

VEL7-03

Unlamented

A One-Round Dungeons & Dragons® Living Greyhawk™ Veluna Regional Adventure

by Tom McGrath
Special Thanks to Jeff Richards

Triad Edit: David Kerscher
Circle Edit: Tim Sech

A research expedition to the temple where “Heart’s Lament” was rediscovered has gone missing. The Museum of Mitrik, the College of the Arcane, and House Mori are looking for a few heroic and knowledgeable adventures who are large of heart (but not of size) to find the expedition members and see if there is more to this seemingly simple shrine. A Veluna regional adventure for character levels 4 to 15 (APL 6-12). This is a loose sequel to VEL6-08 *Heart’s Lament* that is not terribly centaur-friendly. Players that have not played VEL6-08 should not play this adventure, as spoilers are inevitable.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find

the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Archclericy of Veluna. Veluna regional characters pay 1 Time Units per round. Characters from all other regions pay 2 Time Units per round.

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

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

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

PREPARATION FOR PLAY

Before beginning play, the DM needs to determine if any characters have previously played VEL2-08 *What's Behind this Crate*, if any have the "Favor of a Noble" from VEL6-05 "Fox and Hounds", or are members of the College of the Arcane, to determine which PCs get which Player Handouts at the beginning of the adventure.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*,

Dungeon Master's Guide, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Several months ago, a group of adventurers, at the behest of Eldried Sarneth, former Plar of Grayington, ventured to a lost Raoan temple in the Lortmil Mountains. They were contracted to recover "Heart's Lament," a Flan religious artifact that Sarneth's research had discovered. Eldried Sarneth needed the relic as betrothal gift for his marriage to Rosslyn Mori. The party penetrated the ancient temple and recovered the relic, but then they were confronted by a rival party sent by Church officials to recover the item. In the end, the Church gained the item, and the party was discredited in the eyes of the nobility.

Subsequently, an archaeological expedition was commissioned by the Museum of Mitrik along with the College of the Arcane to investigate the Raoan temple. The expedition was financed by Rosslyn Mori, who is fascinated with Flan cultural and religious artifacts.

Once at the site, the expedition excavated the surface ruins and found nothing of significance. However, their explorations of the underground temple that once held "Heart's Lament" revealed a much more extensive complex. The relic was not simply on display but rather served as part of elaborate system of warding to bind an evil entity, Cosair-chro (pronounced: ko-zair-kro). The removal of the relic by the adventurers and recent seismic activity has severely comprised the wards that continue to restrain Cosair-chro.

After casting *stone shape* on the pedestal and floor, the expedition exposed the stairway leading to the prison of Cosair-chro. Intrigued by this unspoiled find, the researchers pressed ahead. They easily negotiated the traps designed to prevent access to the uninitiated. Eventually, they opened the cell of Cosair-chro and discovered that he still existed as a disembodied fiendish spirit trapped in his desiccated body. Unfortunately, the spirit possessed the body of Keeshan Mindeye, the expedition's leader, and used his powers to defeat the rest of the group. However, Cosair-chro in the body of Keeshan (hereafter noted as Cosair-chro/Keeshan to denote the union of spirit and body) cannot leave the prison as long as even one of the shrines retains its magical powers.

Of the three original shrines to Rao, Zodal, and Vathris, only the latter still functions. The first two have been damaged by earthquakes and Vathris' shrine is slowly losing power, due to the god's demise and severely reduced stature among the Flan peoples of Oerth. When it finally succumbs, Cosair-chro in the body of Keeshan will be able to escape.

After losing contact with the research team, the Museum and College, with the financial support of Rosslyn Mori, have engaged the services of a group of adventurers to find and aid the lost researchers.

ADVENTURE SUMMARY

All of the PCs start the adventure in Mitrik after receiving one of four possible handouts.

Introduction: After gathering in a conference room at the Museum of Mitrik, Francis Bascon, representing the Museum of Mitrik, Rathaira of Gilbrane, representing the College of the Arcane and Rosslyn Mori, of House Mori, recruit the party to locate and help a missing team of researchers. The researchers had traveled to the lost Raoan temple discovered in VEL6-08 *Heart's Lament*.

Encounter One—Unwanted Guests: The party finds the mountain valley and deserted encampment of the research team. When the party begins to investigate the camp, they will be attacked by monsters that previously preyed upon two laborers and the horses left aboveground.

Encounter Two—Twice Trod Path: The PCs enter the subterranean portion of the temple and find that the room that once held "Heart's Lament" has been altered. The pedestal that held the relic is gone and large hole in the floor exposes a stairway that allows access to a deeper underground complex.

Encounter Three—Stairway of Revelation: Carved panels along the length of the stairway tell an episode in the early history of Flan people in the Vale of Luna. Through the metaphorical aid of three Flan gods, Rao, Zodal and Vathris, the Flan people converted to the peaceful teachings of Rao, accepted the merciful teachings of Zodal, and with the guidance of Vathris constructed the underground prison of Cosair-chro (pronounced: ko-zair-kro), an evil man tainted by the hand of Nerull.

Encounter Four—Warded by Knowledge: The PCs will need to make three knowledge checks to avoid three separate traps designed to prevent access to Cosair-chro's prison. Alternatively, the PCs may attempt to disarm the traps or break through the walls but that will trigger the traps repeatedly.

Encounter Five—Shrine of Vathris: Due to recent seismic activity, this shrine is the only intact

underground shrine. This shrine is one of three designed to venerate the three Flan gods responsible for defeating Cosair-chro and maintain powerful spells to keep him entrapped. The Vathris statue in this shrine is dedicated the old version of Vathris, who was associated with progress and ingenuity. However, the magic of Vathris' shrine is waning as the god's influence has waned during the centuries after his death. The PCs can also find Matteo, one of the laborers from the expedition, here. He can provide some information about the research team.

Encounter Six—Shrine of Zodal: This shrine contains a partially damaged statue of Zodal. If the party searches, they can find items associated with the worship of Zodal.

Encounter Seven—Shrine of Rao: This shrine is also damaged and the statue of Rao is toppled. The shrine includes some texts and magical scrolls.

Encounter Eight—Prison of Cosair-chro: The party confronts Cosair-chro who has possessed the body of Keeshan Mindeye. They will need to defeat Cosair-chro by either killing Keeshan's body or freeing Keeshan from possession.

Conclusion: The party will return to the Museum and be reward based upon their degree of success.

INTRODUCTION:

Every player should receive one of the four player handouts. For those who have played VEL2-08 *What's Behind this Crate*, give them **Player's Handout 1A**. For those who are member of the College of the Arcane, give them **Player's Handout 1B**. For those who have the favor of House Mori, give them **Player's Handout 1C**. The player does not receive any of those above, give them **Player's Handout 1D**.

You find yourself seated at a large conference table in the Museum of Mitrik. Arrayed around the table are several adventuring types, while at one end, sits an elderly human gentleman in fine clothing, a middle-aged human man in scholar's robes, and a young, attractive human woman in a rich velvet dress. Standing immediately behind the woman is a tough-looking, armored, and well-armed half-orc.

The elderly human gentleman rises, "Thank you, thank you all for coming to this meeting. My name is Francis Bascon. I am the director of the Museum of Mitrik. To my left is Rathaira of Gilbrane, he is here to represent the College of the Arcane. And, it is my great pleasure to introduce our benefactress, her ladyship Rosslyn Mori." With that, he turns and bows slightly towards her and says, "Your ladyship."

Rosslyn Mori stands with a confident air that is surprising for one so young. "Gentlefolk, I thank you

for coming to this meeting. [If anyone is present at the request of House Mori, read the following line: I recognize some of you as friends to House Mori and am embarrassed that I must call upon your good services again.] Our research expedition to an old Raoan temple recently discovered in the Lortmil Mountains has fallen silent. We had been receiving regular reports from them, but for several days now, there has been no word and we have been unable to contact them. We are now deeply concerned for their well-being and ask for your help in locating them, rendering aid and comfort if necessary, and sending word back to us as soon as possible." Turning to the scholar, Rosslyn gestures, "Rathaira can provide some of the details of the expedition."

Rathaira of Gilbrane rises from his seat and clears his throat. [If anyone is present at the request of the College of the Arcane, Rathaira will greet them by name first.] "Yes, the research expedition was...er, IS comprised of seven members. The leader is Keeshan Mindeye, who is a member of the College of the Arcane. He would make a sending every three or four days to apprise me of the team's findings. His latest report should have come four days ago, I have tried and failed to contact him via magical means several times since then. Besides Keeshan, there is Carodan Verols, a junior curator for the Museum, and Desidarius, a scribe and artist. In addition, there were four workers.

This was only an initial expedition to ascertain the scope and condition of the lost temple and whether a larger research team should be dispatched. The initial reports on the condition and scope of the temple complex were sketchy at best. The temple was found by a group of adventurers looking to recover "Heart's Lament" a Flan artifact of great historical and religious interest." At the mention of "Heart's Lament," Rosslyn jumps abruptly to her feet and Rathaira yields the floor to her.

A bit more impassioned than before, Rosslyn says, "I know of the regrettable business that occurred when another group of honorable heroes acted on behalf of my erstwhile suitor, Eldried Sarneth and ventured to the old Raoan temple to recover "Heart's Lament." I, Rosslyn Mori, want to assure you that such a despicable situation will not be repeated.

When I agreed to finance this expedition to properly research and study the old temple, I secured the assurances of the Museum of Mitrik, College of the Arcane, and Church that any objects recovered from this expedition were to be turned over to the Museum – not claimed by other institutions.

Obviously, we believe the situation has taken a dire turn. Now, I am most concerned with their safe

return. Therefore, I have confirmed with these other gentlemen, that if you are willing to undertake this mission, you will be guaranteed recovery rights. I do sincerely hope that you will consider giving the Museum the right to purchase any items first if you do not keep them for yourselves.

Still, you must be properly compensated for your efforts. To that end, I can also offer a small fee upfront to defray costs and have secured the aid of a friend of Rathaira who will teleport the group to a small village less than a day's ride from the village."

At the mention of his name, Rathaira resumes talking and Rosslyn sits back down. "Yes, I have found a brethren who knows the area well and is capable of teleporting the entire group there in two trips. From there, you can secure horses and travel on to the temple. I am afraid, however, that because of his limited power, we can only quickly transport six man-sized creatures – so you will need to leave behind any large animals or companions."

Francis Bascon now rises again and with a nod to Rathaira interrupts, "Yes, Rathaira, I fear we've been speaking overly long to these good souls in hope of securing their aid." Looking at the party, now, will you help us?"

Any player may opt out at this point – a large-sized centaur for example, or someone who does not wish to be parted from his animal companion. Allow the player to choose another character if at all possible and join the rescue team. It is possible that PCs at higher levels have a *teleport* spell memorized for this day and can bring along animal companions or large-sized PCs, e.g. centaurs. Otherwise, they are limited to the six medium-sized party members.

Once everyone agrees, Francis Bascon continues,

"Excellent, now, do you have any questions?"

- *What about those of us who have the enmity of the nobility?* [Rosslyn answers] Well, if you succeed in this mission, I will put in a good word for you with my brother, Westin. He is becoming quite an influential man among the nobility. His future friendship will be quite useful. [She cannot elaborate on what this entails, as she is not sure herself – she's basically offering to say the PCs are good people.]
- *What about those of us who have been excommunicated?* [Rosslyn answers] Alas, that is a church matter and out of my hands. [Rosslyn is not concerned about employing PCs who were excommunicated by the church. She feels the previous situation was an unfortunate situation.]

- **What happened the last time?** [Rosslyn answers] After the adventurers risked their lives to recover “Heart’s Lament,” representatives of the church demanded they turn the relic over the church for no compensation. Furthermore, Eldried Sarneth was quite upset and has used his influence to ruin their names with the nobility.
- **What can you tell us about the missing members?** [Rathaira answers] Keeshan is a Flan male and a respected member of the College of the Arcane. He has conducted several expeditions in the past for the Museum and College and is considered a dedicated and resourceful leader.
[Bascon answers] Carodan Verols, is a half-elven woman, and is something of an up-and-comer here at the Museum. She is very knowledgeable in many areas, in particular Flan history and religious matters. This was to be her first significant expedition but we have every confidence in her.
[Bascon answers] Desadarius is a talented artist and scribe, though he can be a bit absentminded. However, his drawings are first rate and his descriptions and expedition accounts have a certain flair.
- **What did previous reports tell you?** [Rathaira answers] Keeshan’s first reports noted that they had found the old temple’s foundation and had done some minor excavations, but found nothing of interest. His second report noted that they entered the underground portion of the temple and found most of it to be intact. There had been some concern that earthquakes in the region may have damaged the site, but fortunately that was not the case. It seems the temple is protected by very powerful divine magic. His last report indicated that there was more to the room where the heartstone relic was found. He and Carodan were confident they could discover something hidden.
- **How are we getting there?** [Rathaira answers] A fellow collegian, Tarkis, is familiar with a village in the area. At the conclusion of this meeting, he is prepared to teleport the party there in two trips. Her ladyship has graciously provided a *teleport* scroll to allow Tarkis to return here and teleport back with the second group. However, he can only take six man-sized people total on the two trips. So, unless one of you is capable of teleporting some of your companions, anything larger than a human will have to be left here – we will, of course, take care of anything left behind. Once you arrive there, we have arranged to have horses available for your use.
[Tarkis can teleport himself plus three medium-sized PCs on the first trip (he is a 9th level caster). The

scroll will allow him to return to the Museum, and pick up the second half of the party. The PCs cannot buy a *teleport* scroll unless they have documentation to do so.]

- **You mentioned “compensation”?** [Rosslyn] Ah yes, of course. I can offer each of you half now and half on completion of your mission.
APL 6: 225gp (450gp total)
APL 8: 325gp (650gp total)
APL 10: 575gp (1,150gp total)
APL 12: 825gp (1,650gp total)

If the party has no more questions, they are given one hour to prepare and return here. Tarkis will arrive and begin the process of teleporting the PCs to the Lortmil Mountains. Under no circumstances will Tarkis agree to help the party on their mission. He has other business to attend to.

Treasure: The PCs can gain the following treasure here:

APL 6: Coin 225gp; Total 225gp.

APL 8: Coin 325gp; Total 325gp.

APL 10: Coin 575gp; Total 575gp.

APL 12: Coin 825gp; Total 825gp.

ENCOUNTER ONE: UNWANTED GUESTS

After teleporting to the small town and securing your mounts, you’ve traveled half a day. As you crest a short rise, you look down into a high mountain valley protected by steep rocky slopes covered by overgrowth on three sides. Nestled on the valley floor are the signs of a camp and ancient ruins.

All that remains of the ruins are a few stones of an old foundation sticking up from the ground like the bones of a long dead creature.

Meanwhile, the camp looks unoccupied. The several tents you see look partially damaged, their torn fabrics flap wildly in the stiff mountain winds. The likely location of a horse line, approximately 40 feet from the tents, is disturbed and equally deserted. Camp equipment is strewn about the entire site.

Once the PCs descend to the camp, they can begin to investigate the camp site. Ask party members what they wish to investigate, e.g. the ruins, the camp site, the horse line or the track leading up the side of the hill. Once they have started to do so, have the monster[s] attack. The monsters have found this area to be a rich hunting ground lately. They killed two manual laborers who were left above ground by the expedition and the expedition’s

mounts and supply animals. Thus, they are staying close in hopes of more food.

The ruins. The foundation appears to have been of a building approximately 100 feet on a side. Nothing remains but a few stones protruding from the earth in the rough outline of the original building (no stone is more than 2 feet high). Several pits have recently been dug along the original foundation.

The camp. The camp contains several tents, partially damaged with loose flaps blowing in the wind. Several chests are smashed and equipment is strewn about. A DC 12 Search check will find a spray of blood on the outside of one of the tents.

Horse Line. About 40 feet from the main campsite, several tethers lie broken on the ground and horse tack is strewn about the area. This was a horse line for the expedition's horses and supply animals. There is a lot of blood on the ground, which has been heavily disturbed.

Track. If a PC asks for a track check along the perimeter of the camp, a DC 13 Track check, they will find a set of booted footprints running towards the far end of the valley. If they follow, the tracks will stop after 50 feet, where there is a small amount of blood and the ground is disturbed. [If the monsters have not yet attacked, do so now]

Before the monsters attack, give the PCs a DC 20 Listen check to pick up the slight rumble before they burst out of the ground.

Suddenly, the ground is torn asunder and a huge beast surges up from underground. [At APL 8 and APL 12, continue: It is nearly immediately joined by a second one.]

APL 6 (EL 8)

Advanced Bulette: Huge Magical Beast; hp 135; See Appendix 1.

APL 8 (EL 10)

Advanced Bulette (2): Huge Magical Beast; hp 135 each; See Appendix 1.

APL 10 (EL 12)

Purple Worm: Gargantuan Magical Beast; hp 232; see *Monster Manual* pg 211.

APL 12 (EL 15)

Purple Worm (2): Gargantuan Magical Beast; hp 232 each; see *Monster Manual* pg 211.

Tactics: The creatures are brutal and aggressive. They will fight to the death. They will try to select a target that is isolated from the rest of the party if possible.

Once the party has dealt with the monsters, they can investigate the ruins further.

In the ruins, there is a old stairway that has been cleared of rubble. About 10 feet beneath the rocky ground is a narrow three foot by three foot passageway leading away from the valley entrance. Apparently, at one time this passage was taller, but a layer of sediment has hardened to rock over the passage of time, shrinking the passage to its current size. Carved on the rock walls are stylized figures of worshippers marching deeper down the passageway.

Unless the passageway is artificially expanded or the appropriate magic is used, only one single medium-sized (squeezing) creature may proceed through this hallway at a time. Barring any magical options, large animal companions and/or centaurs may not squeeze through.

ENCOUNTER TWO: TWICE TROD PATH

The constricted tunnel from the surface leads to a 60 ft by 60 ft room:

This room has a high ceiling and its walls contain stylized engravings depicting the migration of a group of worshippers to a land of promise on the left wall. On the right wall the engravings depict a group of enemies attempting to subjugate the migratory worshippers. Disrupting the engravings along the right wall and floor area, there is a large open-mouthed tunnel. In the back of the room a doorway yawns, its door long gone.

Any PC that approaches the tunnel will automatically smell the overwhelming stench of decomposing bodies. If a PC can see twenty feet into the darkness, they can make out a moldering pile of carcasses. These carcasses are nearly unidentifiable now (see below) but certainly too large to be medium-sized creatures from the research expedition.

If the PCs search the room, a DC 10 Search check will reveal various large bloodstains on the floor of the room. A battle occurred here approximately three months ago. The bloodstains and the carcasses are the remains of the creatures killed by PCs in VEL6-08 *Heart's Lament*. (Xorn at APLs 6, a purple worm at APL 8, and huge umber hulks at APL 10+)

When the party exits through the back of the room, read the following:

The passageway widens to ten feet wide and descends into the earth at a slight downward angle for 50 ft. The stylized engravings of worshippers march down the walls of the hallway in a formal procession. The procession is interrupted by a jagged crevasse that opens in the floor and the hall ends in an underground cliff. Looking downward, just at the limits of lantern light, the hall continues further into the earth. A rope ladder is firmly secured to the near side of the crevasse and extends to a point directly across from the lower section of the severed hallway.

The crevasse is 5 foot across and about 25-50ft length ways. It drops straight down to an unknown depth. Falling here is a very bad idea, but with the rope ladder it is nearly impossible to fall (DC -5 Climb check if the PCs use the rope ladder, DC 5 otherwise because it is essentially a chimney). Once they descend, the PC can easily step over from the rope ladder onto the hallway ledge opposite.

After descending further into the crevasse, the stylized engravings of the procession of worshippers come back into view. The hallway continues on, with only small debris near the cliff edge. After another fifty feet, the hall ends in a heavy stone door which is wedged open by several pitons hammered into the floor. The stylized figures on the walls nearest the door supplicate themselves in worship.

The door is solid stone one foot thick but it is secured open by the pitons hammered into the floor. The research team did not want to the door to close accidentally once they were able to force it open.

Beyond the door is a circular room, 50 feet in diameter:

Beyond the stone door is a large circular room. Carved on the walls of this room are stylized figures of worshippers with their arms and heads upraised to the heavens. Near the open doorway lie the battered remains of a large iron statue and an unattached stone pedestal. In the center of the room, there is a gaping hole in the floor.

The research team discovered that the pedestal that held Heart's Lament was connected to a larger, deeper structure. They used *stone shape* on the pedestal and the floor to uncover the stairway deeper into the complex. The stairway starts 10 feet below the level of the floor.

ENCOUNTER THREE: STAIRWAY OF REVELATION

This circular stairway is carved directly into the stone and extends downward, twisting beyond the edge of your light. Along the outer wall, carved panels scroll the length of the stairway.

This stairway allows access to the prison of Cosair-chro (pronounced ko-zair-kro), and despite the recent seismic activity, is still structurally sound. The stairway descends 30 feet and is adorned with carved panels that retell the story of Cosair-chro and how he came to be imprisoned here.

- ***Panel One***—*A old human male leaning on a crook looks out over a valley containing multiple settlements surrounded by armed, fierce-looking humans.*

A DC 10 Knowledge (Religion) check will recognize the human male with the crook as an old, simple depiction of Rao. A DC 15 Knowledge check (History) or (Local-VTF) will recognize the humans as Flans due to their body adornments and weaponry.

- ***Panel Two***—*The old man, with a serene visage, speaks to an assembled crowd of humans. Some of the humans have smiling faces while others scowl.*
- ***Panel Three***—*The same valley now shows two large settlements. One is stoutly walled with a heart-shaped face etched on the main gate and its inhabitants are all inside. The other settlement is surrounded by armed humans threatening the walled settlement.*
- ***Panel Four***—*A single human, wearing a medallion with a serene face, approaches the fierce-looking humans who are led by a large, powerful, spear-carrying Chieftain.*
- ***Panel Five***—*A skeletal hand extends from the heavens towards the fierce chieftain, who is in the process of driving his spear through the chest of the lone human.*
- ***Panel Six***—*The blood of the slain human flows into a pool that the chieftain bathes in. The fierce-looking humans look on with evident horror.*
- ***Panel Seven***—*The fierce-looking humans are attacking the chieftain, and many bodies lie at his feet.*

- ***Panel Eight—Guided by a Flan human stretching forth his cloth-wrapped hand, the fierce-looking and serene humans work together to bind the struggling Chieftain.***

A DC 15 Knowledge (Religion) check recognizes the image with the cloth-wrapped hand as that of Zodal, the lesser god of mercy, hope and benevolence, who espouses compassion in moments of anger and vengeance.

- ***Panel Nine—All the humans of the valley are excavating a pit, while a very tall, well-muscled Flan human stands nearby, overseeing the work with measuring tools and parchment in hand.***

A DC 20 Knowledge (Religion) check recognizes the old image of Vathris, the demigod of ingenuity and progress, who taught the Flan people construction and engineering.

- ***Panel Ten—The bound Chieftain is placed into a room with a stout door surrounded by many humans. In the background are the man with the crook, the man with the cloth-wrapped hand and the man with parchment and measuring tools.***

Once the PCs reach the base of the stairway, they are subject to a *dimensional anchor* and *nondetection* effect (see Shrine of Vathris, below).

ENCOUNTER FOUR: WARDED BY KNOWLEDGE

The bottom of the stone staircase opens onto a 10 foot wide, 20 foot long corridor. The passage ends in a large, iron door with a simple iron ring and faint lettering across the center of the door. It is difficult to read due to dirt and rust that mars the surface.

Once some of the dirt is brushed away, a word can be made out in Flan: “Cosair-chro.” The door is not locked, though it is rusty through long disuse. It can be pulled open with a little bit of effort (DC 10 Strength check).

The door opens into a square room, 25 feet long and 25 feet wide with a 15-foot ceiling. There is a large seal carved in the center of the floor. The opposite wall contains another metal door and is completely covered in very intricate carvings that are difficult to make out from a distance.

This room was created to guard the prison crypt of the Chieftain known as Cosair-chro, yet allow priests and

attendants to enter, worship at the shrines to Vathris, Zodal and Rao, and maintain security over the prison crypt. The symbol on the floor is recognizable with a DC 10 Knowledge (Religion) check as an older representation of the face of Rao.

Once someone enters the room and passes the seal on the floor, a magical voice poses the following question:

Do you wish to enter the prison of Cosair-chro?

If the PCs answer “no”, the question is repeated every minute as long as someone is in the room and on the western side of the seal.

Once a PC answers “yes” or attempts to interact with the rune-carved western wall (such as by moving to within 5 feet of the wall to read the carvings) or the western door, it triggers the question sequence.

As soon as that happens, the eastern door leading into the chamber closes and pushes anyone in the way into the room unless they can win an opposed Strength check. PCs outside of the room have one move action to get inside before the door closes, and locks them out of the room. The door has a Strength of 30 (+10), and can move up to 1,600 lbs. It is possible to hold the door open, but it continues to attempt to close itself every round while the puzzle is active. Once it closes, it magically locks (*arcane lock*, 15th level caster) and then the only way to open it is by providing three answers, using magic, or breaking it down.

Reinforced Iron Door: 4 in. thick; hardness 10; hp 120; AC 5; Break DC 28 (38 once the *arcane lock* is active).

Once the eastern door is closed (or one full round after the door should have closed) the voice speaks again:

Only those appointed by the Wizen One and his chosen ones are permitted into this place. To show your devotion to his ways and that of his chosen ones study the carvings on the wall. Once enlightened, stand on the great seal and say “Rao, Vathris and Zodal value these three things:” then name three things of the things that they value. You have three minutes to respond or suffer the just punishment prepared for those who would trespass this place.

After one minute (enough time for one Knowledge check) the voice will say the following:

- ***You have two minutes remaining.***

After a second minute has passed without any answers being provided the voice speaks again:

- ***You have one minute remaining.***

If three minutes pass and no answers have been given or if an incorrect answer is given read the following:

- ***You have been judged unworthy. You must be punished.***

At this point the trap is triggered. Three spells go off in the room, one per round in the order shown (see below). The PCs will have one action after each spell goes off before the next one is triggered. If one or two correct answers have been given some of the spells are not triggered. See “Providing the Answers” below for details.

Providing the Answers: Once a PC knows one or more answers they can stand on the great seal and speak one of the 6 potential answers (Order, Precision, Faith, Balance, Dedication, and Love). Words spoken by anyone not on the seal have no effect on the door/trap.

When a correct answer is given, one of the heavy bolts on the western door clicks open audibly, and the characters are granted one additional minute (enough time to make another skill check) to provide another answer. The sliding of the bolt is audible to anyone in the room and evidence that a correct answer was given. If anyone stands on the seal and speaks an incorrect answer, the trap is triggered as described above. Any bolts that had been opened slam shut and the process must begin again.

Once the PCs have provided one or more correct answers, the trap gets a little less dangerous. If they have given one correct answer and the trap is triggered, the first spell listed does not go off, only the second and third do. If they have given two correct answers and the trap is triggered, only the third spell goes off.

Note that only three of the 6 possible answers must be given to solve the puzzle.

APL 6 (EL 7)

1. **Dispel Magic Trap:** CR 4; spell; spell trigger; automatic reset; spell effect (dispel magic, 5th-level wizard, area effect dispel); Search DC 28; Disable Device DC 31.

2. **Stinking Cloud Trap:** CR 4; spell; spell trigger; automatic reset; spell effect (stinking cloud, 5th-level wizard, Fort save DC 14 negates); Search DC 28; Disable Device DC 31. This spell functions for only 1 round.

3. **Fireball Trap:** CR 4; spell trigger; automatic reset; spell effect (fireball, 5th-level wizard, 5d6 fire, Reflex save DC 14 half damage); Search DC 28; Disable Device DC 31.

APL 8 (EL 9)

1. **Dispel Magic Trap:** CR 6; spell; spell trigger; automatic reset; spell effect (dispel magic, 9th-level wizard, area effect dispel); Search DC 30, Disable Device DC 33.

2. **Waves of Fatigue Trap:** CR 6 spell; spell trigger; automatic reset; spell effect (waves of fatigue, 9th-level wizard, no save); Search DC 30, Disable Device DC 33.

3. **Cacophonic Burst Trap:** CR 6; spell; spell trigger; automatic reset; spell effect (cacophonic burst, 9th-level wizard, 9d6 sonic, Reflex save DC 17 half damage); Search DC 30, Disable Device DC 33.

APL 10 (EL 11)

1. **Greater Dispel Magic Trap:** CR 8; spell; spell trigger; automatic reset; spell effect (dispel magic, 13th-level wizard, area effect dispel); Search DC 31, Disable Device DC 33.

2. **Waves of Exhaustion Trap:** CR 8; spell; spell trigger; automatic reset; spell effect (waves of exhaustion, 13th-level wizard, no save); Search DC 32, Disable Device DC 37.

3. **Prismatic Spray Trap:** CR 8; spell; spell trigger; automatic reset; spell effect (prismatic spray, 13th-level wizard, Reflex, Fortitude or Will save DC 20, depending on effect) Search DC 32, Disable Device DC 37.

APL 12 (EL 13)

1. **Wall of Greater Dispel Magic Trap:** CR 9; spell; spell trigger; automatic reset; spell effect (wall of greater dispel magic, 15th-level caster, targeted dispel); Search DC 33; Disable Device DC 39. This wall is created on a horizontal plane three feet off the ground. Any PCs that break the plane are subject to a targeted greater dispel magic.

2. **Sunburst Trap:** CR 10; spell; spell trigger; automatic reset; spell effect (sunburst, 15th-level wizard, blindness plus 6d6, Reflex Save DC 24 negates); Search DC 33; Disable Device DC 39.

3. **Inflict Critical Wounds, Mass Trap:** CR 10; spell; spell trigger; automatic reset; spell effect (inflict critical wounds, mass, 15th-level cleric, 4d8+15 damage, Will save DC 24 for half damage); Search DC 33; Disable Device DC 39.

Once the spells have each gone off once, the trap resets. There is a one round delay before the eastern door opens, but tampering with the western wall or door during this time triggers the spells to repeat immediately. Once the outer door is open the trap is fully reset and

again asks if the PCs wish to visit the prison of Cosairchro.

Solving the Puzzle: This puzzle is not something the “Players” can solve. The “Characters” must solve the puzzle by studying the carvings on the western wall and then making skill checks to determine possible answers. It is also possible, though difficult, to disable or bypass the trap. There are multiple answers to the question posed by the mysterious voice. Each one can be determined by studying a different part of the wall for one full minute and then making an appropriate skill check to determine what value the engraving represents. For example, a PC can study the Holy Symbols (Religion) section for one minute and then make a Knowledge (Religion) check to determine that the holy symbols emphasize “Faith” which identifies one of the answers.

These are the different sections of the wall:

- **Arcane Symbols (Arcana)**—This section of the engraving has hundreds of arcane symbols arranged in what first appears to be a random array. Careful study for one full minute allows the Character to make a Knowledge (Arcana) check to determine the best answer is “Order.” A failed check results in the answer of “Magic.”
- **Diagrams and Drawings (Architecture/Engineering)**—This section of the engraving depicts architectural and structural designs as well as mathematical formula. Careful study for one full minute allows the Character to make a Knowledge (Architecture/Engineering) check to determine the best answer is “Precision.” A failed check results in the answer of “Details.”
- **Holy Symbols (Religion)**—This section appears to be an assortment of holy symbols carved in some sort of pattern. Both good and evil gods are represented in the array. Many of the symbols are different than ones used today but most are still recognizable. Studying the section for one full minute allows a Knowledge (Religion) check to determine the best answer is “Faith.” A failed check makes the character think the answer is “Worship.”
- **Natural Elements (Nature)**—This section of the wall contains both images as well as lists of herbs, plants, animals, and even weather phenomena. Studying this section will allow a Knowledge Nature check to discover one the best answer is “Balance.” A failed check results in the answer “Interconnected.”
- **List of Diseases/Remedies (Healing)**—This section contains depictions of medical treatments, lists of diseases and recipes for remedies. Studying this section will allow a Healing check to discover the

best answer is “Dedication.” A failed check results in the answer “Memorization.”

- **Flan Poetry (Special)**—This section contains an old Flan poem. The trick here is to translate the poem. Anyone who can read Flan, cast *comprehend languages* (or a similar spell), or make a DC 25 Decipher Script check can read the poem. Once a PC can read it, the answer is simple: “Love.” A failed Decipher Script means that no one answer is revealed. A failed Decipher Script check followed by a failed DC 5 Wisdom check means the character thinks the answer is “Lust.”

The DC for the Knowledge check varies per APL, as shown below:

APL 6:	DC 21
APL 8:	DC 24
APL 10:	DC 27
APL 12:	DC 30

Special: These Knowledge checks are too difficult to be made untrained. However, because the PCs are studying a very complex image it’s possible that by studying it a little while longer they may notice something that they missed before. This allows them to retry any of the knowledge checks even though you normally can’t retry that skill.

Bardic Knowledge: A PC can use Bardic Knowledge (or any similar class ability) instead of any individual Knowledge check listed above, but the DC to determine the correct answer is 5 higher. It still takes one full minute of study to guess at any individual answer and a separate check must be made for each Knowledge skill.

Detect Magic: If anyone casts *detect magic* in the room and concentrates for the appropriate amount of time they can learn the following information.

Round 1: Yes, there is magic in the room.

Round 2: There are 15 auras in the room and the strongest is dependent on APL. (APL 6 to 12 – Moderate)

Round 3: There is a *wall of force* inside each of the 4 walls as well as the floor and ceiling (DC 20 Spellcraft: Evocation.)

There are 5 permanent *magic mouth* spells on the seal (Spellcraft DC 17: Illusion.)

There is an *arcane lock* on the western door (and one on the eastern door once it’s closed) (Spellcraft DC 17: Abjuration)

There are three additional auras on the western door, one for each spell it will cast when the trap is triggered. See trap list by APL for spells and schools. Spellcraft DC is 15 + spell level.

Bypassing the Trap: The main purpose of the trap and the puzzle is to prevent people from getting into the prison. There are several possible ways PCs could get into the prison without actually solving the puzzle, some are outlined below.

Brute Force: The PCs could simply bash through the door protecting the entrance to the prison, but is very special and could prove difficult to open. It is made of reinforced iron, and has three locked bars on the inside that hold it shut. The door is also locked with an *arcane lock* spell.

Reinforced Iron Door: 5 in. thick; hardness 10; hp 150; AC 5; Break DC 28 (38 with the *Arcane Lock* active).

The walls are two feet thick and have the following stats.

Stone Walls: 24 in. thick; hardness 8; hp 360; AC 5; Break DC 42.

However, any bashing on the door or the walls triggers the trap the room. The spells go off one per round and just keep cycling as long as someone is attempting to cause damage to the door or the wall.

There is also a *wall of force* built into each wall of the trap room to prevent anyone from bypassing it with simple digging or spells such as *passwall*. If the PCs manage to dig to the *wall of force*, *disintegrate* it, and then dig the rest of the way out, they can bypass the door. Disintegrating the wall of force will trigger the trap though.

Search and Disable Device: Searching the seal in the middle of the room can reveal the *permanent magic mouth* spells (Search DC 27). Searching the western door reveals that it is held shut by three bars (Search DC 20), and that it is magically trapped with three separate effects (Search DC 25 + spell level for each spell, see trap lists). Searching the rest of the room reveals no additional information.

The western door is closed and barred with three separate bars. Each bar is held in place by a locking mechanism located on the other side of the door. It takes an Open Locks check to unlock each locking bar (three in total) plus another check to bypass the *arcane lock*. The DC for the Open Locks check (listed below) is very hard (since it's nearly impossible to actually reach the bars on the other side of the door) but it can be done. Each check takes 2d4 rounds, and if the PC fails by 5 or more it triggers the trap as above.

The DC for the Open Locks check varies by APL as shown below:

APL 6:	DC 31
APL 8:	DC 33
APL 10:	DC 35
APL 12:	DC 37

Knock: A *knock* spell is an excellent way to bypass the door. Unfortunately, since the door is held shut by three bars and each bar is itself locked, it will take three *knock* spells to open them (each spell will unlock and open one bar), plus an additional one to bypass the *arcane lock*. All the spells must be cast before the trap resets or they relock when the puzzle resets.

Other Ideas: A *dispel magic* can be used to suppress the *arcane lock* spell that has been cast on either door but the break DC is still 28. Beyond that, try to let the PCs be creative. This trap may be very difficult for certain groups. Most groups should be able to get through it eventually, but it may drain a significant portion of their resources to do so.

Success: Once the door has been opened (whether the puzzle was solved correctly or another method was used), the voice speaks again:

- *You have answered correctly. You may now enter the prison of Cosair-chro* (pronounced: ko-zair-kro). *The wards will reset in 30 minutes, go in Peace.*

ENCOUNTER FIVE: SHRINE OF VATHRIS

This thirty-foot diameter, circular room is dominated by a large statue of a male figure. The torso of the exceptionally tall figure is coated in copper and its outstretched arms hold complex measuring tools in the right hand and a lyre, that is not a part of the statue, rests in the left. The chest of the statue is marred by a jagged wound that weeps a black substance that has formed a small puddle around the base of the statue. "Vathris" is carved into the plinth. Four silver holy symbols of Vathris rest on top of the plinth.

Along the walls are depictions of Vathris teaching Flan how to build irrigation works, construct buildings and walls and hollow out an underground complex. There are two exits to this shrine: one to the northeast, one to the southwest.

As soon as any PC enters the shrine, he/she will feel a sense of security. After the first PC enters the shrine, have them make a Listen check. The highest check will

hear a faint sound of breathing coming from behind the statue. Once a PC moves to investigate, read the following:

You see a man huddled behind the statue. When he sees you, he calls out, "Please don't kill me, please." Then he cowers against the statue.

This is Matteo, one of the workers employed by the research team. He survived the revival of Cosair-chro and fled until he reached this room, where he has kept himself alive consuming the black substance seeping from the statue.

If the PCs approach him in a friendly manner, he can provide the following information:

- His name is Matteo. Along with his brother, Niccolo, he joined the expedition as manual laborers.
- He fled into this room after the leader of the expedition, Keeshan, attacked him and Niccolo when they were waiting outside the room with the great stone door. (see Encounter Eight)
- He does not know how long he has been alone down here, though he suspects several days.
- He has survived by consuming the black substance which flows from the statue's chest. Whenever he consumes the black substance, he hears a voice in his head. The voice asks "Will you take up my cause?" He says that is too scared to answer.
- Once, while hiding behind the statue, he saw Keeshan coming down the hallway but he seemed to stop at the edge of shrine. He raged for a while but couldn't seem to go any further. Then stalked away.

This is the one of three statues of Flan deities in the prison of Cosair-chro. In addition to functioning as decoration and focuses of veneration, they were key to maintaining the wards on the prison. Because of the recent earthquake, the other two have been effectively destroyed (see below), leaving this as the only still-functioning 'lock' on the prison. So long as it remains intact it will continue to emanate a *protection from evil* field that covers Vathris' shrine, a *dimensional anchor* effect and a *nondetection* effect throughout the entire underground complex.

If a PC casts *detect magic*, the lyre will radiate a faint aura of transmutation. This is a *lyre of building*. In addition, he/she can detect four magical auras active in the area with the strongest being moderate. Further concentration and a DC 18 Spellcraft check can determine that there is an Abjuration effect (*magic circle against evil*) covering the shrine, a DC 18 Spellcraft check can determine there is another Abjuration effect (*nondetection*), a DC 19 Spellcraft check can determine a

third Abjuration effect (*dimensional anchor*) extending throughout the underground complex. Finally, a DC 20 Spellcraft check can determine a Transmutation effect (*Vathris Stigmata*, see Appendix 2) on the statue. This is similar to the domain power of a cleric of Vathris, except that there are sufficient applications for up to six people.

Any *detect magic* spell cast in the room will also reveal that the aura emanating from the statue is "flickering." In fact, if a PC states that they focus on the statue for a few moments, they will discern that the flickering aura is dimming over time like the light of a dying candle. A DC 25 Spellcraft check indicates the magic infused in the statue will be exhausted within 1-2 days (APL dependent, see Encounter 8).

Whether the party realizes that the shrine's power is fading or not, they party is now on the clock. In two days, the shrine's power will be exhausted and Cosair-chro will immediately assume ethereal form and flee the complex.

A DC 15 Search check will reveal that the wound on the statue is not original. It was added at a later date, probably by magical means.

If a PC willingly tastes the black substance from the wound (it tastes like blood and honey), take the player aside and tell them that they hear a voice in their head. A weak voice asks, "**Will you take up my cause?**" The voice reflects the new incarnation of Vathris, who is the hero-god of revenge and lost causes. No matter the PC's answer, there is no demonstrable effect, though the wards protecting the prison are subtly strengthened (see below).

However, if the PC has any levels in cleric, paladin or favored soul and answered "yes", then an additional question will be asked. "**Do you forsake your old ways and swear to serve only me?**"

Warning: This is an important decision with major repercussions for clerics, paladins and favored souls. As the DM you should make sure the player understands that there may be serious implications for saying "yes."

If the PC says yes, they are immediately converted to the worship of Vathris, gaining access to his domains, etc. and the wards are strengthened (see below). The PC immediately loses access to their previous god's domains. If they say "no," they hear a faint sigh and nothing more. Any additional tasting of the black substance will have no further effect for this PC. Vathris does not need the undecided in his cause.

If any PC maintains their *detect magic* while another PC is tasting the bile, he will notice that there is slight increase in the magical aura of the statue, as if someone fanned the fan of a candle (the wards are strengthened, adding one hour per level of PC that 'converts' to their duration – see Encounter 8.) If a PC is detecting magic when someone with cleric (or similar divine class) levels agrees to convert to the worship of Vathris, the magical

aura of the statue is considerably stronger, as going from a dying candle to a strong campfire (the wards' durations are extended by 1 day per cleric level in addition to the hour/level above – see Encounter 8).

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 8: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 10: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 12: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

ENCOUNTER SIX: SHRINE OF ZODAL

The ceiling of this 30 foot diameter, circular room has collapsed in several places and numerous blocks of stone and debris litter the floor. In the center of room is a large, damaged statue. The statue depicts a male figure wearing robes with outstretched hands, though only the left arm and hand are still intact. The right arm is severed just below the elbow. "Zodal" is carved into the plinth. Lying the plinth are four medallions of Zodal's holy symbol depicting an outstretched hand.

Along the walls are depictions of Zodal healing Flan followers, teaching the healing arts and diagrams of how to treat wounds. There is one exit from this shrine to the west.

When the earthquakes struck this area, the ceiling collapsed in several places. Falling debris damaged the statue and destroyed the magic infused in this representation of Zodal.

If the party casts *detect magic*, no magic is detected in the room. Even the wand in Zodal's broken hand (described below) will not be detected, as it is currently covered by more than a foot of stone. However, if a PC specifically states that they are detecting along the passageway to the west, they will detect a faint magical aura (the *alarm* spell described below). A DC 16 Spellcraft can determine that it is from the Abjuration school.

If the party searches the rubble, a DC 20 Search check will find the missing right hand and forearm of the statue. Clutched in the statue's hand is a *wand of lesser vigor*.

Twenty feet beyond the western archway, Cosair-chro/Keeshan has placed an *alarm* spell. It is triggered if anyone passes without saying the password. It mentally alerts Cosair-chro/Keeshan that someone is approaching.

Proceed to Encounter Eight.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 8: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 10: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 12: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

ENCOUNTER SEVEN: SHRINE OF RAO

This 30 foot diameter, circular room is heavily damaged by the collapsed ceiling. Nearly half of the room is completely collapsed and the westerly passage out of the room is now impassable. The statue that once stood in the center of the room has been toppled and shattered. Pieces of the statue lie about the floor, including what was once the head of the statue. The face is covered by an ivory mask with a serene visage.

Carvings on the walls show an old man with a crook speaking to a large crowd of Flan people. Other panels show Flan peoples engaged in collective communal activities, including building a barn and sharing a meal. Along the undamaged section of the room, there is a stand with several rolled parchments.

If the party investigates the head of the statue, they can discover that the mask is a beautifully crafted ivory mask. This mask has no magical value, but will be of great interest to the archaeologists at the museum, should the PCs return with it.

When the earthquakes struck this area, falling debris damaged the statue and destroyed the magic infused in this representation of Rao. If the party casts *detect magic*, no magic is detected on the statue, though some of the parchments on the stand will radiate magic.

If the party investigates the rolled parchments, they discover rare, illuminated manuscripts describing Rao's teachings on Peace, Reason and Serenity. These are very rare and valuable parchments. In addition, several of the parchments are scrolls of rare spells.

The Museum will pay a fair price for both the mask and parchments. Note at APL 12, the mask is finer and the manuscripts are more valuable.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot—91gp; Magic 94 gp; *scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp); Total 185 gp.

APL 8: Loot—91gp; Magic 94gp; *scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp); Total 185 gp.

APL 10: Loot—91gp; Magic 188 gp; *scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp), *scroll of wall of dispel magic* (94gp); Total 279 gp.

APL 12: Loot—300gp; Magic 188 gp; *scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp), *scroll of wall of dispel magic* (94gp); Total 488 gp.

ENCOUNTER EIGHT: PRISON OF COSAIR-CHRO

When the PCs travel ten feet down the passageway from Encounter Six, read the following:

At the edge of your vision, a body is slumped against the exterior wall of the passageway.

If the party approaches, they will notice that the body is bloody and battered. This is Niccolo and he is badly injured and unconscious. If the PCs raise his hit points above 0 (he is currently at -1), he will immediately begin to scream like a mad man. Niccolo has been tortured by Cosair-chro/Keeshan. He will continue to scream until rendered unconscious again.

Niccolo's screaming will also alert Cosair-chro/Keeshan that the party is approaching. He is expecting a rescue party and will begin to cast spells if he was not warned previously by the alarm spell. (See Encounter Six)

The iron door of the cell is slightly ajar.

Close examination will note that the lock is shattered and the door cannot be relocked.

The description below anticipates that Cosair-chro/Keeshan has been alerted to the PCs presence and has cast several spells, including improved invisibility and fly. If a PC can see invisible creatures, Cosair-chro/Keeshan is hovering above the bed along the southern wall waiting for the first PC to enter the room.

Beyond the iron door, the room is 30 ft by 30 ft and has a 25 ft ceiling. In the middle of the room, a female figure is draped over a small table with her hands tied to the table's legs in a sacrificial pose. In the northeast corner, an extremely pale, slumped-over human male is chained to the wall. Against the north wall, there is a closed armoire. Along the southern

wall, there is a bed with a desiccated body lying upon it.

Cosair-chro died a long time ago in this prison. His desiccated body still lies on the bed. However, due to this evil nature and the help of powerful entities, his spirit survived, trapped in the husk of his old body but prevented from escaping ethereally by the active *dimensional anchor* upon this underground complex. When the expedition found this room, they presumed he was long dead. Keeshan touched exposed flesh with his own hand which permitted Cosair-chro's spirit to possess his body. Keeshan is particularly vulnerable to possession and Cosair-chro has been able to retain dominance over Keeshan's body. However, Cosair-chro/Keeshan still cannot leave the underground complex as long as the *magic circle against evil* and *dimensional anchor* spells continue to function. He cannot physically enter the Shrine of Vathris due to the *magic circle* spell and cannot exist ethereally outside of a possessed body.

Thus, he is biding his time. He knows that the shrine is losing power. He also fully expects a rescue party to be sent to find the research team. He has taken precautions to be prepared for the party's arrival (*alarm* spell in passageway, tortured Niccolo to madness and left him in the passageway).

Defeating Cosair-chro/Keeshan. Physical damage to the possessed body will not harm the ethereal form of Cosair-chro. However, killing Keeshan's body will kill Cosair-chro. Due to the *dimensional anchor* spell, Cosair-chro cannot exist outside a body and cannot travel to another body except via physical contact. When Keeshan's body dies, Cosair-chro will die. Cosair-chro may only attempt to possess another body (a PC) that comes in extended physical contact with Keeshan – eg grapples him. He will only attempt this if doing so would be to his tactical advantage (e.g. Keeshan is about to die) – see Tactics, below, for details.

In the event that a PC offers to 'accept' Cosair-chro into his or her body so that Keeshan could go free, Cosair will not generally accept such an offer unless (a) the offerer looks to have a low Will save (i.e. someone he could dominate easily), and (b) he is reasonably assured that the party could not get out, get away and get back in time to strengthen the wards, thus letting him escape. If he goes for such a gambit, see the possession rules under Tactics, below. Note that willingly working to free Cosair-chro is an evil act and is subject to PC removal.

Cosair-chro cannot control a creature with an active *protection from evil* (or similar) spell. Furthermore, if a possessed body fails a save against a *protection from evil* spell, Cosair-chro's control is suppressed. Keeshan would then be in control of his body during the duration of the

spell. Cosair-chro's spirit can be killed by a successful *dispel magic* (or similar spell) as it would break his control, force him to leave the body and then die as he cannot exist outside a body in this complex as long as the wards are still active. Cosair-chro's caster level for determining the success of a *dispel magic* check is equal to Keeshan's level at the appropriate APL.

Keeshan in Control. If Cosair-chro's control is only suppressed, Keeshan can tell the party what happened and how to permanently defeat the fiend. However, if the PCs are unsuccessful, or do not have the right spells, Keeshan requests that they kill him to prevent Cosair-chro getting free. Keeshan knows that the wards are failing and Cosair-chro will go free in a matter of days. If a party member with divine levels has converted to Vathris (See Encounter Five), then Cosair-chro will be trapped for a much longer time and Keeshan can safely be left behind until another group sent by the Colleges can come and free him from Cosair-chro's control.

The party retreats. If the initial encounter goes poorly for the PCs, they may retreat beyond the Shrine of Vathris, and Cosair-chro/Keeshan cannot follow them. They may then rest, prepare different spells, heal, etc. and attempt another assault upon Cosair-chro/Keeshan provided the *dimensional anchor* ward is still active. At APL 6-8, the power of the shrine will continue for 2 days after the party's arrival. At APL 10-12, the power of the shrine will continue for 1 day after the party's arrival.

APL 6 (EL 9)

Cosair-chro/Keeshan: male Flan human Wizard 5/Divine Oracle 2/Fatespinner 2; hp 57; see Appendix 1.

APL 8 (EL 11)

Cosair-chro/Keeshan: male Flan human Wizard 5/Divine Oracle 2/Fatespinner 2/Initiate of the Sevenfold Veil 2; hp 69; See Appendix 1.

APL 10 (EL 13)

Cosair-chro/Keeshan: male Flan human Wizard 5/Divine Oracle 2/Fatespinner 2/Initiate of the Sevenfold Veil 4; hp 81; See Appendix 1.

APL 12 (EL 15)

Cosair-chro/Keeshan: male Flan human Wizard 5/Divine Oracle 2/Fatespinner 2/Initiate of the Sevenfold Veil 6; hp 93; See Appendix 1.

Tactics: At APL 6, Cosair-chro/Keeshan will cast his long term protections (*false life*, *mage armor*) daily. Provided he is aware of the PCs approach, which he should be the case given the alarm spell and/or Niccolo's screaming, he will prepare his additional buffs (*stoneskin*, *reverse arrows*, *fly* and finally *improved invisibility*). Once a PC

enters the prison, Cosair-chro will target a fighter-type with his *dominate person* spell. He will augment that spell with his fatespinner abilities. He will spin up the DC +2, and if the PC still saves, he will use the fickle finger of fate to force a retry. He will then order the dominated PC to attack his companions. His greatest concern is a PC with an active *magic circle against evil* (which will suppress his control). If a PC casts this spell, Cosair-chro will target that PC with a *dispel magic*. Additionally, he will use his *fly* spell and *improved invisibility* to move and stay out of the reach of PCs.

At APL 8, Cosair-chro's tactics are essentially the same as at APL 6, cast long term buffs and other protective spells until the PCs arrive at the cell door, then cast *dominate person* on a fighter-type and using his fatespinner abilities. At this APL onward, Cosair-chro will have a *refusal* spell cast over the area of his prison cell. For caster-types that get past the *refusal*, he will use the *reciprocal gyre* spell. Cosair-chro will also manifest his warding veils, granted by levels in Initiate of the Sevenfold Veil. He will call up the *orange veil* to protect himself in close combat. His greatest concern is a PC with an active *magic circle against evil* (which will suppress his control). If a PC casts this spell, Cosair-chro will target that PC with a *dispel magic*.

At APL 10, battlefield control will be important. Cosair-chro will use the *Evard's black tentacles* spell in combination with the *refusal* to limit the number of PCs who can enter the room. He will then target fighter-types who get in with the *dominate person*, again using his fatespinner abilities to spin and force a reroll if necessary. Or, if a spellcaster enters, he will use his *antimagic ray* to negate their spell powers, and use his fatespinner abilities if he has not already done so. His greatest concern is a PC with an active *magic circle against evil* (which will suppress his control). If a PC casts this spell, Cosair-chro will target that PC with a *greater dispel magic*.

At APL 12, see above. If a large number of PCs break the *refusal* and *Evard's* spell, then he will use the *acid fog* spell to limit the number of PCs who can engage him. At this APL, Cosair-chro can conjure two wardings at the same time, and will likely use the *indigo* and *blue veils* to stop melee PCs. His greatest concern is a PC with an active *magic circle against evil* (which will suppress his control). If a PC casts this spell, Cosair-chro will target that PC with a *greater dispel magic*.

At any APL, if a PC is grappling Keeshan, Cosair-chro might make one attempt to inhabit the grappler (but only if doing so would lead to a strategic advantage - i.e. give him a better chance of waiting out the dissipating magical wards). Detailed in the *Fiendish Codex I: Hordes of the Abyss*, possession is similar to a ghost's malevolence power, and is summarized here: he gets one attempt per day against any one grappler, who must make

a DC 9+APL Will save. Success negates the attempt, while failure indicates Cosair-chro has possessed the PC's body. Once inside, Cosair-chro can take a standard action to attempt to control the PC's actions (DC 9+APL Will save). PCs struggling for control are staggered, and can only take a single action every round. A successful save prevents the control, but Cosair-chro may try again the next round. Three consecutive successful saves prevents control for the rest of the day.

Once Cosair-chro is neutralized, the party is able to leave the underground complex without incident. The knowledge trap room will not activate if the party returns via the western door.

Note on Treasure: If the PCs manage to save Keeshan and free him from Cosair-chro's influence, they do not receive access to his items. They are his and he will not give them away. However, they will receive the Favor of the College of the Arcane AR reward which will provide item access. If he is killed, then the PCs may claim the items as spoils, but will not receive the Favor of the College AR reward.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot ogp; Coin ogp; Magic 1,100 gp; *metamagic rod of silent, lesser* (250gp), *headband of intellect +2* (167gp), *vest of escape* (217gp), *amulet of health +2* (167gp), *potion of cure moderate wounds* (25gp), *cloak of resistance +1* (83gp), *pearl of power, 1st level* (83gp), *Scroll of knock* (13gp), *scroll of dispel magic (CL6)* (32gp), *scroll of greater invisibility* (63gp); Total 980gp.

APL 8: Loot ogp; Coin ogp; Magic 1,958 gp; *metamagic rod of silent, lesser* (250gp), *headband of intellect +4* (667gp), *vest of escape* (217gp), *amulet of health +2* (167gp), *potions of cure moderate wounds* (2) (25gp each), *cloak of resistance +1* (83gp), *pearl of power, 1st level* (83gp), *ring of counterspells* (333gp), *Scroll of knock* (13gp), *scroll of dispel magic (CL6)* (32gp), *scroll of greater invisibility* (63gp); Total 1,958gp.

APL 10: Loot ogp; Coin ogp; Magic 3,316gp; *metamagic rod, silent* (916gp), *headband of intellect +4* (667gp), *vest of escape* (217gp), *amulet of health +2* (167gp), *potions of cure moderate wounds* (3) (25gp each), *cloak of resistance +3* (750gp), *pearl of power, 1st level* (83gp), *ring of counterspells* (333gp), *Scroll of knock* (13gp), *scroll of dispel magic (CL6)* (32gp), *scroll of greater invisibility* (63gp); Total 3,316gp.

APL 12: Loot ogp; Coin ogp; Magic 5,758gp; *metamagic rod, silent* (916gp), *headband of intellect +6* (2,667gp), *vest of escape* (217gp), *amulet of health +2* (167gp), *potions of cure moderate wounds* (4) (25gp each), *cloak of resistance +3* (750gp), *pearl of power, 1st level* (83gp), *ring of counterspells* (333gp), *ioun stone, dusty rose* (417gp), *scroll of knock* (13gp), *scroll of dispel*

magic (CL6) (32gp), *scroll of greater invisibility* (63gp); Total 5,758gp.

CONCLUSION

You find yourselves back at the conference table in the Museum of Mitrik. Francis Bascon and Rathaira of Gilbrane both look to you with a sense of urgency and curiosity. Rosslyn Mori and her half-orc bodyguard are not present.

Francis speaks up, "Please tell us what you discovered?"

There are several possible outcomes for the party. Once the PCs relate their story, choose the most appropriate outcome from those outlined below:

Defeated Cosair-chro and saved Keeshan.

Rathaira of Gilbrane and Francis Bascon are overjoyed by your success at defeating Cosair-chro and saving Keeshan. They intend to send a full archaeological expedition as soon as possible to investigate the site.

They also give each surviving PC a small pouch and with a elegantly handwritten note which says, "I am so pleased by your success. Here is the balance of your compensation. I will certainly keep my end of the bargain and whisper in the right ears—Rosslyn"

The PCs receive the balance of their payment from Rosslyn Mori and A Good Word from Rosslyn. The party also receives Friend at the Museum. For saving Keeshan, the College will make certain items available to the PCs. Keeshan will also allow the PCs to study from his spellbook at the end of the adventure (see Learning New Arcane Spells, LGCS 597CY, pg 16), but PCs cannot purchase the spellbook itself.

Cosair-chro defeated, but Keeshan died.

Rathaira of Gilbrane and Francis Bascon are genuinely saddened by the news of Keeshan's death, but are relieved that some of the team members were saved and the threat of Cosair-chro was neutralized.

Each surviving PC also receives a small pouch and a handwritten note which says, "I am so pleased by your success. Here is the balance of your compensation. I will certainly keep my end of the bargain and whisper in the right ears—Rosslyn"

The PCs receive the rest of their payment from Rosslyn and A Good Word from Rosslyn AR rewards. As spoils, the PCs may purchase Keeshan's spellbook on the AR. The party also receives Friend at the Museum. They DO NOT receive the Favor the College of the Arcane.

Cosair-chro released.

Rathaira of Gilbrane and Francis Bascon are very distraught at the release of Cosair-chro upon the world again. They will send immediately send an expedition to the prison to see what else can be learned about him.

Each surviving PC also receives a small pouch and a note which says, "Paid in full."

The party will receive the compensation promised by Rosslyn, but no other benefits related to House Mori. As spoils, the PCs may purchase Keeshan's spellbook on the AR. The PCs do NOT receive the Friend at the Museum AR reward. They DO NOT receive the Favor the College of the Arcane AR reward.

Treasure: The PCs can gain the following treasure here:

APL 6: Coin 225gp; Total 225gp.

APL 8: Coin 325gp; Total 325gp.

APL 10: Coin 575gp; Total 575gp.

APL 12: Coin 825gp; Total 825gp.

The End

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: backtothedungeon

EXPERIENCE POINT SUMMARY

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

Encounter One: Unwanted Guests

Deal with or bypass the creatures:

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

Encounter Four: Warded by Knowledge

Successfully get past the trapped room

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

APL 12	390 xp
--------	--------

Encounter Eight: Prison of Cosair-chro

Defeat Cosair-chro and report back to the Museum

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

Discretionary Role-playing XP

APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

1: Introduction

APL 6: Coin 225gp; Total 225gp.

APL 8: Coin 325gp; Total 325gp.

APL 10: Coin 575gp; Total 575gp.

APL 12: Coin 825gp; Total 825gp.

5: Shrine of Vathris

APL 6: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 8: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 10: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

APL 12: Loot 8 gp; Magic 1,083 gp; *lyre of building* (1,083gp); Total 1,091gp.

6: Shrine of Zodal

APL 6: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 8: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 10: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

APL 12: Loot 8 gp; Magic 63 gp; *wand of lesser vigor* (63gp); Total 71gp.

7: Shrine of Rao

APL 6: Loot—91gp; Magic—*scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp); Total 185 gp.

APL 8: Loot—91gp; Magic—*scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp); Total 185 gp.

APL 10: Loot—91gp; Magic—*scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp), *scroll of wall of dispel magic* (94gp); Total 279 gp.

APL 12: Loot—300gp; Magic—*scroll of know vulnerabilities* (63gp), *scroll of dragonskin* (31gp), *scroll of wall of dispel magic* (94gp); Total 488 gp.

8: Prison of Cosair-chro

APL 6: Magic 1,100 gp; metamagic rod of silent, lesser (250gp), headband of intellect +2 (167gp), vest of escape (217gp), amulet of health +2 (167gp), potion of cure moderate wounds (25gp), cloak of resistance +1 (83gp), pearl of power, 1st level (83gp), Scroll of *knock* (13gp), scroll of *dispel magic* (CL6) (32gp), scroll of *greater invisibility* (63gp); Total 1,100gp.

APL 8: Magic 1,958 gp; metamagic rod of silent, lesser (250gp), headband of intellect +4 (667gp), vest of escape (217gp), amulet of health +2 (167gp), potions of cure moderate wounds (2) (25gp each), cloak of resistance +1 (83gp), pearl of power, 1st level (83gp), ring of counterspells (333gp), Scroll of *knock* (13gp), scroll of *dispel magic* (CL6) (32gp), scroll of *greater invisibility* (63gp); Total 1,958gp.

APL 10: Magic 3,316gp; metamagic rod, silent (916gp), headband of intellect +4 (667gp), vest of escape (217gp), amulet of health +2 (167gp), potions of cure moderate wounds (3) (25gp each), cloak of resistance +3 (750gp), pearl of power, 1st level (83gp), ring of counterspells (333gp), Scroll of *knock* (13gp), scroll of *dispel magic* (CL6) (32gp), scroll of *greater invisibility* (63gp); Total 3,316gp.

APL 12: Magic 5,758gp; metamagic rod, silent (916gp), headband of intellect +6 (2,667gp), vest of escape (217gp), amulet of health +2 (167gp), potions of cure moderate wounds (4) (25gp each), cloak of resistance +3 (750gp), pearl of power, 1st level (83gp), ring of counterspells (333gp), ioun stone, dusty rose (417gp), scroll of *knock* (13gp), scroll of *dispel magic* (CL6) (32gp), scroll of *greater invisibility* (63gp); Total 5,758gp.

Conclusion

APL 6: Coin 225gp; Total 225gp.

APL 8: Coin 325gp; Total 325gp.

APL 10: Coin 575gp; Total 575gp.

APL 12: Coin 825gp; Total 825gp.

Treasure Cap:

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Total Possible Treasure:

APL 6: 2897 gp

APL 8: 3955 gp

APL 10: 5144 gp

APL 12: 8264 gp

APPENDIX 2: APL 6

1: UNWANTED GUESTS

BULETTE, ADVANCED

CR 8

N, Huge Magical Beast

Init +2; **Senses** Listen +10, Spot +4

AC 23, touch 10, flat-footed 20

(-2 size, +3 Dex, +12 natural)

hp 135 (12d10+56 HD);

Fort +13, **Ref** +11, **Will** +7

Speed 40 ft. (8 squares), burrow 10 ft.

Melee bite +17 (2d8+8) and 2 claws +11 melee (2d6+4)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Atk Options bite +17 melee (2d8+8) and 2 claws +11 melee (2d6+4)

Abilities Str 27, Dex 16, Con 20, Int 2, Wis 13, Cha 6

SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.

Feats Alertness, Iron Will, Power Attack, Track, Weapon Focus (bite)

Skills Jump +19, Listen +10, Spot +4

Possessions none

Leap (Ex) A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two; each with a +16 attack bonus, but it cannot bite.

2nd— *† false life*, *glitterdust* (x2) (DC 17), *scorching ray* (+6 ranged touch attack), *shatter* (DC 17)

1st—*grease* (DC 16), *† mage armor*, *magic missile*, *ray of enfeeblement* (+6 ranged touch attack)

0—*acid splash* (+6 ranged touch attack), *detect magic*, *light*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 14, Con 16, Int 20, Wis 14, Cha 14

Feats Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge (Religion), Spellcraft), Spell Focus (Abjuration), Greater Spell Focus (Abjuration),

Skills Appraise +6, Concentration +15, Decipher Script +10, Escape Artist +12, Knowledge (Arcana) +17, Knowledge (Arch & Eng) +6, Knowledge (Dungeoneering) +6, Knowledge (History) +7, Knowledge (Nature) +9, Knowledge (Religion) +17, Knowledge (the Planes) +7, profession (gambler) +7, Spellcraft +22.

Possessions *lesser metamagic rod (silent)*, *headband of intellect* +2, *vest of escape*, *amulet of health* +2, *cloak of resistance* +1, spellpouch, explorer's outfit, stonesskin dust, masterwork quarterstaff, dagger (2)

Spellbook spells prepared plus 0 lvl – all.

* See Appendix 2: New Rules Items

8: PRISON OF COSAIR–CHRO

COSAIR-CHRO/KEESHAN

CR 9

Male, Human, Wizard 5/Divine Oracle* 2/Fatespinner* 2

NE, Medium Humanoid (Human)

Init +6; **Senses** Listen +2, Spot +2

Aura Evil

Languages Common, Draconic, Elven, Flan

AC 16(mage armor), touch 12, flat-footed 14

(+2 dex, +4 armor)

hp 57 (7d4+2d6+27 HD); 73 with *false life*

Fort +5, **Ref** +4, **Will** +13

Speed 30 ft. (6 squares),

Melee mwk quarterstaff +5 melee (1d6) or dagger +4 melee (1d4)

Ranged dagger +6 ranged (1d4)

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

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

Combat Gear *pearl of power 1st level*, *potion of cure moderate wounds*, *scroll of knock*, *scroll of dispel magic (CL6)*, *scroll of greater invisibility*

Wiz/Divine Oracle/Fatespinner Spells Prepared

4/5/5/4/3/2 (CL 9th):

5th—*dominate person*(x2) (DC 20)

4th—*Evard's black tentacles*, *† improved invisibility*, *† stonesskin*

3rd—*bands of steel* (DC 18), *dispel magic*, *† fly*, *† reverse arrows*

1: UNWANTED GUESTS**BULETTE, ADVANCED (2) CR 10**

N, Huge Magical Beast

Init +2; **Senses** Listen +10, Spot +4**AC** 23, touch 10, flat-footed 20

(-2 size, +3 Dex, +12 natural)

hp 135 (12d10+56 HD);**Fort** +13, **Ref** +11, **Will** +7**Speed** 40 ft. (8 squares), burrow 10 ft.**Melee** bite +17 (2d8+8) and 2 claws +11 melee (2d6+4)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +26**Atk Options** bite +17 melee (2d8+8) and 2 claws +11 melee (2d6+4)**Abilities** Str 27, Dex 16, Con 20, Int 2, Wis 13, Cha 6**SQ** Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.**Feats** Alertness, Iron Will, Power Attack, Track, Weapon Focus (bite)**Skills** Jump +19, Listen +10, Spot +4**Possessions** none**Leap (Ex)** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two; each with a +16 attack bonus, but it cannot bite.4th—*Evard's black tentacles*, † *improved invisibility*, † *stoneskin*, *Otiluke's resilient sphere* (DC 20)3rd—*bands of steel** (x2) (DC19), *dispel magic*, † *fly*, † *reverse arrows**2nd— † *false life*, *glitterdust* (x2) (DC 18), *scorching ray* (+7 ranged touch attack), *shatter* (DC 18), † *see invisibility*1st—*grease* (DC 17), † *mage armor*, *magic missile*, *ray of enfeeblement* (+7 ranged touch attack), *shield*0—*acid splash* (+7 ranged touch attack), *detect magic*, *light*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 14, Con 16, Int 22, Wis 14, Cha 14**Feats** Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge (Religion), Spellcraft), Spell Focus (Abjuration), Greater Spell Focus (Abjuration),**Skills** Appraise +8, Concentration +17, Decipher Script +13, Escape Artist +12, Knowledge (Arcana) +18, Knowledge (Arch & Eng) +8, Knowledge (Dungeoneering) +7, Knowledge (History) +8, Knowledge (Nature) +10, Knowledge (Religion) +17, Knowledge (the Planes) +10, Knowledge (local—VTF) +8, profession (gambler) +7, Spellcraft +23.**Possessions** *ring of counterspells* (*dispel magic*), *lesser metamagic rod* (*silent*), *headband of intellect* +4, *vest of escape*, *amulet of health* +2, *cloak of resistance* +1, *spellpouch*, explorer's outfit, *stoneskin dust*, masterwork quarterstaff, dagger (2)**Spellbook** spells prepared plus 0 lvl – all, 1st – none, 2nd – none, 3rd – *arcane sight*.

* See Appendix 2: New Rules Items

8: PRISON OF COSAIR–CHRO**COSAIR-CHRO/KEESHAN CR 11**

Male, Human (F), Wiz5/Divine Oracle* 2/Fatespinner *2/Initiate of the Sevenfold Veil* 2

NE, Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3**Aura** Evil**Languages** Common, Draconic, Elven, Flan**AC** 16 (mage armor), touch 12, flat-footed 14 (+2 dex, +4 armor)**hp** 69 (9d4+2d6+33 HD); 86 with *false life***Fort** +10, **Ref** +9, **Will** +20 (includes +5 resistance bonus from *superior resistance* spell)**Speed** 30 ft. (6 squares),**Melee** MW Quarterstaff +6 melee (1d6) or Dagger +4 melee (1d4)**Ranged** Dagger +7 ranged (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +5**Combat Gear** *pearl of power* 1st level, *potion of cure moderate wounds* (2), *scroll of knock*, *scroll of dispel magic* (CL6), *scroll of greater invisibility***Wiz/ Divine Oracle / Fatespinner / Initiate of the Sevenfold Veil Spells Prepared** 4/6/6/5/4/3/2 (CL 11th):6th—*chain lightning* (DC 22), † *superior resistance**5th—*dominate person* (DC 21), † *refusal*, *reciprocal gyre** (DC 23)

8: PRISON OF COSAIR—CHRO**COSAIR-CHRO/KEESHAN CR 13**

Male, Human (F), Wiz5/Divine Oracle 2/Fatespinner
2/ Initiate of the Sevenfold Veil 4

NE, Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3

Aura Evil

Languages Common, Celestial, Draconic, Elven, Flan

AC 16(mage armor), touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 81 (11d4+2d6+39 HD); 98 with *false life*

Fort +11, **Ref** +12, **Will** +22 (includes +3 resistance bonus from *superior resistance* spell)

Speed 30 ft. (6 squares),

Melee mwk Quarterstaff +7 melee (1d6) or dagger +6
melee (1d4)

Ranged dagger +8 ranged (1d4)

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

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

Atk Options Full Atk mwk quarterstaff +7/+2 melee
(1d6) or dagger +7/+2 melee (1d4)

Combat Gear *pearl of power 1st level*, *potion of cure moderate wounds* (3), *scroll of knock*, *scroll of dispel magic* (CL6), *scroll of greater invisibility*

Wiz/Divine Oracle/Fatespinner/Initiate of the Sevenfold Veil Spells Prepared 4/6/6/5/5/4/3/1
(CL 13th):

7th—*antimagic ray* (DC 25)

6th—*chain lightning* (DC 22), † *superior resistance**, *greater dispel magic*

5th—*dominate person*(x2) (DC 21), † *refusal, reciprocal gyre** (DC 23)

4th—*Evard's black tentacles*, † *improved invisibility*, † *stoneskin*, *Otiluke's resilient sphere* (x2) (DC 20)

3rd—*bands of steel* (x2) (DC 19), *dispel magic*, † *fly*, † *reverse arrows**

2nd— † *false life*, *glitterdust* (x2) (DC 18), *scorching ray* (+8 ranged touch attack), *shatter* (DC 18), † *see invisibility*

1st—*grease* (DC 17), † *mage armor*, *magic missile*, *ray of enfeeblement* (+8 ranged touch attack), *shield*,

0—*acid splash* (+8 ranged touch attack), *detect magic*, *light*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 14, Con 16, Int 23, Wis 14, Cha 14

Feats Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge (Religion), Spellcraft), Spell Focus (Abjuration), Greater Spell Focus (Abjuration), Lightning Reflexes

Skills Appraise +8, Concentration +19, Decipher Script +14, Escape Artist +15, Knowledge (Arcana) +18, Knowledge (Arch & Eng) +9, Knowledge(Dungeoneering) +7, Knowledge

(History) +9, Knowledge (Nature) +11, Knowledge (Religion) +17, Knowledge (the Planes) +11, Knowledge (local—VTF) +9, profession (gambler) +7, Spellcraft +23.

Possessions *ring of counterspells* (*greater dispel magic*), *metamagic rod* (*silent*), *headband of intellect* +4, *vest of escape*, *amulet of health* +2, *cloak of resistance* +3, spellpouch, explorer's outfit, stoneskin dust, antimagic ray dust, masterwork quarterstaff, dagger (2)

Spellbook spells prepared plus 0 lvl – all, 1st – none, 2nd – none, 3rd – *arcane sight*.

* See Appendix 2: New Rules Items

8: PRISON OF COSAIR—CHRO

COSAIR-CHRO/KEESHAN CR 15

Male, Human (F), Wiz5/Divine Oracle 2/Fatespinner
 2/Initiate of the Sevenfold Veil 6
 NE, Medium Humanoid (Human)
Init +6; **Senses** Listen +4, Spot +4
Aura Evil
Languages Common, Celestial, Draconic, Elven,
 Flan

AC 16(mage armor), touch 12, flat-footed 14
 (+2Dex, +4 armor)

hp 93 (13d4+2d6+45 HD); 110 with *false life*

Fort +12, **Ref** +13, **Will** +23

(Includes +3 resistance bonus from *superior resistance* spell)

Speed 30 ft. (6 squares),

Melee mwk quarterstaff +8 melee (1d6) or dagger +7
 melee (1d4)

Ranged dagger +9 ranged (1d4)

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

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

Atk Options mwk quarterstaff +8/+3 melee (1d6)
 or dagger +7/+2 melee (1d4)

Combat Gear wand of magic missile (9th), scroll of
knock, scroll of *dispel magic* (CL6), scroll of *greater invisibility*

**Wiz/Divine Oracle/Fatespinner/Initiate of the
 Sevenfold Veil Spells Prepared** 4/6/6/6/5/4/3/1
 (CL 15th):

8th—*power word, stun*

7th—*antimagic ray* (DC 26), *prismatic spray* (x2)
 (DC 24)

6th—*chain lightning* (DC 23), *acid fog*, † *superior
 resistance**, *greater dispel magic*

5th—*dominate person*(x2) (DC 21), † *refusal*,
*reciprocal gyre** (x2) (DC 23)

4th—*Evard's black tentacles*, † *improved
 invisibility*, † *stoneskin*, *Otiluke's resilient sphere*
 (x2) (DC 20)

3rd—*bands of steel* (x2) (DC 19), *dispel magic*,
 † *fly*, † *reverse arrows**, *arcane sight*

2nd—† *false life*, *glitterdust* (x2) (DC 18),
scorching ray (+9 ranged touch attack), *shatter*
 (DC 18), † *see invisibility*

1st—*grease* (DC 17), † *mage armor*, *magic
 missile*, *ray of enfeeblement* (+9 ranged touch
 attack), *shield*

0—*acid splash* (+9 ranged touch attack), *detect
 magic*, *light*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 14, Con 16, Int 25, Wis 14, Cha
 14

Feats Craft Wondrous Item, Improved Initiative,
 Scribe Scroll, Skill Focus (Knowledge (Religion),
 Spellcraft), Spell Focus (Abjuration), Greater Spell

Focus (Abjuration), Lightning Reflexes, Spell
 Penetration

Skills Appraise +10, Concentration +21, Decipher
 Script +16, Escape Artist +15, Knowledge (Arcana)
 +20, Knowledge (Arch & Eng) +10,
 Knowledge(Dungeoneering) +9, Knowledge
 (Geography) +8, Knowledge (History) +10,
 Knowledge (Nature) +12, Knowledge (Religion)
 +19, Knowledge (the Planes) +12, Knowledge
 (local—VTF) +10, profession (gambler) +7,
 Spellcraft +25.

Possessions *ring of counterspells* (*greater dispel
 magic*), *metamagic rod* (*silent*), *headband of
 intellect* +6, *vest of escape*, *amulet of health* +2,
cloak of resistance +3, *ioun stone* (*dusty rose*),
 spellpouch, explorer's outfit, stoneskin dust,
 antimagic ray dust, masterwork quarterstaff,
 dagger (2)

Spellbook spells prepared plus 0 lvl – all, 1st – none,
 2nd – none, 3rd – *arcane sight*.

* See Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEAT

Vathris Stigmata

Benefits: Once per day, you can cause your chest to seep a black, tarry substance from a psychosomatic spear wound. If consumed within an hour of collection, this substance has the magical ability to detoxify any poison (as neutralize poison) and cure any disease (as remove disease). Your wound seeps enough substance for only one application per day. The substance is considered to have a caster level of 5 for purposes of dispel checks. Manifesting the stigmata causes you to become exhausted. This is a supernatural ability.

Source: *Dragon* 319

SPELLS

Antimagic Ray

Abjuration

Level: Sorcerer/Wizard 7

Component: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The target, if struck, functions as if it were inside an *antimagic field* (*Player's Handbook* 200) if it fails its Will save.

If this spell is used against a creature, the subject can't cast spells or use supernatural abilities or spell-like abilities, nor do such abilities have any effect on the creature. However, the creature can still use spell completion items (such as scrolls) or spell trigger items (such as wands), even though it can't cast the spells required.

If this spell is used against an object, that object's magical powers are suppressed—including any spells previously cast and currently in effect on the item, as well as any spells or magical effects targeted on the object during the *antimagic ray's* duration.

The spell doesn't affect any objects other than the subject itself, even if those objects are worn, carried by, or in contact with the subject. For instance, if a creature is the target, its equipment remains unaffected.

Material component: A pinch of iron filings mixed with ruby dust worth 100gp.

Source: *Spell Compendium*, pg 14

Bands of Steel

Conjuration (Creation)

Level: Sorcerer/Wizard 3

Component: V,S,M,

Casting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Source: *Spell Compendium*, pg 24

Cacophonic Burst

Evocation [Sonic]

Level: Bard 5, sorcerer/wizard 5

Component: V,S

Casting Time: 1 standard action

Range: Long (400 + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause a burst of low, discordant noise to erupt at the chosen location. It deals 1d6 points of sonic damage per caster level (maximum 15d6) to all creatures within the area.

Cacophonic burst cannot penetrate the area of a *silence* scroll.

Source: *Spell Compendium*, pg 41

Dragonskin

Transmutation

Level: Sorcerer/Wizard 3

Component: S,M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Source: *Spell Compendium*, pg 73

Know Vulnerabilities

Divination

Level: Bard 2, cleric 3, sorcerer/wizard 4

Component: V,S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn any special qualities, vulnerabilities, and resistances the target creature has. Vulnerabilities include anything that causes the creature more than normal amount of damage (such as a creature with the cold subtype having vulnerability to fire or a crystalline creature's susceptibility to the *shatter* spell). Resistances include any effects that reduce or negate damage the creatures take and immunities to particular attacks. The spell identifies resistances and vulnerabilities granted by spell effects.

For example, if you cast upon a balor, you learn that it has damage reduction 15/cold iron and good; spell resistance 28; immunity to poison, fire and electricity; resistance to acid 10 and cold 10; and that it does not have any particular vulnerabilities.

Source: *Spell Compendium*, pg 129

Resistance, Superior

Abjuration

Level: Bard 6, Cleric 6, Sorcerer/Wizard 6

Duration: 24 hours

This spell functions like *resistance* (*Player's Handbook* 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Source: *Spell Compendium*, pg 174

Reverse Arrows

Abjuration

Level: Sorcerer/Wizard 3

Component: V,S,F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

This spell functions like protection from arrows (*Player's Handbook* 266), except as noted here. If any projectile fired from a ranged weapon that strikes you has all its damage negated by your damage reduction (10/magic), the projectile is turned back upon the creature that fired it. The attacker's attack roll is used to determine if the reversed projectile strikes the attacker, but the damage is rerolled. If the attacker is also protected by a reverse arrows spell, it is possible for the projectile to bounce between both individuals until one of the spells is discharged from accumulated damage.

Once this spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise and a ball of tree sap.

Source: *Spell Compendium*, pg 175

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Component: V,S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds +1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium*, pg 229

Wall of Dispel Magic

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Component: V, S, DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic* effect (*Player's Handbook* 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. Detect magic indicates the presence of the effect, and *true seeing* reveals its presence.

Source: *Spell Compendium*, pg 233

Wall of Greater Dispel Magic

Abjuration

Level: Cleric 8, sorcerer/wizard 8

This spell functions like wall of dispel magic (see above), except that the effect is that of *greater dispel magic* (*Player's Handbook* 223).

Source: *Spell Compendium*, pg 234

PRESTIGE CLASSES**Divine Oracle**

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed, some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Adaptation: The divine oracle is designed to work well with both arcane and divine spellcasters; the idea behind the class is that you're getting divine guidance that manifests itself in a number of ways. But it doesn't have to be that way. By adjusting the requirements, you could push the class in an arcane or divine direction. It's also easy to add a requirement that limits it to worshipers of a deity to time, hue, or divination.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on; This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level

THE DIVINE ORACLE

Class	Fort	Ref	Will		
Level	BAB	Save	Save	Save	Special
1st	+0	+0	+0	+2	Oracle domain, scry bonus
2nd	+1	+0	+0	+3	Prescient sense, trap sense+1

Spells per Day

+1 level of existing class

+1 level of existing class

divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain [+2 caster level for divination spells], and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Source: *Complete Divine*, pg 35

Fatespinner

Some people are lucky, others are not. A few make their own luck. A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through this newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The

fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a fatespinner, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher

CLASS SKILLS

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinners gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or

destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

THE FATESPINNER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle finger of fate	+1 level of existing spellcasting class

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use the accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks

called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Ex): A 5th level fatespinner can meddle in success and failure, and even life and death, sealing the fate of friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate in no longer sealed.

Source: *Complete Arcane*, pg 37

INITIATE OF THE SEVENFOLD VEIL

Colors are imbued with their own magical properties. Just as exotic substances and mystic words have the power to repel certain creatures, colors also harbor innate properties that can be brought forth by the skilled mage, culminating in the perfection of the *prismatic wall* or *prismatic sphere*. Few spells match the beauty and power of these potent abjurations. They all the following are class features of the initiate of the are perfect defenses, representing a union of magical lore and Sevenfold Veil prestige class, keen insight into the workings of nature.

A master of defensive magic, the Initiate of the Sevenfold Veil approaches the prismatic

barrier by mastering one by one its constituent veils or layers. Her skillful wardings can deflect many of the most perilous attacks enemy spellcasters or monsters can muster, shielding herself and her companions against harts. Her keen insight into the ultimate secrets of abjuration also allows her to easily unbind the defenses of others, and in time she learns the most dreadful of magical attacks: the spectacular and lethal kaleidoscopic doom.

Initiates of the Sevenfold Veil are a loose society or fellowship of spellcasters who share this common obsession. They correspond regularly and meet at odd intervals, interested not only in the lore of their chosen specialty but also in the love of the physical world and how magic and mundane knowledge intertwine. Most initiates are wizards, since the careful study of the magical and the mundane appeals more to the wizard's intellect than to the sorcerer's forceful personality.

Initiates of the Sevenfold Veil adventure for much the same reason that wizards do: to increase their knowledge and understanding. Their warding abilities make them outstanding spell duelists, so many neutral- and good-aligned NPC initiates devote their careers to the defeat of evil spellcasters, aiding folk who have no other defense against a dangerous necromancer or reckless conjurer. Evil NPC initiates sometimes serve as duelists-for-hire, seeking to entice good wizards into offering solve insult or slight in an effort to challenge the marks to lethal spell duels.

Hit Die: d4

REQUIREMENTS

To qualify to become an Initiate of the Sevenfold Veil, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 12 ranks, Knowledge (nature) 4 ranks, Spellcraft 12 ranks.

Feats: Greater Spell Focus (abjuration), Spell Focus (abjuration), Skill Focus (Spellcraft).

Spells: Able to cast five abjuration spells, including at least two of 4th level or higher.

CLASS SKILLS

The Initiate of the Sevenfold Veil's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Initiate of the Sevenfold Veil prestige class.

Weapon and Armor Proficiency: Initiates of the Sevenfold Veil gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an Initiate of the Sevenfold Veil gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an Initiate of the Sevenfold Veil, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the Player's Handbook). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but any one attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the

warding can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This wading provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a prismatic trail and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the *warded* area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature

crossing a yellow veil takes 20 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated*. Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

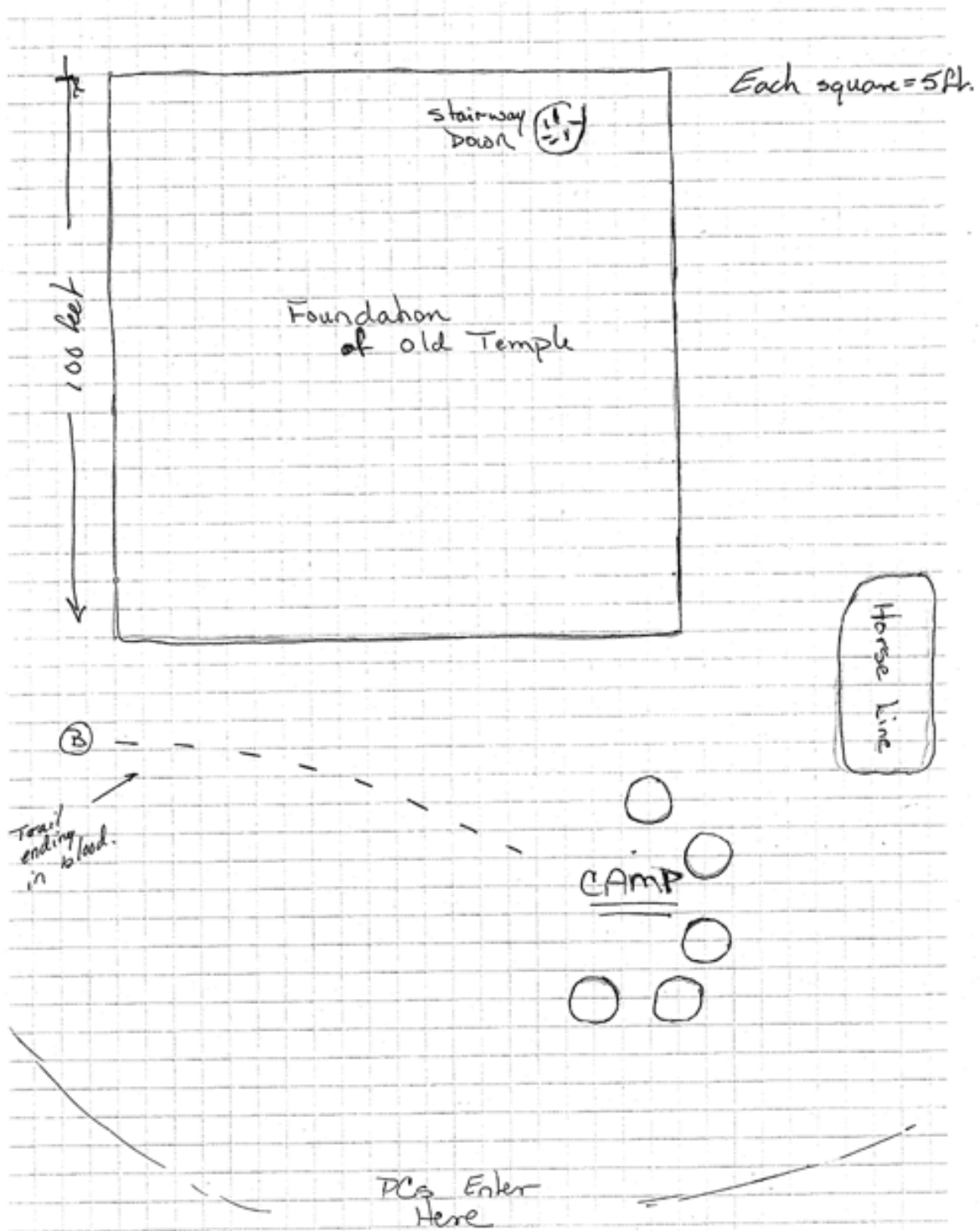
Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

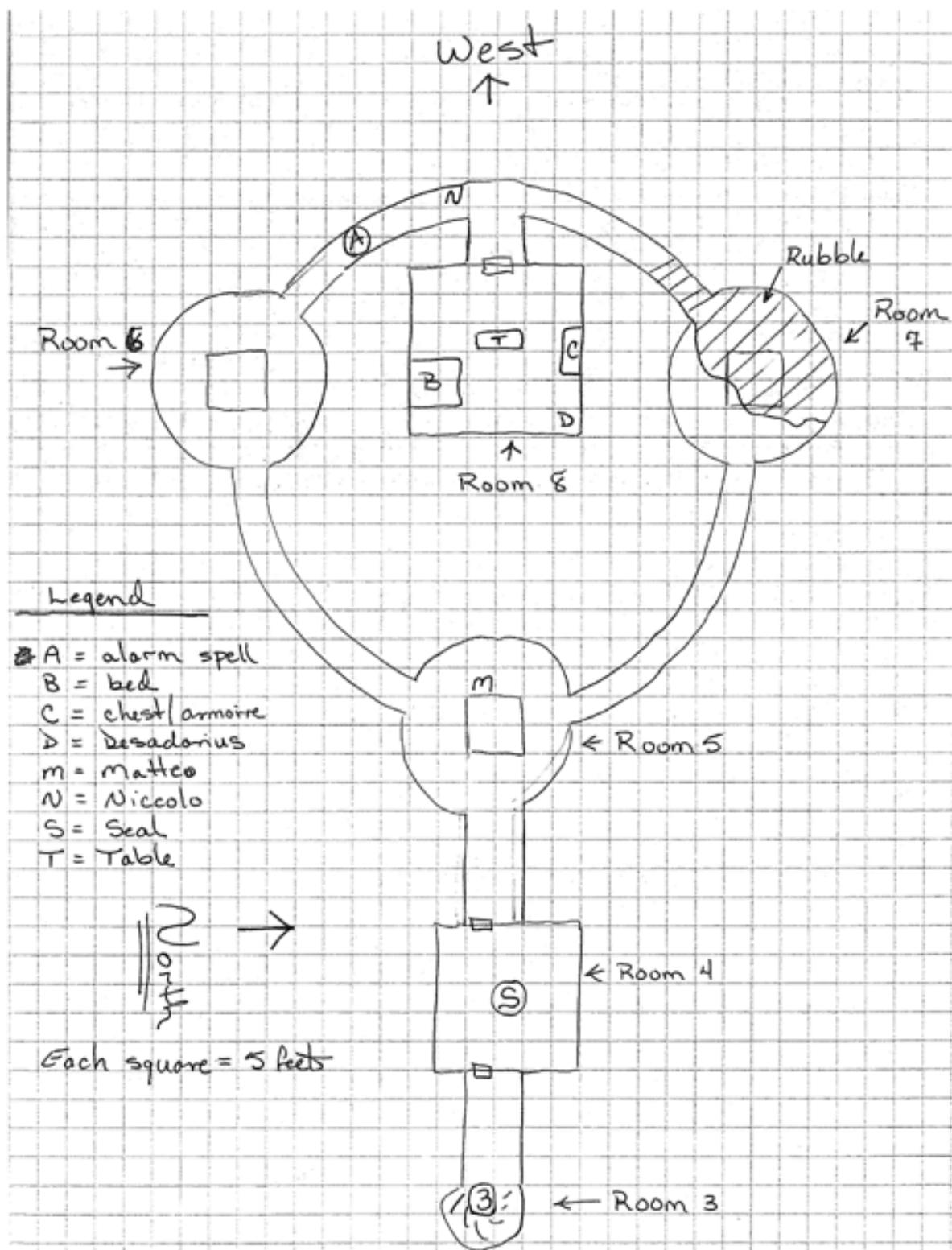
Source: *Complete Arcane*, pg 44.

THE INITIATE OF THE SEVENFOLD VEIL						
Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells/Day
1st	+0	+0	+0	+2	Warding 1/day, unimpeachable abjuration, red veil	+1 arcane level
2nd	+1	+0	+0	+3	Unanswerable strike +2, orange veil	+1 arcane level
3rd	+1	+1	+1	+3	Warding 2/day, yellow veil	+1 arcane level
4th	+2	+1	+1	+4	Reactive warding, green veil	+1 arcane level
5th	+2	+1	+1	+4	Warding 3/day, blue veil	+1 arcane level
6th	+3	+2	+2	+5	Unanswerable strike +4, double warding, indigo veil	+1 arcane level

Map of the Valley



Map of the Prison



PLAYER HANDOUT 1

Player's Handout 1A

Any PC who played VEL2-o8 *What's Behind this Crate?* Receives the following note.

Sir/Lady,
The Museum of Mitrik again finds itself in need of someone with your talents. You aided us in the past, and I trust that we can count on your support now. Please come to the Museum tomorrow morning after first meal prepared to undertake an important mission.
Sincerely,
Francis Bascon
Museum Director

Player's Handout 1B

Any PC who is a member of the College of the Arcane receives the following note.

Fellow Collegian,
One of our members has gone missing and presumed to be in danger. We call upon you to help. Please meet Rathaira of Gilbrain tomorrow after first meal at the Museum of Mitrik. Come prepared to depart with utmost haste.

[Arcane Sigil]

Player's Handout 1C

Any PC who has the favor of House Mori, receives the following note.

Friend,
You have done great deeds on behalf of my house in the past. I seek your aid once again. Please meet me tomorrow morning after first meal at the Museum of Mitrik. Your support will be properly compensated.

Elena Mori

Player's Handout 1D

Any PC who does not have these connections will notice the following placard posted around the inns, bars and haunts of adventurers.

Wanted:
Capable adventurers for rescue mission.
Must be prepared to depart immediately.
Meet at the Museum of Mitrik after first
meal tomorrow morning.

CRITICAL EVENTS SUMMARY

1.	PC NAME	GENDER/RACE	CLASS/LVL	ALIGN	META-ORG AFFILIATION
(1)	_____	___ ___	_____	___	_____
(2)	_____	___ ___	_____	___	_____
(3)	_____	___ ___	_____	___	_____
(4)	_____	___ ___	_____	___	_____
(5)	_____	___ ___	_____	___	_____
(6)	_____	___ ___	_____	___	_____
2.	Were any PCs or companions left behind in Mitrik?			YES	NO
	If so, who or what? _____				
3.	Were the 'wandering monsters' defeated?			YES	NO
4.	Were any PCs or companions left outside the dungeon?			YES	NO
	If so, who or what? _____				
5.	Did the PCs read and understand the panels of history?			YES	NO
6.	Did the PCs get past the warded puzzle door?			YES	NO
	If so, how? _____ _____				
7.	Did the PCs rescue Matteo?			YES	NO
8.	Did any PCs taste the ooze?			YES	NO
	If so, did they convert to Vathris?			YES	NO
	If so, were they a cleric?			YES	NO
9.	Did the PCs investigate the other shrines?			YES	NO
	If so, which?			BOTH	RAO ZODAL
10.	Was Cosair-chro released or defeated?			RELEASED	DEFEATED
11.	Was Keeshan killed or rescued?			KILLED	RESCUED