 16, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +1, Concentration +17, Knowledge (religion) +4, Listen +4, Move Silently +6, Spellcraft +13, Spot +3, Survival +4. Combat Casting, Empower Spell, Greater Spell Focus (Necromancy), Improved Initiative, Power Attack, Spell Focus (Necromancy).

Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; DC 13 + spell level, +2 for Necromancy spells): 0 –*Detect Magic, Guidance* x3, *Resistance* x2; 1st –*Bane, Cause Fear**, *Divine Favor, Doom, Protection from Good, Protection from Chaos, Sanctuary*; 2nd –*Aid, Bull's Strength, Cure Moderate Wounds, Hold Person* x2, *Invisibility**, *Silence*; 3rd –*Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Dispel Magic, Nondetection**; 4th –*Confusion**, *Divine Power, Poison, Restoration*; 5th –*Flame Strike, Righteous Might, Slay Living* (2)*; 6th –*Blade Barrier, Harm, Mislead**

* Domain spell. *Domains:* Death, Trickery

Possessions: +1 *chain shirt of light fortification*, +1 *heavy steel shield*, +1 *macahuitl of spell-storing* (contains *inflict serious wounds*), *amulet of health* +2, *cloak of resistance* +3, *potion of cure light wounds* x4, sling and 20 bullets, silver holy symbol.

Encounter 1D

Cultist Priest, male human (Olman) Clr 9: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +4; Spd 30 ft.; AC 22 (touch 10, flat-footed 22); BAB/Grp +6/+8; Atk +9 melee (1d8+2, masterwork heavy mace) or +6 ranged (1d6+2, javelin); Full Atk +8/+3 melee (1d8+2, masterwork heavy mace) or +6/+1 ranged (1d6+2, javelin); SA Rebuke undead, spontaneous casting; AL NE; SV Fort +10, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +14, Heal +9, Knowledge (planes) +6, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation).

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 13 + spell level, 14+spell level for Evocation spells): 0 –*Detect Magic, Guidance* (3), *Resistance* (2); 1st –*Bane, Bless, Doom, Protection from Good**, *Sanctuary, Shield of Faith*; 2nd –*Bull's Strength, Death Knell, Enthrall, Hold Person, Shatter**, *Sound Burst*; 3rd –*Blindness/Deafness, Contagion**, *Dispel Magic, Invisibility Purge, Protection From Energy*; 4th –*Freedom of Movement, Greater Magic Weapon* (2), *Unholy Blight**; 5th –*Mass Inflict Light Wounds**, *Summon Monster V*

* Domain spell. *Domains:* Destruction, Evil

Possessions: +1 *full plate*, +1 *heavy steel shield*, masterwork heavy mace, five javelins, *bead of force*, *potion of cure light wounds*, *ring of counterspells* (vs. *hold person*), silver holy symbol.

Cultist Warrior, male human (Olman) Brb 1/Ftr 6: CR 7; medium humanoid (human); HD 1d12+6d10+14; hp 65; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 16); BAB/Grp +7/+12; Atk +14 melee (1d10+10, +1 *greatclub*) or +8 ranged (1d6+5, javelin); Full Atk +14/+9 melee (1d10+10, +1 *greatclub*) or +8/+3 ranged (1d6+5, javelin); SA Rage 1/day; SQ Fast movement, illiteracy; AL CN; SV Fort +9, Ref +5, Will +4; Str 21, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +7, Intimidate +2, Jump +7, Listen +2, Survival +2, Swim +7. Cleave, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Three Mountains, Weapon Focus (Greatclub), Weapon Specialization (Greatclub).

Possessions: +1 breastplate, +1 greatclub, five javelins, belt of giant's strength +2, potion of cure moderate wounds.

Encounter 1F

Dirrik, Knight of the Malagari, male human (Suel) Wiz (Diviner) 9: CR 9; medium humanoid (human); HD 9d4+18; hp 41; Init +6; Spd 30 ft; AC 15 (touch 13, flat-footed 13); BAB/Grp +4/+4; Full Atk +4 melee (1d6, quarterstaff) or +6 ranged (1d8, light crossbow); AL LN; SV Fort +7, Ref +9, Will +10; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills & Feats: Concentration +14(+18), Knowledge (arcana) +16, Knowledge (planes) +16, Knowledge (religion) +12, Knowledge (local – Metaregion I: Sheldomar Valley) +16, Profession (Darkwatch Investigator) +6, Spellcraft +16; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus: Enchantment, Greater Spell Focus (Enchantment), Extend Spell

Spells Prepared (5/6/6/5/4/2; DC 14 + spell level, +2 for Enchantment [*] spells): 0—*Daze, Detect Magic**, *Flare, Guidance, Read Magic*; 1st—*Detect Undead**, *Enlarge Person, Grease x2, Magic Missile x2*; 2nd—*Glitterdust, Resist Energy, Scorching Ray, See Invisibility**, *Tasha's Uncontrollable Laughter x2*; 3rd—*Clairaudience/Clairvoyance**, *Dispel Magic, Haste, Lightning Bolt, Stinking Cloud*; 4th—*Confusion, Crushing Despair, Rainbow Pattern, Scrying**; 5th—*Feeblemind, Rary's Telepathic Bond**

Possessions: Bracers of armor +2, cloak of resistance +2, pearl of power (1st level), potion of cure moderate wounds, ring of protection +1, quarterstaff, dagger, light crossbow & 20 bolts.

Morrik, Knight of the Malagari, male human (Suel) Mnk 3/Ftr6: CR 9; medium humanoid (human); HD 3d8+6d10+18; hp 79; Init +2; Spd 40 ft; AC 18 (touch 15, flat-footed 17); BAB/Grp +8/+9; Atk +9 melee (1d6+1, unarmed strike) or +12 melee (1d6+13 and possible 1d6 electricity, +1 ki focus/+1 shock quarterstaff w/ spikes spell) or +10 ranged (1d4+1, sling); Full Atk +9/+4 (1d6+1, unarmed strike) or +12/+7 melee (1d6+13 and possible 1d6 electricity, +1 ki focus/+1 shock quarterstaff w/ spikes spell) or +10/+5 ranged (1d4+1 sling); SA Evasion, flurry of blows, still mind, stunning fist 7/day (Fort DC 17); AL LN; SV Fort +10, Ref +7, Will +8 (+10 vs Enchantment); Str 12, Dex 14, Con 14, Int 13, Wis 16, Cha 11.

Skills & Feats: Balance +4, Escape Artist +8, Jump +8, Knowledge (arcana) +2, Knowledge (local – Metaregion I: Sheldomar Valley) +3, Knowledge (religion) +4, Listen +9, Profession (Darkwatch Enforcer) +5, Sense Motive +7, Spot +9, Tumble +16; Combat Expertise, Combat Reflexes, Dodge, Extra Stunning, Improved Trip, Improved Unarmed Strike, Mobility, Rapid Stunning, Spring Attack, Weapon Focus (Quarterstaff), Weapon Specialization (Quarterstaff)

Possessions: +1 ki focus/ +1 shock quarterstaff, bracers of armor +3, dagger, sling and 10 bullets, *potion of cure light wounds*.

Herrick, Knight of the Malagari, male human (Suel) Clr 9 of Hieroneous: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +0; Spd 30 ft; AC 21 (touch 11, flat-footed 21); BAB/Grp +6/+9; Atk +12 melee (1d6+14, +1/+1 quarterstaff w/ spikes spell); Full Atk +12/+7 melee (1d6+14, +1/+1 quarterstaff w/ spikes spell) or +6/+1 ranged (1d8, light crossbow); SA Spontaneous casting, turn undead; AL LN; SV Fort +9, Ref +6, Will +10; Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +14, Heal +8, Knowledge (local: Metaregion One – Sheldomar Valley) +2, Knowledge (religion) +7, Profession (Darkwatch Enforcer) +5, Sense Motive +9, Spot +6; Cleave, Craft Magic Arms & Armor, Lightning Reflexes, Power Attack, Weapon Focus (Quarterstaff)

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; DC 12 + spell level): 0—*Detect Magic, Guidance, Purify Food & Drink, Read Magic, Resistance, Virtue*; 1st—*Bless, Command, Divine Favor, Protection Against Chaos*, Sanctuary, Shield of Faith*; 2nd—*Calm Emotions*, Hold Person, Remove Paralysis, Spiritual Weapon, Sound Burst x2*; 3rd—*Blindness/Deafness, Dispel Magic, Magic Circle Against Chaos*, Spikes x2*; 4th—*Order's Wrath*, Divine Power, Restoration*; 5th—*Righteous Might, Dispel Chaos**

* Domain spell. *Domains*: Good, Law (both at +1 caster level)

Possessions: +2 full plate, +1/+1 quarterstaff, cloak of resistance +1, elixir of truth, potion of cure moderate wounds x3, ring of protection +1, dagger, light crossbow and 20 bolts.

Encounter 2D

Advanced Tyrannosaurus: CR 10; Huge Animal; HD 24d8+169; hp 271; Init +1; Spd 40 ft; AC 14 (touch 9, flat-footed 13); BAB/Grp +18/+35; Full Atk +25 melee (3d6+13, 19-20/x2, bite); Space/Reach: 15 ft. /10 ft.; SA Improved grab, swallow whole; SQ Low-light vision, scent; SV Fort +23, Ref +18, Will +15; Str 29, Dex 12, Con 22, Int 2, Wis 15, Cha 10.

Skills & Feats: Hide -2, Listen +17, Spot +17. Alertness, Combat Reflexes, Improved Critical (Bite), Improved Natural Attack (Bite), Improved Toughness, Iron Will, Run, Toughness, Track

Possessions: Collar of resistance +3

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole, another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Sor 8; CR 12; medium humanoid (human, shapechanger); HD 4d8+8d4+12; hp 57; Init +4; Spd 30 ft; AC 12 (touch 10, flat-footed 12); BAB/Grp +7/+7; Atk +7 melee (1d4, dagger) or +7 ranged (1d8, light crossbow); Full Atk +7/+2 melee (1d4, dagger) or +7/+2 ranged (1d8, light crossbow); SQ Alternate form, bat empathy, DR 10/ silver; AL NE; SV Fort +7, Ref +3, Will +13; Str 10, Dex 11, Con 12, Int 10, Wis 10, Cha 22

Skills & Feats: Bluff +7, Concentration +12, Hide +1, Knowledge (Arcana) +1, Listen +6, Move Silently +1, Spellcraft +11, Spot +3; Empower Spell, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Per Day (6/8/8/6/4; DC 16 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Fireball, Stinking Cloud*; 4th—*Enervation*

Possessions: Brooch of shielding, cloak of charisma +2, dagger, light crossbow and 20 bolts.

Dire Bat form: Sor 8; CR 12; huge humanoid (human, shapechanger); HD 4d8+8d4+48; hp 84; Init +4; Spd 20 ft., fly 40 ft. (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +7/+18; Atk +8

melee (3d6+4, bite); Full Atk +8/+3 melee (3d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +10, Ref +5, Will +13; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 22.

Skills & Feats: Bluff +7, Concentration +15, Hide +1, Knowledge (arcana) +1, Listen +10*, Move Silently +1, Spellcraft +11, Spot +7*. Empower Spell, Flyby Attack, Improved Initiative, Improved Natural Attack, Iron Will, Natural Spell, Spell Focus (Conjuration).

Spells Per Day (6/8/8/6/4; DC 16 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Fireball, Stinking Cloud*; 4th—*Enervation*

Possessions: *Brooch of shielding, cloak of charisma* +2, dagger, light crossbow and 20 bolts.

Hybrid form: Sor 8; CR 12; huge humanoid (human, shapechanger); HD 4d8+8d4+48; hp 84; Init +4; Spd 20 ft, fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +7/+18; Atk +8 melee (3d6+4, bite); Full Atk +8/+3 melee (3d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy, flyby attack; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +10, Ref +5, Will +13; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 22.

Skills & Feats: Bluff +7, Concentration +15, Hide +1, Knowledge (arcana) +1, Listen +10*, Move Silently +1, Spellcraft +11, Spot +7*. Empower Spell, Improved Initiative, Improve Natural Attack, Iron Will, Natural Spell, Spell Focus (Conjuration).

Spells Per Day (6/8/8/6/4; DC 16 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Fireball, Stinking Cloud*; 4th—*Enervation*

Possessions: *Brooch of shielding, cloak of charisma* +2, dagger, light crossbow and 20 bolts.

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures, that allows them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix A: Monsters and NPCs (APL 12)

DM Note: Any unfamiliar monsters, spells or feats found in this appendix are referenced in detail in *Appendix B*.

Encounter 1C and/or 1D

Xapatl, Priest-Leader of the Olman, male human (Olman) Clr 14: CR 14; medium humanoid (human); HD 14d8+42; hp 116; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); BAB/Grp +10/+12; Atk +13 melee (1d8+3, 19-20/x2, +1 *macahuitl*); Full Atk +13/+8 melee (1d8+3, 19-20/x2, +1 *macahuitl*) or +12/+7 ranged (1d4+2, sling); SA Spontaneous casting, rebuke undead; AL LE; SV Fort +14, Ref +9, Will +15; Str 14, Dex 14, Con 16, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +1, Concentration +19, Knowledge (religion) +4, Listen +4, Move Silently +8, Spellcraft +15, Spot +3, Survival +4. Combat Casting, Empower Spell, Greater Spell Focus (Necromancy), Improved Initiative, Power Attack, Spell Focus (Necromancy).

Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/3+1/2+1; DC 13 + spell level, +2 for Necromancy spells): 0 –Detect Magic, Guidance (3), Resistance (2); 1st –Bane, Cause Fear*, Divine Favor, Doom, Protection from Good, Protection from Chaos, Sanctuary; 2nd –Aid, Bull's Strength, Cure Moderate Wounds, Hold Person (3), Invisibility*, Silence; 3rd –Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Dispel Magic, ~~Non-detection*~~; 4th –Confusion*, Cure Critical Wounds, Death Ward, Divine Power, Poison, Restoration; 5th –Flame Strike, Righteous Might, Slay Living (2)*; 6th –Blade Barrier, Empowered Poison, Harm, Misdemeanor*; 7th –Blasphemy, Empowered Flame Strike, Finger of Death*

* Domain spell. *Domains:* Death, Trickery.

Possessions: +1 chain shirt of moderate fortification, +1 heavy steel shield, +1 *macahuitl* of spell-storing (inflict serious wounds), amulet of health +2, cloak of resistance +3, potion of cure moderate wounds (x2), potion of shield of faith +4, scroll of dictum, sling, silver holy symbol.

Encounter 1D

Cultist Priest, male human (Olman) Clr 11: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +4; Spd 30 ft.; AC 22 (touch 10, flat-footed 22); BAB/Grp +8/+10; Atk +11 melee (1d8+2, masterwork heavy mace) or +8 ranged (1d6+2, javelin); Full Atk +10/+5 melee (1d8+2, masterwork heavy mace) or +8/+3 ranged (1d6+2, javelin); SA Rebuke undead, spontaneous casting; AL NE; SV Fort +11, Ref +5, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +16, Heal +11, Knowledge (planes) +6, Knowledge (religion) +6, Spellcraft +8. Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; DC 13 + spell level, +1 for Evocation spells): 0 –Detect Magic, Guidance x3, Resistance x2; 1st –Bane, Bless, Divine Favor, Doom, Protection from Good*, Sanctuary; Shield of Faith; 2nd –Bull's Strength, Death Knell, Enthrall, Hold Person, Shatter*, Sound Burst; 3rd –Contagion*, Dispel Magic, Invisibility Purge, Protection From Energy, Searing Light, Spikes; 4th –Freedom of Movement, Greater Magic Weapon x2, Poison, Unholy Blight*; 5th –Flame Strike, Mass Inflict Light Wounds*, Summon Monster V; 6th –Harm*, Mass Bear's Endurance

* Domain spell. *Domains:* Destruction, Evil.

Possessions: +1 full plate, +1 heavy steel shield, masterwork heavy mace, five javelins, bead of force, pearl of power (3rd level), potion of cure light wounds, ring of counterspells (vs. hold person).

Cultist Warrior, male human (Olman) Brb 1/Ftr 8: CR 9; medium humanoid (human); HD 1d12+8d10+27; hp 89; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16); BAB/Grp +9/+15; Atk +18 melee (1d10+12, greatclub) or +11 ranged (1d6+6, javelin); Full Atk +18/+13 melee

(1d10+12, greatclub) or +11/+6 ranged (1d6+6, javelin); SA Rage 1/day; SQ Fast movement, illiteracy; AL CN; SV Fort +10, Ref +6, Will +4; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +9, Intimidate +4, Jump +9, Listen +2, Survival +2, Swim +9. Cleave, Greater Weapon Focus (Greatclub), Improved Bull Rush, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Three Mountains, Weapon Focus (Greatclub), Weapon Specialization (Greatclub).

Possessions: +1 breastplate, +1 greatclub, five javelins, belt of giant's strength +2, gloves of dexterity +2, potion of cure moderate wounds.

Advanced Ice Devil (Gelugon): CR 15; Large Outsider; HD 16d8+128; hp 192; Init +9; Spd 40 ft; AC 32 (Touch 14, Flat-Footed 27); BAB/Grp +16/+26; Atk +22 melee (2d6+9/x3 plus slow, spear) or +21 melee (1d10+6, claw); Full Atk: +22/+17/+12/+7 melee (2d6+9/x3 plus slow, spear) and +16 melee (2d6+3, bite) and +16 melee (3d6+3 plus slow, tail); or +21/+21 melee (1d10+6, 2 claws) and +16 melee (2d6+3, bite) and +16 melee (3d6+3 plus slow, tail); Space/Reach: 10 ft. / 10 ft.; SA: Fear aura, *slow*, spell-like abilities, summon baatezu; SQ: DR 10/good, darkvision 60', immunity to fire and poison, resistance to acid and cold 10, regeneration 5, see in darkness, SR 25, telepathy 100'; AL LE; SV Fort 17, Ref +15, Will +16; Str 23, Dex 21, Con 24, Int 22, Wis 22, Cha 20.

Skills & Feats: Bluff +22, Climb +23, Concentration +26, Diplomacy +11, Disguise +5 (+3 acting), Intimidate +26, Jump +29, Knowledge (Any three) +25, Listen +27, Move Silently +24, Search +23, Sense Motive +25, Spellcraft +25, Spot +27, Survival +6 (+8 following tracks). Alertness, Cleave, Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear)

Fear Aura (Su): An ice devil can radiate a 10-foot radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 25 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution based.

Spell-like Abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19), Caster level 13th. The save DCs are Charisma based.

Summon Baatezu (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Encounter 1F

Dirrik, Knight-Commander of the Malagari, male human (Suel) Wiz (Diviner) 11: CR 11; medium humanoid (human); HD 11d4+22; hp 50; Init +6; Spd 30 ft; AC 15 (touch 13, flat-footed 13); BAB/Grp +5/+5; Full Atk +5 melee (1d6, quarterstaff) or +7 ranged (1d8, light crossbow); AL LN; SV Fort +7, Ref +9, Will +11; Str 10, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Skills & Feats: Concentration +19, Knowledge (arcana) +19, Knowledge (planes) +19, Knowledge (religion) +13, Knowledge (local – Metaregion I: Sheldomar Valley) +19, Profession (Darkwatch Investigator) +10, Spellcraft +19; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus: Enchantment, Greater Spell Focus (Enchantment), Extend Spell, Skill Focus (Concentration)

Spells Prepared (5/6/6/6/5/3/2; DC 15 + spell level, +2 for Enchantment Spells): 0—*Daze*, *Detect Magic**, *Flare*, *Guidance*, *Read Magic*; 1st—*Detect Undead**, *Enlarge Person*, *Grease* x2, *Magic Missile* x2; 2nd—*Glitterdust*, *Resist Energy*, *Scorching Ray*, *See Invisibility**, *Tasha's Uncontrollable Laughter* x2; 3rd—*Clairaudience/Clairvoyance**, *Dispel Magic*, *Fly*, *Haste*, *Lightning Bolt*, *Stinking Cloud*; 4th—*Confusion*, *Crushing Despair*, *Dimension Door*, *Rainbow Pattern*, *Scrying**; 5th—*Cloudkill*, *Feeblemind*, *Rary's Telepathic Bond**; 6th—*Flesh to Stone*, *True Seeing*

Possessions: *Bracers of armor* +2, *cloak of resistance* +2, *headband of intellect* +2, *pearl of power* (1st level), *pearl of power* (2nd level), *potion of cure moderate wounds*, *ring of protection* +1, *quarterstaff*, *dagger*, *light crossbow* & 20 bolts.

Morrik, Knight of the Malagari, male human (Suel) Mnk 3/Ftr8: CR 11; medium humanoid (human); HD 3d8+8d10+22; hp 98; Init +2; Spd 40 ft; AC 19 (touch 15, flat-footed 17); BAB/Grp +10/+11; Atk +11 melee (1d10+1, unarmed strike) or +13 melee (1d6+14, +1 *ki focus*/+1 *shock quarterstaff w/spikes* spell) or +12 ranged (1d4+1, sling); Full Atk +11/+6 (1d6+1, unarmed strike) or +13/+8 melee (1d6+14 and possible 1d6 electricity, +1 *ki focus*/+1 *shock quarterstaff w/spikes* spell) or +12/+7 ranged (1d4+1 sling); SA Flurry of blows; stunning fist 9/day (Fort DC 18); SQ Evasion, Still Mind; AL LN; SV Fort +11, Ref +8, Will +9 (+11 vs Enchantment); Str 12, Dex 14, Con 14, Int 13, Wis 16, Cha 11.

Skills & Feats: Balance +4, Escape Artist +8, Jump +8, Knowledge (arcana) +2, Knowledge (local:Metaregion One – Sheldomar Valley) +3, Knowledge (religion) +4, Listen +9, Profession (Darkwatch Enforcer) +5, Sense Motive +7, Spot +9, Tumble +20; Combat Expertise, Combat Reflexes, Dodge, Extra Stunning, Improved Trip, Improved Unarmed Strike, Mobility, Pain Touch, Rapid Stunning, Spring Attack, Weapon Focus (Quarterstaff), Weapon Specialization (Quarterstaff).

Possessions: +1 *ki focus*/+1 *shocking quarterstaff*, *bracers of armor* +4, *dagger*, *sling* and 10 bullets, *potion of cure light wounds*.

Herrick, Knight of the Malagari, male human (Suel) Clr 11 of Hieroneous: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +0; Spd 30 ft; AC 21 (touch 11, flat-footed 21); BAB/Grp +8/+11; Atk +15 melee (1d6+15/19-20/x2, *quarterstaff w/spikes* spell); Full Atk +15/+10 melee (1d6+15/19-20/x2, *quarterstaff w/spikes* spell) or +8/+3 ranged (1d8, *light crossbow*); SA Turn Undead; SQ Spontaneous casting; AL LN; SV Fort +10, Ref +7, Will +11; Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +16, Heal +11, Knowledge (local: Metaregion One – Sheldomar Valley)+2, Knowledge (religion) +7, Profession (Darkwatch Enforcer) +5, Sense Motive +12, Spot +6; Cleave, Craft Magic Arms & Armor, Lightning Reflexes, Power Attack, Weapon Focus (Quarterstaff)

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; DC 12 + spell level): 0—*Detect Magic*, *Guidance*, *Purify Food & Drink*, *Read Magic*, *Resistance*, *Virtue*; 1st—*Bless*, *Command*, *Divine Favor*, *Protection from Chaos**, *Sanctuary*, *Shield of Faith* x2; 2nd—*Calm Emotion**, *Hold Person*, *Remove Paralysis*, *Spiritual Weapon*, *Sound Burst* x2; 3rd—*Blindness/Deafness*, *Dispel Magic*, *Magic Circle Against Chaos**, *Protection from Energy*, *Spikes* x2; 4th—*Order's Wrath**, *Divine Power*, *Restoration*, *Spell Immunity*; 5th—*Righteous Might*, *Spell Resistance*, *Dispel Chaos**; 6th—*Infllict Moderate Wounds(Mass)*, *Blade Barrier**

* Domain spell. *Domains*: Good, Law (both at +1 caster level)

Possessions: +2 *full plate*, +1 *axiomatic*/ +1 *shock quarterstaff*, *cloak of resistance* +1, *elixir of truth*, *potion of cure moderate wounds* (x3), *ring of protection* +1, *dagger*, *light crossbow* & 20 bolts.

Encounter 2C

Juggernaut: CR 11; Huge Construct; HD 18d10; hp 99; Init -4; Spd 10 ft; AC 29 (touch 4, flat-footed 29); BAB/Grp +13/+31; Atk Slam +21 melee (2d6+10); Full Atk 6 Slams +21 melee

(2d6+10); Space/Reach: 10 ft. /15 ft.; SA Improved grab, spell-like abilities, squash; SQ All-around vision, DR 20/adamantine, construct traits, fast healing 10, immunities, spell-like abilities, SR 36; SV Fort +6, Ref +2, Will +8; Str 31, Dex 3, Con --, Int --, Wis 15, Cha 16

Skills & Feats: None

Improved Grab (Ex): If a juggernaut hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to thrust the opponent under its rollers in the next round, dealing automatic squash damage. Alternatively, the juggernaut has the option to conduct the grapple normally, or simply use its hand to hold the opponent (-20 on the grapple check but the juggernaut is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Spell-Like Abilities: At will—*forcecage, grease, hold monster, magic missile, slow, wall of force, web*. Caster level 18th; save DC 13+spell level.

Squash (Ex): As a standard action during its turn each round, a juggernaut can literally roll over opponents at least one size category smaller than itself. This attack deals 10d10+20 points of bludgeoning damage. A squashed opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the juggernaut moves forward.

All-Around Vision (Ex): A juggernaut can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks and it cannot be flanked.

Construct Traits: A juggernaut is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A juggernaut has darkvision (60-foot range).

Fast Healing (Ex): A juggernaut regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the juggernaut to re-grow or reattach lost body parts.

Immunities (Ex): A juggernaut is immune to acid, electricity, and fire.

Encounter 2D

Advanced Half-Red Dragon Tyrannosaurus: CR 12; Huge Dragon; HD 24d10+169; hp 306; Init +1; Spd 40 ft., fly 80 ft. (average); AC 18 (touch 9, flat-footed 17); BAB/Grp +22/+39; Atk Claws +29 melee (1d8+17); Full Atk 2 claws +29 melee (1d8+17) and bite +27 melee (3d6+17, 19-20/x2); Space/Reach: 15 ft. / 10 ft.; SA Breath weapon, improved grab, swallow whole; SQ Darkvision 60 ft., immune to fire, *sleep* and paralysis effects, low-light vision, scent; SV Fort +23, Ref +18, Will +15; Str 37, Dex 12, Con 24, Int 4, Wis 15, Cha 12.

Skills & Feats: Hide -2, Intimidate +12, Listen +17, Spot +17. Alertness, Combat Reflexes, Improved Critical (Bite), Improved Natural Attack (Bite), Iron Will, Multiattack, Run, Toughness, Track.

Possessions: Collar of resistance +3

Breath Weapon (Su): Usable once per day, Reflex save DC 26, 30-foot cone of fire, 6d8 damage.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole, another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Encounter 2E

Itzectloc, Werebat Cultist of Camatzotz:

Human form: Sor 10; CR 14; medium humanoid (human, shapechanger); HD 4d8+10d4+14; hp 65; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); BAB/Grp +8/+8; Atk +8 melee (1d4, dagger) or +8 ranged (1d8, light crossbow); Full Atk +8/+3 melee (1d4, dagger) or +8/+3 ranged (1d8, light crossbow); SQ Alternate form, bat empathy, DR 10/silver; AL NE; SV Fort +8, Ref +4, Will +11; Str 10, Dex 11, Con 12, Int 10, Wis 13, Cha 24.

Skills & Feats: Bluff +7, Concentration +14, Hide +1, Knowledge (arcana) +1, Listen +10*, Move Silently +1, Spellcraft +13, Spot +7*. Empower Spell, Improved Initiative, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Known (6/8/8/8/6/4; DC 17 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Blur, Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Dispel Magic, Fireball, Stinking Cloud*; 4th—*Enervation, Greater Invisibility*; 5th—*Cone of Cold*

Possessions: *Brooch of shielding, cloak of charisma +4, dagger, light crossbow.*

Dire Bat form: Sor 10; CR 14; huge humanoid (human, shapechanger); HD 4d8+10d4+56; hp 96; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +8/+19; Atk +9 melee (3d6+4, bite); Full Atk +9/+4 melee (3d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +11, Ref +6, Will +14; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 24.

Skills & Feats: Bluff +7, Concentration +17, Hide +1, Knowledge (Arcana) +1, Listen +10*, Move Silently +1, Spellcraft +13, Spot +7*. Empower Spell, Flyby Attack, Improved Initiative, Improved Natural Attack, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Known (6/8/8/8/6/4; DC 17 + spell level, +1 for Conjuration spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Blur, Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Dispel Magic, Fireball, Stinking Cloud*; 4th—*Enervation, Greater Invisibility*; 5th—*Cone of Cold*

Possessions: *Brooch of shielding, cloak of charisma +4, dagger, light crossbow.*

Hybrid form: Sor 10; CR 14; huge humanoid (human, shapechanger); HD 4d8+10d4+56; hp 96; Init +4; Spd 20 ft., fly 40 ft (good); AC 22 (touch 10, flat-footed 20); BAB/Grp +8/+19; Atk +9 melee (3d6+4, bite); Full Atk +9/+4 melee (3d6+4, bite); Space/Reach 10 ft. / 15 ft.; SA Curse of lycanthropy, flyby attack; SQ Alternate form, bat empathy, sonar, DR 10/silver; AL NE; SV Fort +11, Ref +6, Will +14; Str 16, Dex 15, Con 18, Int 10, Wis 13, Cha 24

Skills & Feats: Bluff +7, Concentration +17, Hide +1, Knowledge (arcana) +1, Listen +9*, Move Silently +1, Spellcraft +13, Spot +7*. Empower Spell, Improved Initiative, Improve Natural Attack, Iron Will, Natural Spell, Spell Focus (Conjuration)

Spells Known (6/8/8/8/6/4; DC 17 + spell level, +1 for Conjuraton spells): 0—*Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Chill Touch, Color Spray, Grease, Magic Missile, Ray of Enfeeblement*; 2nd—*Blur, Glitterdust, Melf's Acid Arrow, Scorching Ray*; 3rd—*Dispel Magic, Fireball, Stinking Cloud*; 4th—*Enervation, Greater Invisibility*; 5th—*Cone of Cold*

Possessions: *Brooch of shielding, cloak of charisma +4, dagger, light crossbow.*

Alternate Form (Su): A werebat can assume a bipedal hybrid form or the form of a dire bat.

Bat Empathy (Ex): Communicate with bats and dire bats, and a +4 racial bonus on Charisma-based checks against bats and dire bats.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Sonar (Ex): Werebats emit high-frequency sounds, inaudible to most other creatures, that allows them to locate objects and creatures within 120 ft. Echolocation is as precise as sight, but does not reveal color. It is effective even in darkness, fog or similar conditions of low visibility. It reveals invisible creatures. A silence spell negates echolocation and forces the werebat to rely on its weak vision, which has a maximum range of 10 feet in bat form. Werebats using sonar gain a +4 to Spot and Listen.

Appendix B: New Rules

New Feats

Extra Stunning [General] (from *Complete Warrior*):

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Improved Toughness [General] (from *Complete Warrior*):

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Pain Touch [General] (from *Complete Warrior*):

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Rapid Stunning [General] (from *Complete Warrior*):

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack +6

Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

Normal: You may only attempt a stunning attack (or any other special attack that counts against your daily limit of stunning attacks) once per round.

Special: A fighter may select Rapid Stunning as one of his fighter bonus feats. A character can take this feat multiple times. Its effects stack.

Three Mountains [Style] (from *Complete Warrior*):

You are a master of fighting with powerful bludgeoning weapons.

Prerequisites: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with your heavy mace, morningstar, or great club, it must make a Fortitude saving throw (DC 10+1/2 your character level + your Str modifier) or be nauseated by the pain for 1 round.

New Magic Items

Collar of Resistance (as presented in Masters of the Wild)

While wearing this item, an animal gains a +1 to +5 resistance bonus to all saving throws.

New Monsters

Devil (Amnizu) (as presented in Monster Manual II)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 9d8+9 (49 hp)

Initiative: +4

Speed: 30 ft., fly 60 ft. (average)

AC: 21 (+11 natural), touch 10, flat-footed 21

Attacks: Touch +10 melee

Damage: Touch 2d4 + *feeblemind*

Face/Reach: 5 ft. / 5 ft.

Special Attacks: *Feeblemind* touch, spell-like abilities, *summon baatezu*

Special Qualities: Baatezu traits, outsider traits, regeneration 4, secure intelligence, SR 18

Saves: Fort +7, Ref +6, Will +8

Abilities: Str 12, Dex 11, Con 13, Int 16, Wis 15, Cha 10

Skills: Balance +14, Concentration +13, Diplomacy +14, Hide +12, Jump +3, Knowledge (planes) +15, Search +15, Sense Motive +14, Spellcraft +15, Spot +14, Swim +13, Tumble +12.

Feats: Combat Casting, Combat Expertise, Improved Initiative, Quicken Spell-like Ability.

Climate/Terrain: Any land or underground

Organization: Solitary, pair, team (3-4), or troupe (1-3 amnizus plus 2-4 advespas*)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful evil

Advancement: 10-18 HD (Medium-size); 19-27 HD (Large)

See the *Monster Manual* for details common to all devils.

* Monster detailed in *Monster Manual II*; it does not appear in this adventure.

Amnizu are short, stocky, winged devils that serve as guardians at the gates of the Nine Hells of Baator. The typical amnizu has one or more squads of advespas at its disposal at all times. An amnizu has an oversized, elongated head, small pig-like eyes, a pug nose, and a large, fang-filled mouth. Its wings are large and batlike. Amnizus speak Infernal and Common.

Combat:

An amnizu's task is not so much to keep interlopers out of the infernal domains as it is to ensure that, once they enter, they never escape. To that end, the creature usually softens up opponents with quickened *fireballs* and the attacks of its advespa troops before attempting to use its *feeblemind* touch to capture and detain its foes.

Feeblemind Touch (Su): The touch of an amnizu duplicates the effect of a *feeblemind* spell (caster level 14th; Will save DC 14).

Spell-Like Abilities: At will – *major image*. 3/day – *fireball*. 1/day – *sequester*. Caster level 14th; save DC 10 + spell level.

Regeneration (Ex): An amnizu takes normal damage from acid, from *holy* weapons, and attacks that deal *holy* damage.

Secure Intelligence (Ex): An amnizu is immune to any effect that would drain, damage or otherwise reduce its Intelligence score.

Summon Baatezu (Sp): Once per day, an amnizu may summon 1d3 advespas or one amnizu with a 50% chance of success. (The amnizu in this adventure will always opt to summon the latter)

Juggernaut (as presented in *Monster Manual II*)

Huge Construct

Hit Dice: 18d10 (99hp)

Initiative: -4

Speed: 10 ft (2 squares)

Armor Class: 29 (-2 size, -4 Dex, +25 natural), touch 4, flat-footed 29

Base Attack/Grapple: +13/+31

Attack: Slam +21 (2d6+10)

Full Attack: 6 Slams +21 (2d6+10)

Space/Reach: 10 ft/15 ft

Special Attacks: Improved grab, spell-like abilities, squash 10d10+20

Special Qualities: All-around vision, DR 20/adamantine, construct traits, fast healing 10, immune to acid, electricity and fire, SR 36

Saves: Fort +6, Ref +2, Will +8

Abilities: Str 31, Dex 3, Con --, Int --, Wis 15, Cha 16

Skills: None

Feats: None

Environment: Any

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 19-32 HD (Huge); 33-54 HD (Gargantuan)

Improved Grab (Ex): If a juggernaut hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to thrust the opponent under its rollers in the next round, dealing automatic squash damage. Alternatively, the juggernaut has the option to conduct the grapple normally, or simply use its hand to hold the opponent (-20 on the grapple check but the juggernaut is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Spell-Like Abilities: At will—*forcecage*, *grease*, *hold monster*, *magic missile*, *slow*, *wall of force*, *web*. Caster level 18th; save DC 13+spell level.

Squash (Ex): As a standard action during its turn each round, a juggernaut can literally roll over opponents at least one size category smaller than itself. This attack deals 10d10+20 points of bludgeoning damage. A squashed opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the juggernaut moves forward.

All-Around Vision (Ex): A juggernaut can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks and it cannot be flanked.

Construct Traits: A juggernaut is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A juggernaut has darkvision (60-foot range).

Fast Healing (Ex): A juggernaut regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the juggernaut to re-grow or reattach lost body parts.

Immunities (Ex): A juggernaut is immune to acid, electricity, and fire.

New Spells

Brambles (as presented in *Complete Divine*):

Transmutation
Level: Clr 2, Drd 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Wooden weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Spikes (as presented in *Complete Divine*):

Transmutation
Level: Clr 3, Drd 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Wooden weapon touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Critical Event Summary

- 1.) Did the players choose to help Jedvar Mirnau or Celesta Shadeflower?
- 2.) Were the players able to speak to Joren ik-Belgham and heal him of his catatonia?
- 3.) Did the players choose to help Xapatl or to fight him?
- 4.) Was Xapatl killed?
- 5.) If no, did the PCs report the information he gave them?
- 6.) Was the Devil successfully summoned?
- 7.) Was the Devil killed?
- 8.) Did the PCs encounter the Darkwatch? Did they enter combat? What was the outcome?
- 9.) What if anything did the PCs discover in the Temple of the Oaxcoptl?
- 10.) Was the party able to save Nenethualpa?
- 11.) Did the PCs defeat Itzectloc or did he flee?

*Please note that the actions of the players in this scenario will directly affect the outcome of this story and determine the level of challenge in the final encounter in this series.

Sanity-Saver: So How the *%@\$! Do You SAY “Tloques-Popolocas,” Anyway?

Saying "tl": This is a single consonant sound, like the "k" and "s" sounds that make up the "x" sound. Practice saying this sound by saying "outland" first as "out-land", then "ou-tland", then just "tland".

Camazotz:

KAH-mah-zoats

Itzectloc:

ITZ-ehk-tloc

Mictlantecuhtli:

Meek-TLAHN-teh-KOOT-lee

Nenethualpa:

Neh-neth-oo-AHL-pah

Oaxcoptl:

Oh-ax-COP-tl

Tloques-Popolocas Yohualli-Ehecatl:

TLOH-kess / Poh-poh-LOH-koss / Yoh-HWAH-yee / Eh-heh-KAHTL

Xapatl:

Shah-PAHTL