

Crypts of the Forgotten

A Four-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Creighton Broadhurst, Christopher Lindsay, and Colleen Simpson

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Deep below the ruins of the War Tower, strange and terrifying creatures lurk in the lightless tunnels of a forgotten temple. Meanwhile, cultists dedicated to the Old One stalk the streets of the Free City intent on their master's diabolical schemes. A "Greyhawk Ruins" adventure for characters level 1-9 (APLs 2-6) set in the Domain of Greyhawk.

Resources for this adventure [and the authors of those works] include CGR7-02 The Silent Barracks [Christian J. Alipounarian, Creighton Broadhurst, and Christopher Lindsay], *City of Peril* [Ed Stark], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Exemplars of Evil* [Robert J. Schwalb], *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona], *Greyhawk Ruins* [Blake Mobley, Timothy B. Brown], *Fiendish Codex I* [Ed Stark, James Jacobs, Erik Mona], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Monster Manual IV* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Linquette, Chris Sims, Owen K. C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *Player's Handbook II* [David Noonan], and *Races of the Dragon* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liqueute], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *The Adventure Begins* [Roger E. Moore].

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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.

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.

LAYOUT AND ORGANIZATION

This adventure has several sections:

- **CGR8-01:1 *Negative Feedback***: Devotees of the demon-lord Orcus have found their way into the ruins of Greyhawk, and now stand between the PCs and further exploration into their fabled depths exactly why they are exploring the ruins.
- **CGR8-01:2 *Forsaken Halls***: The ruined and abandoned halls of a former shrine hold terrifying creatures and hide forgotten treasures.
- **CGR8-01:3 *They Walk Among Us***: Shapeshifters stalk the streets of Greyhawk City fighting the machinations of a deadly cult.
- **Appendices**: This section contains all the New Rules Items required for this adventure as well as affiliation briefing sheets and any other required generic information.

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 “Greyhawk Ruins” adventure. Each “Greyhawk Ruins” adventure comprises three distinct rounds (or zones), set in the Domain of Greyhawk. Treat each adventure as a separate round. Thus, it costs most characters 2 TUs to participate in each round but characters with the Domain of Greyhawk as their home region pay only 1 TU per round. Characters must pay upkeep for each round in which they participate.

Each round has its own AR. A character receives an AR for a round at the end of the session in which he first earns XP or gp from that particular part of the dungeon. Once a character has received an AR for a zone, he may never again adventure in that area.

A character can choose to explore all the rounds of this adventure in a single (mega) session (equivalent to four adventure rounds) or can choose to enter them one at a time (taking up to four sessions to complete the entire adventure).

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

Read these notes before play begins.

GREYHAWK RUINS SOURCEBOOK

To play this adventure you also need a copy of the *Greyhawk Ruins Sourcebook*. The sourcebook contains information about the free city, its laws, and statistics for watchmen, and the like. Download the map free from www.wizards.com/default.asp?x=lg/welcome. The DM should ensure that he reviews the city's laws before play.

AFFILIATION BRIEFING SHEETS

Many of the PCs participating in this adventure will be members of one of the free city's affiliations (as detailed in the *Greyhawk Ruins Sourcebook*). Before play begins, hand out the relevant briefing sheet to each player. PCs not belonging to any affiliation must determine for themselves exactly why they are exploring the ruins.

ORDER OF PLAY

Unlike previous parts of “Greyhawk Ruins,” the PCs do not necessarily have to play zone one of this adventure first. Of the four component zones, one takes place in the free city itself while the other three are set below the War Tower. Of these three zones, two – zones one and two – can be accessed from the level above and, thus, can be played first. Both zones link to zone three. When the PCs first enter the dungeons give them the choice of accessing either zone.

ADVENTURE BACKGROUND

Momentous events again threaten to overwhelm the free city of Greyhawk. To the south, Turrosh Mak demands peace with the Domain while bandits grow emboldened by Greyhawk's stretched armed forces. Indeed, some of these bandits have powerful friends within the free city who manipulate the bandits for their own ends.

The rise of banditry has not gone unnoticed in the free city. Many within the city grow concerned at the increase of lawlessness in the Near Domain. Chief among these is Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert and member of the free city's Directing Oligarchy. Several weeks ago, she dispatched Korenth Mauk, a trusted servant, to learn more.

Korenth's investigations quickly bore fruit and he swiftly came to the conclusion that the ruins of the infamous Castle Greyhawk – only a few miles from the city – was in some way connected to the rise of lawlessness in the Domain. Unfortunately, his investigations drew the attention of certain powerful individuals who were angered at Eritai's servant poking his nose into such sensitive matters. Thus, Korenth was slain by a master assassin two days ago. Korenth resisted mightily, however, and the sound of battle alerted those staying in the nearby rooms, so the assassin could not complete a thorough search of the room, leaving vital evidence unrecovered.

In CGR7-01 *Ruins of Discovery*, the PCs uncovered clues within Korenth's room confirming that his investigations centered on the ruins of Castle Greyhawk. Setting out to the ruins, bandits beset the PCs but were eventually slain. Once they reached the ruins, they entered the War Tower after bargaining with the Wartower Wardens. Exploring the dungeons, they destroyed many foul creatures and odious individuals and discovered that the bandits were in some way using portions of the first level (and perhaps areas below) that as a kind of base of operations.

In CGR7-02 *The Silent Barracks* the adventurers again returned to the dungeons below the War Tower and fought many dangerous creatures and defeated several fiendish traps during their exploration of the second dungeon level. They also discovered another nest of bandits but their exploration of the bandits' base was complicated by an invasion of undead that had recently ascended from a lower level. While the undead and the bandits were eventually defeated, the PCs uncovered no definitive proof of for whom the bandits worked for. To uncover this important information, they are once again called upon to explore the dungeons below Castle Greyhawk.

INTRODUCTION

As the adventure opens, the PCs are in Greyhawk City. They could be at the Griffon's Nest or at another venue. Each of the PCs has been contacted by his affiliation and asked to continue his investigation of the dungeons

below the War Tower (refer to the Affiliation Briefing Sheets for more information).

Before play begins, hand out the affiliation briefing sheets to the appropriate PCs and allow them time to assimilate and discuss the included information. PCs without any affiliation score must decide why they want to explore Castle Greyhawk; likely, the lure of fame and wealth has proved too strong to resist!

The mood of the free city has darkened in recent days. Bandits still stalk the roads and byways of the domain and rumors of evil cults once again active in the city serve to increase the anxiety of the citizenry and those in power alike. Rampant speculation regarding the true purpose behind Turrosh Mak's recent offer of peace further serves to divide public opinion. Many folk believe that these events are all somehow linked while others dismiss this as little more than paranoia. Whatever the truth of the matter, you have gathered again to pursue the truth wherever it may lie.

Once the PCs have introduced themselves to each other, proceed with the adventure.

If the PCs wish to learn more about the castle or recent events, proceed to encounter one. Before setting out, the PCs have enough time to buy consumable magic items, visit old friends, call in favors, and so on.

If the PCs want to role-play the journey to the castle, use encounter two. Once they arrive at the ruins, use encounter three.

If instead you are running zone four, proceed to the introductory text of that zone.

1: LEARNING MORE

Doubtless, at some point during the adventure, the PCs will seek to learn more about Castle Greyhawk and other things of interest. When they do so, consult the tables below to determine exactly what they learn.

Characters with ranks in Knowledge (local: core) or bardic knowledge can learn more Castle Greyhawk and its environs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

GETTING THERE

- **DC 10:** Castle Greyhawk stands eight miles from the city beyond the mighty Selintan. The safest and quickest way to reach it is to follow Marsh Path across Zagig's Bridge.
- **DC 15:** Most people avoid Zagig's Bridge – some say it is haunted or cursed. Several hovels have grown up around the span, mainly populated by landless immigrants from the Wild Coast.

CASTLE GREYHAWK

- **DC 10:** The shattered stumps of the castle's three great towers are clearly visible from North Hills Park. There are rumored to be at least 10 levels of dungeon below each tower as well as strange portals to other planes. The castle was abandoned in 421 CY after Zagig disappeared. Only adventurers explore the ruins now.
- **DC 15:** The three towers are known as the Tower of War (to the east), the Tower of Power (to the west), and the Tower of Magic (in the centre).
- **DC 20:** Returning in secret, Zagig captured nine demigods in the dungeons below his castle around the turn of the century and used their power to propel himself to godhood.

RECENT EVENTS

PCs succeeding on a Gather Information check reveal the relevant information listed below. A success also reveals all information gained by a lesser result.

- **DC 10:** A friend of a friend was coming home late from a tavern a few nights before when he saw a huge spider, easily the size of a horse, scaling a wall near the courthouse! It saw him but didn't attack, disappearing over the rooftops!
- **DC 15:** Many adventurers have been exploring the ruins below Castle Greyhawk. Those returning from below the War Tower tell of desperate battles against hordes of undead and even worse!
- **DC 20:** Turrosh Mak seeks alliance with the free city and has even promised troops to aid our defense. No sane person would agree to such a suggestion. From what I hear, occasional raiding still takes place through the buffer zone. Turin Deathstalker disappeared from Safeton recently for several weeks. He returned in unusually high spirits. (A DC knowledge [local – core] reveals that the Deathstalker often goes on one-man missions into the Pomarj; whole tribes have fallen beneath his blades).

2: GETTING THERE

Use this encounter when the PCs decide to leave the city and travel toward the ruins of Castle Greyhawk. This encounter assumes that the PCs leave through Marsh Gate (the gate nearest to Castle Greyhawk). If they leave through another gate, modify the encounter as necessary. If time is tight, skip this encounter.

For simplicity, assume that any PC with weapons that had to be left with the City Watch did so at Marsh Gate. Thus, as they leave the city they can retrieve their weapons without any problems. The City Watch do not hinder the PCs in any way as they leave.

Set just north of the junction between the city walls and the Black Wall, Marsh Gate gives access to the southern end of the Foreign Quarter. It is mainly used by

wagons bringing piles of waste to the city's refuse tip, which lies at Garbage Hill, outside the western walls. It is also common to see funeral processions bearing bodies to the city's cemetery – also just outside the western wall. Those bound for Castle Greyhawk leave the city by Marsh Gate, heading along the river trail leading to Zagig's Bridge. Two Watch patrols guard the gate. Read:

As you retrieve your weapons from the City Watch, several large wagons laden with rubbish and filth pass by on the way to Garbage Hill. Travelers, merchants, and watchmen all get out of the way of the foul-smelling carts.

The PCs are free to leave the city.

DEVELOPMENT

Proceed to encounter 3. DM Maps 1 and 2 shows the location of the ruins in relation to Greyhawk City.

3: THE RUINS

In this encounter, the PCs finally reach the ruins of Castle Greyhawk and meet the Wartower Wardens. Read:

A small, squat building stands just outside the shattered ruin of the Tower of War. The building is of grey stone and is obviously of much newer construction than the surrounding ruins. A lone dwarf sits outside, sitting on a shattered stone block. He is smoking a long pipe.

When the PCs approach the dwarf or enter his field of vision, continue:

At your approach, he looks up. "Well met, strangers. You have the look of adventurers about you. Have you come to try your luck in the War Tower?"

This is Grebold Blitzhame (LN male dwarf fighter 5). A member of the Wartower Wardens he shares this guard duty with this brother, Thren (who watches here at night).

If the PCs confirm that they are here to explore the War Tower, Grebold insists that they speak with Stillguar, leader of the Wartower Wardens. Grebold calls inside and presently, a grizzled dwarf emerges. If the PCs try to enter the tower without speaking with Stillguar, the entire guild turns out to stop them. See Development for more details.

Stillguar explains that the Wartower Wardens controls access to the ruins and that to enter, the PCs must promise to pay 25% of the treasure to the guild when they leave. To facilitate this, the dwarves demand that they inventory the PCs' possessions and wealth so that they only tax what the PCs find.

STILLGUAR

Short, stocky and heavily bearded this muscled dwarf carries an axe at his side and has an air of authority about him.

Attitude: Indifferent (PH 72).

What He Knows: See Learning More.

Background: Stillguar has dwelt here for two decades, taxing adventurers seeking to enter the War Tower. In that time he has seen many things and is happy to paint a lurid picture of the terrors lurking in the dungeons below the tower.

LEARNING MORE

The PCs may have some questions for Stillguar. His responses to such questions appear below:

Have you seen any bandits around here? No. (A DC 20 Sense Motive check reveals that Stillguar is holding something back. If the PCs push this point and threaten to tell the free city's authorities that bandits have been using the tower, Stillguar drops his demand to 10% of treasure found as long as they promise to keep the knowledge to themselves. He denies helping the bandits but argues that everyone should be allowed access to the ruins, no matter their personal philosophy.

Has anyone recently entered the War Tower? A small group of adventurers went into the tower two days ago. They have not yet returned.

Why are you here? We of the Wartower Wardens believe that much wealth lies unclaimed in the dungeons below. We guard this entrance to claim a fair share.

How long have you done this? About 20 years.

DEVELOPMENT

If the PCs try to muscle their way into the tower without speaking to, and making a deal with, the Wartower Wardens twelve members of the guild emerge from the guildhouse to stop the PCs. In total, the PCs are confronted by 10 guards (LN male dwarf fighter 4) and 2 lieutenants (LN male dwarf fighter 7). If combat ensues, use the statistics starting on page 110 of the *Dungeon Master's Guide*. The dwarves beat the PCs unconscious, steal half their coin wealth and deposit the PCs outside the ruins.

If the PCs agree to Stillguar's demands, the PCs may enter the dungeons. Proceed to the appropriate adventure zone. If this is the PCs first visit to the Silent Barracks they should ideally proceed to zone 1. If the bulk of the party has already adventured there, though, but one or more of the PCs has not, move immediately to the zone they wish to investigate giving no details about the layout of zone one. (In this situation it is assumed that zone one has been temporarily cleared out). In summary, the zones are:

- **CGR8-01:1 Negative Feedback:** Devotees of the demon-lord Orcus have found their way into the ruins of Greyhawk, and now stand between the PCs and further exploration into their fabled depths exactly why they are exploring the ruins.
- **CGR8-01:2 Forsaken Halls:** The ruined and abandoned halls of a former shrine hold terrifying creatures and hide forgotten treasures.

Negative Feedback

By Christopher Lindsay

ADVENTURE BACKGROUND

Though the original occupants of these chambers are no longer in evidence, they were in most recent history, the location of a goodly-sized church of Wee Jas. The Stern Lady's congregation has mysteriously disappeared since then, though very few would have marked their passage.

Since then, these chambers had found peace, until very recently, when they were invaded by followers of Orcus, Prince of the Undead. In exchange for their lord's assistance to reach this level of the ruins without the requisite keys, Lady Moniqua Vasilov had made promises of sacrifice and tribute from what she surmised to be, ancient coffers of power and lore. In exchange, Orcus gifted his disciple with a retinue of undead and a hooded pupil (or two).

Additionally, Orcus provided assistance in the form of a spell turret, which Lady Vasilov has set up in one section of the ruins, and a tiny fraction of his power, housed within a crystalline phylactery, which he crafted on his home plane of Thanatos.

Upon reaching her current location within the ruins of Greyhawk, Lady Vasilov smashed the phylactery (as she was instructed to do), releasing a torrential wave of negative energy throughout this level and the one above. The introduction of so much raw negative energy into the area caused many of the aged corpses in the vicinity to rise as undead of one sort or another.

Once she accomplished this task on behalf of her fell lord, Lady Vasilov set about expanding her dominion, taking control of these chambers as quickly as she was feasibly capable of, while disposing of as few of her precious followers (treated as resources to be expended or not, dependant upon their usefulness) as possible. Not a systematic delver, however, Lady Vasilov has worked her way through areas that proved less threatening, rather than clearing any particular area prior to moving on. Because of this, one section of the ruins has gone unexplored by Orcus' devotee.

That section houses a nasty quasit named Phaestus who has been trapped down here for some time. Phaestus has had plenty of time to think about his predicament however, and survives on hope strangely enough. Hope that someone dumber than himself may come along and

free him from his current predicament. Phaestus is a servant of the Dark Prince Graz'zt in his unholy war against Orcus. How he came to be trapped in the ruins is a story known only to the diminutive demon however, and he isn't talking...on that account anyhow.

ADVENTURE SUMMARY

There are two possible ways for the PCs to have made their way down into this section of the ruins, though both bring them along the same path.

PCs that managed to procure the key from Blackstone Crypt find that it is capable of unlocking the door at the top of the stairway leading down to this level.

PCs that did not successfully recover the key, however, are given access to this level, though 20% of the treasure they find is owed to the Thieves' Guild of the city of Greyhawk, for providing them with the magical resources required to continue their exploration.

While many chambers make up this section of the ruins, only a few of them house guardians or are areas of particular interest to the PCs. Additional information on these chambers follows.

1-01 Skeletal Guardians: This large chamber houses a massive pile of skulls, constructed in honor of Orcus by the skeletal guardians that have been posted here by Lady Vasilov. If anyone other than Lady Vasilov or the hooded pupils enter this chamber, the guardians attack, defending their post until destroyed.

1-04 Temple of Orcus: This chamber has recently been consecrated to Orcus, and contains a number of items suitable for worshiping the Prince of the Undead. The chamber is also guarded by a spell turret, constructed by Orcus himself, though it holds only a portion of its power here on the Material Plane.

1-05 Hooded Pupils: This large chamber, used to be a temple of Wee Jas, though one or more hooded pupils are in the process of desecrating this chamber when the PCs arrive. Fanatical devotees of Orcus, these creatures fight to the death.

1-08 Graz'zt's Pupil: Phaestus, a quasit that serves the demon prince Graz'zt is trapped in this chamber. Once the PCs find their way through the door and into this sanctum, its cunning inhabitant does its level best to

get free. If the PCs are aware they face followers of Orcus, and say as much to Phaestus, they might gain a temporary ally...extremely temporary.

1-09 Grave Business: Lady Vasilov found her way to this chamber, which houses a crypt formerly consecrated to Wee Jas. This alone kept these corpses from animated when Moniqua set off the phylactery. Since discovering this chamber however, she has desecrated it sufficiently to remove the restriction of the goddess, and now works diligently to extract as many intact corpses from their rest, prior to using further magic to animate their bodies into servitude.

PREPARATION FOR PLAY

No special preparation is required prior to DMing this adventure. However, if you wish to have greater insight into the political machinations, goals, and whatnot of the demon lords Orcus and Graz'zt, then you may wish to read up on them in *Fiendish Codex I: Hordes of the Abyss*. Additionally, at higher APLs, the quasit Phaestus has levels of warlock. Though all of the information required to run Phaestus is presented within this adventure, you may also wish to read up on warlocks in the *Complete Arcane*, as well as the most current version of the FAQ, and any errata that may be available regarding that class online at www.wizards.com.

INTRODUCTION

If one or more of the PCs have access to the key from the end of CGR7-02, *The Silent Barracks*, read:

Successful in finding the key to the door leading down to this level, you took a well earned break back in the big city. Now that you're rested, refreshed, and ready to face danger once more, you can take your key and delve deeper into the chambers beneath the ruins of Greyhawk.

If none of the PCs were successful in gaining access to the key from the end of CGR7-02 *The Silent Barracks*, read:

Confounded by the only door remaining in this gods-forsaken ruin, you returned to the city without a clue how to explore further. Lucky for you, the Thieves' Guild found you, and after discovering the source of your consternation, provided you with a solution. The man was like a shadow, and you're not even sure that he was ever in the same room as you, at any given time. However, once you reached the forbidden door again, it was open. The price was simple enough...20% of anything of value that you find in the ruins, as well as full disclosure on its secrets.

If the PCs enter the ruins under these circumstances, deduct 20% from any treasure they discover in the course of their exploration for this round of the adventure only.

1-01: SKELETAL GUARDIANS

This chamber is the starting point for the PCs' further exploration into the ruins of Greyhawk. When the PCs reach the bottom of the stairway and open the door, read:

A ten-foot pile of skulls dominates the center of this chamber, and many more lay strewn about the floor. Four stone braziers bearing hot embers dimly light the room, casting deep shadows into the corners. A wide stone stairway is the only apparent exit. Several skeletal figures appear to be gathering the loose skulls and adding them to the pile in the center.

The skeletal figures vary, depending on the APL of the group. Human skeletons collect the skulls using their hands as appropriate. However, if there are wolf skeletons present, they collect each skull in their bony mouths, flinging them up onto the pile. Once the PCs enter the chamber, read:

Noticing your entry into the chamber, the skeletal figures turn to advance on you menacingly.

APL 2 & 4 (EL 2)

☛ **Human Warrior Skeletons (6):** hp 6; MM 226

APL 6 (EL 4)

☛ **Human Warrior Skeletons (3):** hp 6; MM 226

☛ **Wolf Skeletons (3):** hp 13; MM 226

Skeleton Tactics: The skeletons' orders are very specific. Stop all intruders from passing through this chamber to the stairs. The skeletons charge to attack as soon as the PCs enter the chamber.

AREA FEATURES

This area has the following features of note:

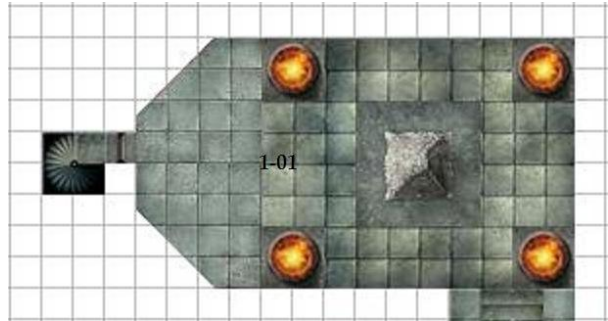
Ceiling: The ceiling is 20 ft. high.

Pile of Skulls: This pile is pyramid-like in shape, having a 10-foot by 10-foot base, and being roughly 10 feet high at the top. Attempting to climb the pile only scatters the skulls in all directions.

When examined closely, most of the skulls are human, though a few dwarf, elf, and halfling skulls are present as well. If the pile of skulls is cleared from where they currently rest upon the floor, the image of a leering, blazing skull is revealed. A DC 10 Knowledge (religion) check reveals this to be a holy symbol of Wee Jas. If one of the PCs is a cleric of Wee Jas, no check is necessary. The skeletons were ordered to cover the symbol with skulls as the first step toward desecrating this chamber.

Braziers: These are built into the stone of the chamber, and were recently home to blazing fires, lit by Lady Vasilov and her followers to reveal the features of this chamber. Only coals burn within now.

Entrance Door (Stone): 4 in. thick; hardness 8; hp 60; no check is necessary to open this door.



1-02: GRAND STAIRWAY

When the PCs reach the first landing, read:

A dead bugbear lays face down on the first landing of this wide stairway. A blackened scorch-mark stretches across the width of the passage.

A pair of wide alcoves each bears the engraved image of a leering skull, blazing with fire, though it appears as though they have both recently been splashed with large quantities of blood, as well as more fragrant bodily excretions.

The bugbear wears a robe with a deep hood. Close examination reveals that the creature was burnt to death, and that it bears a heavy mace whose head has been fashioned to appear as a skull. A DC 15 Knowledge (religion) check reveals this as a functional holy symbol of the demon lord Orcus, Prince of Undead.

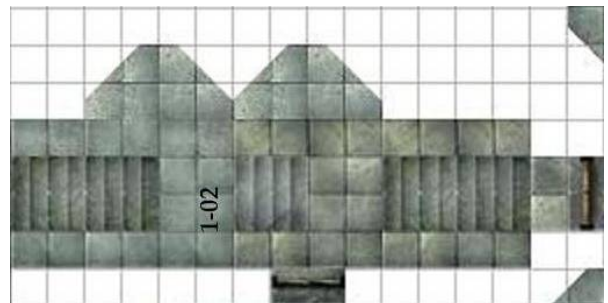
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Alcoves: The alcoves once held tables laden with candles that were lit in prayer to Wee Jas. The tables and candles were destroyed and discarded after the hooded pupil died from the trap set here. Additionally, the engraved images have been desecrated by Lady Vasilov and her minions.

Landings: A DC 25 Search check reveals that the first landing was trapped magically, a trap that was only set off in the last day or so. The second landing grants access to a set of wide stone double doors.



1-03: STORAGE CHAMBER

This chamber was previously used to store supplies for embalming as well as foodstuffs, water, and other general store needed by the priests who once dwelt here. Once the PCs open the doors leading into this chamber, read or paraphrase:

A steep narrow stair winds down into this frigid chamber. Shelves line the walls, though they are largely empty now. A pair of large ornate tables has been smashed to pieces in the middle of the room. Dozens of moldy burnt out candles lay amidst the wreckage. Several crates and barrels are stacked against one wall as well.

Close examination of the shelves reveals that they were only recently looted. Patterns in the dust reveal that they recently held many circular containers. The crates hold the ancient remnants of stored food, no longer edible. The barrels, which once held water, are now dry.

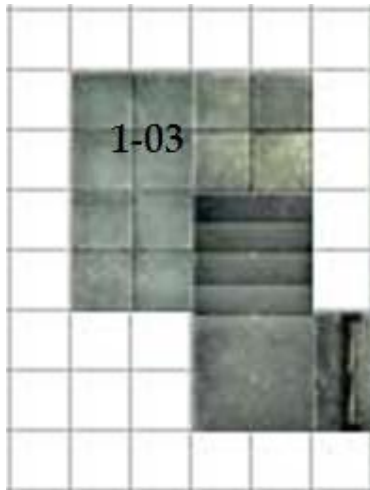
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Stone Double Doors: 4 in. thick; hardness 8; hp 60; no check is necessary to open this door.

Wreckage: The destroyed tables and candles were previously housed in the twin alcoves described in area 1-02.



1-04: TEMPLE OF ORCUS

Lady Vasilov converted this extra large chamber into a temple dedicated to Orcus after defacing the room of all Wee Jas symbolism.

A step leads up to a large stone altar which stands at the end of this chamber. A blood-red tapestry depicting a skull topped black mace hangs behind the altar, and decrepit wooden pews have been lined

up, arranged to accept the patronage of any that might come to worship.

Lady Vasilov has installed the spell turret (shown on the map as a glowing blue glyph) gifted to her by Orcus to protect this chamber. As soon as any PC reaches the first set of pews, read or paraphrase:

The stone step pivots, and a skull-topped black mace stands upright, a flash of blackness passing through the chamber as it does so.

The spell turret releases a different spell each round for four rounds, and then pauses on the fifth; repeat. It continues this pattern until disabled, destroyed, or the PCs leave the chamber.

APL 2 & 4 (EL 2)

↗**Spell Turret:** Appendix 1

APL 6 (EL 4)

↗**Spell Turret:** Appendix 1

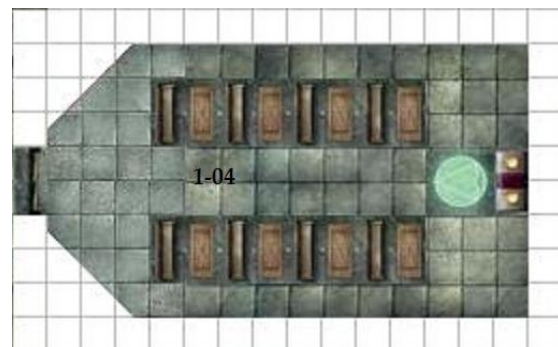
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Pews: Each of these was originally constructed of good strong wood. However, time has taken its toll, and the hardness of these have been reduced to 2, and each can take only 10 hps damage before becoming totally useless. They provide cover (+4 to AC, +2 on Reflex saves) against the attacks of the spell turret (if applicable to the spell effect).

Altar: A stone structure, the altar has withstood the time admirably (hardness 8; hp 1,000) It is obvious however that the front has been scoured of all markings.



1-05: HOODED PUPIL

This chamber used to serve as the meeting/dining hall for the assemblage of Wee Jas. Additionally, the chamber could be converted into a giant working laboratory for magical experimentation, when deemed appropriate by the heads of the church.

A raised platform with an altar dominates the entryway to this chamber. Two long stone tables are built into the floor in the center of the chamber, while a large ten-foot statue, depicting a beautiful woman with an imperious glare is nestled against the wall at the far end.

A bugbear hooded pupil of Orcus is in this chamber, working to defile the sanctity of Wee Jas. Unless the PCs have managed to maintain absolute silence on their approach to this room, the bugbear is likely aware of their approach. Read or paraphrase:

A single muscular savage goblinoid, nearly seven feet tall stands ready and waiting for you, shrouded in a voluminous cloak. Unnaturally glowing red eyes glare balefully out from where they're nestled deeply within its hood. In one hand, the creature grips a morningstar whose head resembles a skull with jagged spikes protruding.

APL 2 (EL 3)

☛ **Hooded Pupil Bugbear:** hp 16; Appendix 1.

APL 4 & 6 (EL 5)

☛ **Hooded Pupil Bugbear:** male bugbear fighter 2; hp 29; Appendix 1.

Hooded Pupil Bugbear Tactics: While the hooded

pupil has some different attack types available to him (*clutch of Orcus*, drinking blood), he tends to fight in a straight forward manner, attempting to break down individual opponents quickly. He begins the combat having already consumed his *potion of bull strength*. The affects of this is not included in the creature's stat block.

HOODED PUPIL LORE

Characters who have ranks in Knowledge (religion) can learn more about hooded pupils. When a character makes a successful skill check the following lore is revealed, including the information from lower DCs

Knowledge (Religion)

DC 18: This is a hooded pupil. Hooded pupils are undead creatures that like to drink the blood of their victims. This result reveals all undead traits.

DC 23: Hooded pupils can walk on walls and can cause a victims heart to stop.

AREA FEATURES

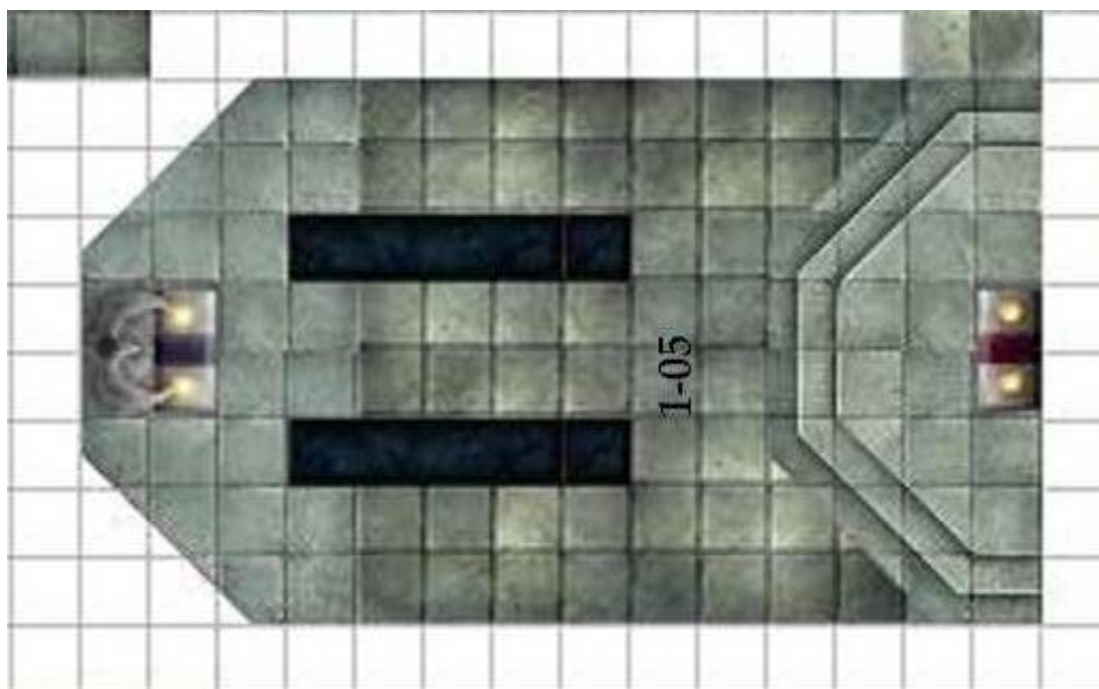
This area has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Altar: The altar is constructed of stone, and has a built-in bookstand, allowing it to serve as a study or podium in a pinch (hardness 8; hp 1,000). Characters can leap atop it with a DC 10 Jump check, gaining the benefits of higher ground against opponents on the floor.

Stone Tables: These stone tables are built into the floor, and are good for whatever utilitarian purpose, one might put them to (hardness 9; 500 hp/5-foot section).

Statue: Depicting Wee Jas (DC 10 Knowledge [religion]), this statue has a hidden drawer (DC 25 Search) which contains a number of items. Refer to the Treasure Summary.



1-06: MEDITATION CHAMBER

This chamber is the head of a 'T' intersection amidst the halls of the ruins. Why it was here originally is anybody's guess. However, the followers of Wee Jas used it as a place for reflection.

This odd-shaped chamber rests at the head of a 'T' intersection, bisected by the originating hall. The far wall of the chamber appears to be a shifting, changing sea of flame. Occasionally, tiles on the wall are laid bare, each one possessing a strange rune of arcane nature.

Down one hallway, an open cistern of fresh water appears to have been constructed just outside the room. The other hallway extends off into the darkness.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 15 ft. high.

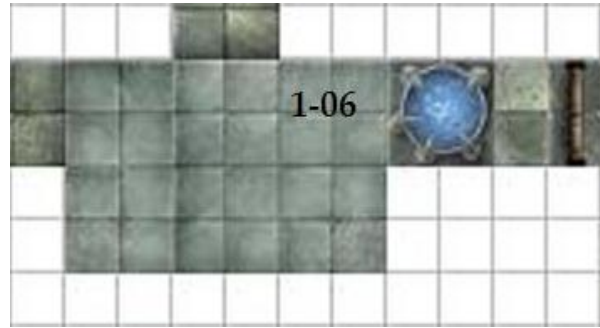
Flaming Wall: The arcane symbols that appear, stand for the energy types used in magic (fire, cold, acid, electricity, and sonic). Though they hold no significance beyond that, their respective appearance gave the disciples of Wee Jas a focus for meditation, as well as presenting a challenging exercise for finding order in chaos.

If any PC is a cleric of Wee Jas, they immediately recognize the wall for its purpose. To any other character incapable of making a DC 25 Knowledge (religion) check, the wall is a mystery. The wall radiates no heat. If *detect magic* is cast a DC 20 Spellcraft check reveals that it has a moderate aura of illusion.

Cistern: Built into the floor, the cistern effectively blocks off the hallway. It is 10-feet deep and kept fresh and full through magic. Additionally, the floor on this side of the cistern is treated with a permanent effect that most closely resembles the spell *grease*. Anyone running through the ten feet just before the cistern must make a DC 20 Balance check or slide through the area, falling into the cistern itself. Any PC that makes a DC 15 Spot check (provided that light is available) can see that an armored bugbear lies dead at the bottom of the cistern, where it drowned recently.

The lip of the cistern only rises a foot off the floor itself however, so any PC capable of making a DC 20 Jump check, jumping from 10 feet back, (or levitating, or flying) may bypass this portion of the hall and reach the door on the far side. Another option is to make the DC 20 Balance check while running, and then make a DC 10 Jump check to clear the cistern and reach the other side. At higher APLs, the PCs may have access to *dispel magic*. A successful caster level 10, removes the grease-like enchantment for 24 hours.

Stone Double Doors: 4 in. thick; hardness 8; hp 60; no check is necessary to open this door.



1-07: MASTER'S CHAMBERS

These two chambers previously served as the personal chambers of the co-founders of the temple of Wee Jas. One was divine and one arcane, though there is very little here now to give that away. When investigating these chambers, the PCs find them to be essentially identical.

A large crumbling bed dominates one side of this chamber, the other being taken up by an assortment of previously well-made but now seriously deteriorated furniture. A burn mark in the shape of a perfect circle, 10 feet in diameter, dominates on section of the far wall.

If any character takes the time to examine the burn mark more closely, read or paraphrase:

A faint spidery tracing of magical script encloses the circumference of the burn mark.

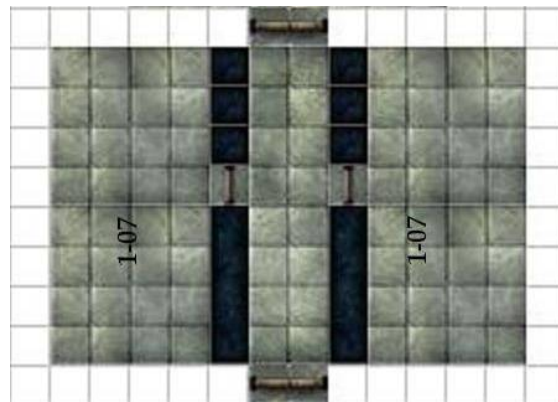
There is nothing of value to be found anywhere, in either chamber. A DC 30 Knowledge (arcana) check reveals that the burn marks were likely the home of a planar *gate* or other such powerful conduit at one time, though no other trace of a magic portal exists now.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Stone Double Doors (both sets): 4 in. thick; hardness 8; hp 60; no check is necessary to open.



1-08: DEMONIC TRAPPINGS

This chamber is currently the permanent residence of Phaestus, a quasit who served, at one time, as a part time errand boy for Graz'zt, Prince of Demons. He was trapped here by Wee Jas' devotees, when he was caught causing mischief of a dire and fatal nature within the church. Even though Graz'zt has since abandoned his pawn, Phaestus firmly believes that one day his master will send help to free him. Barring that, the quasit isn't above taking help where he can get it. Phaestus begins the encounter *invisible*.

An unusually well-preserved desk and chair dominates one corner of this chamber. A series of dimly glowing magical runes surrounds the desk, casting the rest of the room in shadow. A set of decrepit looking bookshelves, lined mostly with a thick layer of dust, stand against the opposite wall.

Any PC touching or crossing over the runes disrupts their power, releasing Phaestus. The quasit is quite willing to patiently wait and give them the opportunity to do so.

APL 2 (EL 2)

☛ **Phaestus (quasit):** hp 13; Appendix 1.

APL 4 & 6 (EL 4)

☛ **Phaestus:** quasit warlock 2; hp 20; Appendix 1.

Phaestus' Tactics: Phaestus remains perched on the desk invisibly, and absolutely still hoping that the PCs' curiosity gets the better of them, and they might do something to release him from his magical prison.

If a PC is capable of seeing *invisible* (or if Phaestus should become visible later in the encounter), read or paraphrase:

A tiny humanoid-shaped creature with spiky horns and bat wings sits perched atop the desk. Its hands and feet are long and slender, with long, claw-tipped digits. A tiny silver chain and amulet hangs from the creature's neck. The silver on the amulet is blackened and resembles a six-fingered hand.

Anyone succeeding on a DC 15 Knowledge (religion) check recognizes the amulet as a holy symbol of Graz'zt, the Prince of Demons. If they make the check by 5 or more, and they recognized a symbol of Orcus previously in the adventure, they recall that Orcus and Graz'zt are deadly enemies.

PHAESTUS' DEAL

If seen, Phaestus attempts to bargain slyly with the PCs. The deal he offers is his freedom, for the contents of the desk. While the quasit cannot get into the locked drawers himself, he insists that heroes as mighty as the PCs are resourceful enough to do so. He also points out that there

must be something valuable hidden within, since it is the only well-preserved furniture in the room.

If the PCs suggest that followers of Orcus are nearby, Phaestus even goes so far as to offer his assistance in dealing with these undead-loving upstarts, offering to make a pact of service (short-lived of course) with the PCs as well. Once Lady Vasilov is defeated, Phaestus turns on the party, attacking them while their resources are depleted. The depths of the quasit's treachery know no limits.

FIGHTING PHAESTUS

If the PCs do not see Phaestus, and they touch or cross the runes physically, the magic of the runes fails, and the quasit is freed. At this point, if the door is open, Phaestus leaves, following the PCs, attacking them at a moment that would be inconvenient to them. If this is during a fight with Lady Vasilov, Phaestus does nothing to help the PCs against her as long as they have the upper hand, allowing them to expend their resources in the conflict. If she gains the upper hand in combat (DM discretion), Phaestus attacks from concealment whenever possible.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Entrapment Area: If any PC has the power to *teleport* into the area enclosed by the runes, they find themselves trapped along with Phaestus, a permanent effect that resembles the spell *dimensional lock*, prevents them from *teleporting* or otherwise translocating themselves from this area, and the runes prevent them from crossing out physically.

Desk: Preserved by the same magic that binds Phaestus, the desk is otherwise unremarkable. Its one drawer is locked (DC 20 Open Locks; hardness 5, hp 20). It contains only a single silver token, fashioned in the visage of a blazing, leering skull (holy symbol of Wee Jas). When brought into contact with the second magical barrier (1-13), the barrier is dispelled, allowing the PCs to pass freely to zone three.

Shelves

(Treasure): Unremarkable and rotten, these shelves do in fact contain a single hidden catch in the base (DC 25 Search). When opened a cache of scrolls is found to be held within. Refer to the Treasure Summary.



1-09: GRAVE BUSINESS

Previously a prison, this oddly shaped chamber was converted into a crypt by the disciples of Wee Jas, and now houses dozens of corpses, previously undead, though destroyed by the Stern Lady's followers. Having discovered this crypt, Lady Vasilov is in the process of exhuming the bodies and fully intends to animate as many of the corpses as she is able prior to continuing her exploration of the ruins.

Dozens of bodies lay neatly arranged on the floor of this oddly shaped chamber, having apparently only been disinterred from their rest recently. Debris from their exhuming is littered everywhere throughout the chamber, making walking through this area somewhat tricky.

When the PCs first enter the chamber, Lady Vasilov is working toward the back, around the corner. She thus probably has at least two rounds to prepare before she must face them. Once the PCs do see Lady Vasilov however, read or paraphrase:

A fair-skinned woman with long braided blond hair and unnaturally glowing red eyes, wearing heavy armor, glares menacingly. She holds a wicked looking skull-topped mace loosely in one hand, and speaks in cool tones, "I don't know who you are, but I will animate your corpses to honor my lord Orcus."

A DC 15 Spot check reveals that patches of her skin appears to be covered in oily black scales.

APL 2 (EL 3)

☛ **Moniqua Vasilov:** female human cleric 3 (Orcus); hp 24; Appendix 1.

APL 4 (EL 5)

☛ **Moniqua Vasilov:** female human cleric 5 (Orcus); hp 38; Appendix 1.

APL 6 (EL 7)

☛ **Moniqua Vasilov:** female human cleric 7 (Orcus); hp 52; Appendix 1.

Lady Vasilov's Tactics: At all APLs, in her two rounds of preparation, she casts *bull's strength* and *shield of faith*. Her stat blocks already reflect the changes from these spells.

At **APL 2**, Lady Vasilov opens with *cause fear* on an apparent front-line fighter, followed by *doom* on a different melee combatant. She reserves *hold person* for the most troublesome opponent. At this APL, you can expect that she'll be in melee combat with someone rather quickly at any rate, though she hopes to forestall with spells as described above. If at any time she might suspect that a PC would succumb to her death touch, do not hesitate to use it in an attempt to remove a combatant permanently. Clerics of Orcus play for keeps.

At **APL 4**, Lady Vasilov casts *demon wings* and taking to the air (fly 20, average maneuverability). The vaulted ceiling in this chamber should allow her to escape melee with PCs fairly quickly. She then follows up with the spells as described under APL 2.

At **APL 6**, Lady Vasilov casts *demon wings* and taking to the air (fly 20, average maneuverability). She then follows up by casting *summon monster IV* twice, over the next couple of rounds. She summons a howler (MM 154) on each casting. She then casts *darkfire* and targets PC spellcasters and others with ranged attacks.

At all three APLs, she is capable of casting *sanctuary* if she feels she needs to remove herself from the fight for healing or to attempt an escape, depending upon how badly it is going for her.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 20 ft. high.

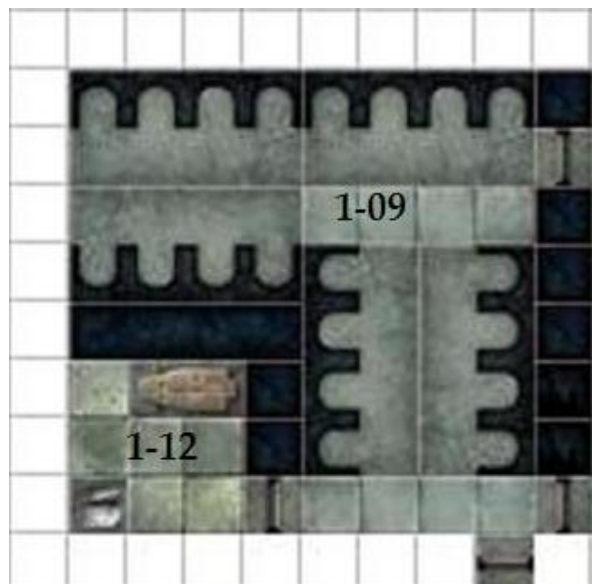
Corpses/Debris: The corpses and debris littered about the floor make the entire room difficult terrain. It is impossible to move more than half speed, charge, run, or take 5-foot steps in this situation.

Stone Doors: 4 in. thick; hardness 8; hp 60; no check is necessary to open these doors.

DEVELOPMENT

Once the PCs have defeated Lady Vasilov they can claim the key to the first magic barrier in area 1-13. She found it amongst the bodies while she toiled at exhuming them. This key, and the one possessed by Phaestus, allow the PCs to progress to the next level of the dungeon, Shatterstone.

If Phaestus is present during this combat, he attacks Lady Vasilov first, though he only does so if things are going well for Moniqua. Once the combat is over, Phaestus turns on the PCs, hoping to finish them off, and sacrifice them in the name of his fell lord Graz'zt.



1-10 EMBALMING CHAMBER

This chamber was previously used by the clerics of Wee Jas for embalming the bodies in preparation for their interment. Now, the chemicals are stale and fetid.

A rotten, broken down table dominates this chamber, having long ago collapsed due to mold, whose smell pervades the air in this chamber. A stone shelf carved into one wall holds an array of glass jars. Some of these contain substances of varying hues and consistency.

A DC 15 Craft (alchemy) check reveals that the jars contain substances that are commonly used for embalming corpses, though all of them are rotten with age, and have become useless for this purpose now.

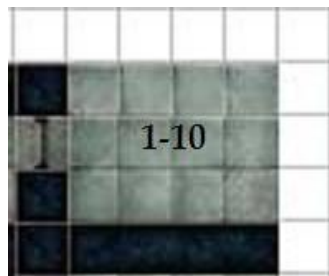
One flask at the back contains acid which has, for some inexplicable reason, grown stronger over time (deals 2d6 damage, instead of 1d6). For the purpose of alchemical study, this flask is worth 100 gp.

Additionally, another flask contains a potion. The type of potion is different depending on APL, and can be found in the Treasure Summary.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.



1-11 DOMITORY

This chamber previously served as the living quarters for the remainder of Wee Jas' disciples.

The floor of this chamber is covered with the wreckage from numerous broken down bunks.

Nothing of value is contained herein, though if the PCs pick through the debris, they may determine that as many as a dozen occupants could have slept here at one time.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.



1-12 INTERROGATION CHAMBER

This chamber was used for interrogating intelligent undead. The clerics of Wee Jas did this to find the location of their respective lairs, so that additional undead could be located and destroyed.

A stone table with rotten leather straps is pushed up against one wall of this chamber, while a spike-less iron maiden is in the opposite corner.

Close inspection of the iron maiden reveals that a hole has been drilled into the top of the structure, and a tiny funnel with a drip has been attached. The followers of Wee Jas would slowly drip holy water through the funnel into the iron maiden, searing the undead interred within over extended periods of time, as a form of torture.

Close inspection of the table reveals that a holy symbol of Wee Jas (blazing, leering skull) is engraved into its surface. The clerics could use this as a focus for their turning, as well as low-powered cure spells; another form of torture for intelligent undead.

Succeeding on a DC 25 Knowledge (religion) check reveals the above information regarding certain sects of the clergy of Wee Jas.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.



1–13 PASSING THE LEVEL

These portals are permanent effects that resemble a *wall of force* with color. Use the same description for both.

A transparent field of azure energy stretches across the hall, blocking further passage into the ruins. A faint, semi-opaque image of a leering, blazing skull shimmers in and out of visibility every few seconds.

Each portal may be unlocked with the appropriate key. The first portal can be brought down by applying Lady Vasilov's key to its surface; the second, by applying Phaestus' key to its surface. Both keys are holy symbols of Wee Jas, though one is silver (Phaestus) and the other is gold (Lady Vasilov). Both of these keys permanently disable the portals, and if retained, are of value to the church as well.

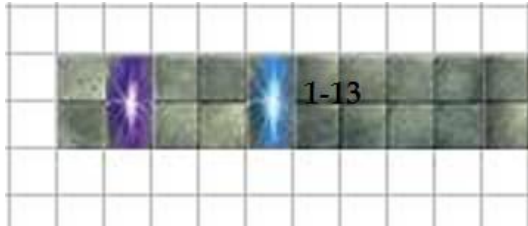
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 10 ft. high.

DEVELOPMENT

PCs breaching both these barriers have found a way to access parts of the next level – Shatterstone – cut off during the earthquake that destroyed much of the level. These areas are detailed further in CGR8-02 *Shatterstone*.



CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs successfully find their way through the crypt, defeat the tomb motes and recover the key from where it is hidden.

Having defeated the cultists and the miniature demon, you have successfully located what you believe to be keys needed to proceed further into the ruins of Greyhawk.

FAILURE

Use this text if the PCs survived, but did not successfully find their way into the final crypt and/or find the key hidden there.

Leaving the ruins for a well deserved rest, you get the feeling that you're missing something, though you can't quite put your finger on it. Perhaps if you spend some time at the library in the city of Greyhawk, you might garner the clues needed to proceed further into the ruins.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

Cartographers' Guild

- +1: Producing an accurate map of this section of the ruins.

Guild of Wizardy

- +1: Studying and disabling the wards leading to Shatterstone.

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.

1-01: Skeletal Guardians

Defeat the skeletons.

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP

1-04: Temple of Orcus (Trap)

Disable/survive the spell turrent.

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP

1-05: Hooded Pupil

Defeat the bugbear hooded pupil.

APL 2	90 XP
APL 4	150 XP
APL 6	150 XP

1-08: Demonic Trappings

Defeat Phaestus, the quasit.

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP

1-09: Grave Business

Defeat Lady Vasilov.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Discretionary Roleplaying Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 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.

1-01: Skeletal Guardians

APL 2: Loot 13 gp; Total 13 gp.

APL 4: Loot 84 gp; Total 84 gp.

APL 6: Loot 121 gp; Total 121 gp.

1-05: Hooded Pupil

APL 2: Loot 4 gp; Total 4 gp.

APL 4 & 6: Loot 115 gp; Total 115 gp.

1-08: Demonic Trappings

All APLs: Loot 2 gp; Magic (58 gp) 2 scrolls of death ward 116 gp; Total 118 gp.

1-09: Grave Business

APL 2: Loot 76 gp; Magic (4 gp) 2 potions of cure light wounds 8 gp; Total 84 gp.

APL 4: Loot 154 gp; Magic (25 gp) potion of cure moderate wounds, (192 gp), +1 heavy mace 217 gp; Total 371 gp.

APL 6: Loot 17 gp; Magic (63 gp) potion of cure serious wounds, (192 gp), +1 heavy mace, (221 gp), +1 full plate armor, (83 gp) cloak of resistance +1 559 gp; Total 576 gp.

1-10: Embalming Chamber

All APLs: Loot 8 gp; Magic (63 gp) 3 *potions of cure serious wounds* 189 gp; Total 197 gp.

Elemental gem^{WJ} (Core; DMG)

Spellsink scarab^{WJ} (Core; Magic Item Compendium)

Infinite scrollcase^{WJ} (Core; Magic Item Compendium)

Treasure Cap

APL 2: 450 gp; APL 4: 650 gp; APL 6: 900 gp.

Total Possible Treasure

APL 2: 414 gp; APL 4: 694 gp; APL 6: 1,127 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

Silver Holy Symbol of Wee Jas: PCs defeating Phaestus, the quasit gain this item.

Golden Holy Symbol of Wee Jas: PCs defeating Lady Vasilov gain this item.

Thanks of the Stern Lady: PCs who slay Lady Vasilov gain this AR item.

Fermented Acid: If the PCs recovered at least one flask of fermented acid from area 1-10 they gain access to this item.

☠**Silver Holy Symbol of Wee Jas:** You took this silver holy symbol from a demon found lurking in the dungeons below the War Tower.

☠**Golden Holy Symbol of Wee Jas:** You wrested this symbol from a depraved follower of the demon lord Orcus.

☞**Thanks of the Stern Lady:** The followers of the Stern Lady have learnt of your exploits below the War Tower and are grateful to you for cleansing one of their old holy places of the taint infesting it. In gratitude, they provide you access to the items marked ^{WJ} below.

☠**Fermented Acid:** You found a flask of concentrated acid deep below the War Tower and the alchemists of the free city have managed to unlock the secrets of its creation. Treat this acid in all regards as normal acid (PH 128) except that it does 2d6 points of acid damage on a direct hit and splashed everyone within 5 ft. for 2 points of acid damage.

ITEM ACCESS

APL 2

Fermented acid (Adventure; 100 gp per flask)

Blessed bandage^{WJ} (Core; Magic Item Compendium)

Greater skill shard^{WJ} (Core; Magic Item Compendium)

Potion of lesser vigor^{WJ} (Core; Spell Compendium)

APL 4(all of APL 2 plus:)

Eternal wand of shield^{WJ} (Core; Magic Item Compendium)

Phylactery of faithfulness^{WJ} (Core; DMG)

Lens of revelation^{WJ} (Core; Magic Item Compendium)

APL 6 (all of APLs 2-4 plus:)

APPENDIX 1: APL 2

1-04: TEMPLE OF ORCUS

ORCUS SHRINE SPELL TURRET CR 2

Search DC 26; **Type** magic

Trigger visual (true seeing); automatic reset

Effect Four different spell effects cast once per round in set order (*entropic shield* [self], *doom* [DC 12 Will negates], *cause fear* [DC 12 Will negates], *inflict light wounds* [DC 12 Will half]), no spells cast every fifth round but spell turret self repairs 4d8+20 hp. The first spell (*entropic shield*) is always cast on itself, but the other three spells always target the nearest PC. Caster level 1st.

Duration 5 rounds (repeat)

Destruction AC 7; hp 200; hardness 8 (stone)

Disarm Disable Device DC 26

1-05: HOODED PUPIL

HOODED PUPIL BUGBEAR* CR 3

**Libris Mortis*

CE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft., scent, Listen +7, Spot +7

Languages Common, Goblin

AC 19, touch 11, flat-footed 18

(+1 Dex, +2 armor, +1 shield, +5 natural)

hp 16 (3 HD)

Resist cold 5

Fort +2, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares); *spider climb*

Melee morningstar +8 (1d8+5)

Ranged javelin +3 (1d6+5)

Base Atk +2; **Grp** +7

Atk Options drink blood

Combat Gear *potion of bull's strength*

Spell-Like Abilities (CL 10th):

1/day—*clutch of Orcus* (DC 11)

Abilities Str 21, Dex 12, Con 13, Int 10, Wis 12, Cha 9

Feats Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (morningstar)

Skills Climb +6, Hide +6, Listen +7, Move Silently +6, Spot +7

Possessions combat gear plus leather armor, light wooden shield, morningstar, 6 javelins, silver holy symbol (Orcus)

Clutch of Orcus (Sp) Once per day, a hooded pupil can use the spell *clutch of Orcus*. Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su) Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su) Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.

Skills Bugbears have a +4 racial bonus on Move Silently. Hooded pupils have a +2 racial bonus to Hide, Listen, Move Silently and Spot checks.

1-08: DEMONIC TRAPPINGS

PHAESTUS (QUASIT) CR 2

CE Tiny outsider (chaotic, extraplanar, evil)

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

Languages Abyssal, Common

AC 18, touch 15, flat-footed 15

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

hp 13 (3 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 20 ft. (4 squares), fly 50 ft. (perfect)

Melee 2 claws +8 (1d3-1 plus poison) and bite +3 (1d4-1)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -6

Spell-Like Abilities (CL 6th):

At Will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11)

1/week—*commune* (may ask 6 questions; caster level 12th)

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ alternate form

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) Phestus can assume one of two forms at will as a standard action, a bat or wolf.

1-09: GRAVE BUSINESS

MONIQUA VASILOV CR 3

Female human cleric 3 (Orcus)*

**Fiendish Codex 1: Hordes of the Abyss*

CE Medium humanoid (human)

Init +0; **Senses** darkvision 30 ft., Listen +2, Spot +4

Languages Common

AC 22, touch 12, flat-footed 22

(+6 armor, +2 shield, +2 deflection, +2 natural)

hp 24 (3 HD)

Fort +5, **Ref** +1, **Will** +5

Speed 20 ft. in banded mail (4 squares), base speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Base Atk +2; **Grp** +6

Atk Options death touch (1/day; +6 melee touch; 3d6)
Special Actions rebuke undead 4/day (+3, 2d6+4, 3rd),
spontaneous casting (*inflict* spells)

Combat Gear 2 *potions of cure light wounds*

Cleric Spells Prepared (CL 3rd):

2nd—~~bull's strength~~, *death knell*^D (DC 14), *hold person* (DC 14)

1st—*cause fear*^D (DC 13), *doom* (DC 13), *sanctuary* (DC 13), ~~*shield of faith*~~

0—*detect magic*, *light*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Orcus. Domains: Death, Demonic*

† Already cast

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Feats Combat Casting, Demonic Skin, Eyes of the Abyss

Skills Concentration +8 (+12 casting defensively), Knowledge (religion) +6, Knowledge (the planes) +6

Possessions combat gear plus masterwork banded mail, masterwork heavy steel shield, masterwork heavy mace, silver holy symbol, spell component pouch

1-04: TEMPLE OF ORCUS**ORCUS SHRINE SPELL TURRET CR 2****Search** DC 26; **Type** magic**Trigger** visual (true seeing); automatic reset**Effect** Four different spell effects cast once per round in set order (*entropic shield* [self], *doom* [DC 12 Will negates], *cause fear* [DC 12 Will negates], *inflict light wounds* [DC 12 Will half]), no spells cast every fifth round but spell turret self repairs 4d8+20 hp. The first spell (*entropic shield*) is always cast on itself, but the other three spells always target the nearest PC. Caster level 1st.**Duration** 5 rounds (repeat)**Destruction** AC 7; hp 200; hardness 8 (stone)**Disarm** Disable Device DC 26**1-05: HOODED PUPIL****HOODED PUPIL BUGBEAR* CR 5**

Male bugbear fighter 2

**Libris Mortis*

CE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft., scent, Listen +7, Spot +7**Languages** Common, Goblin**AC** 20, touch 11, flat-footed 19

(+1 Dex, +4 armor, +5 natural)

hp 29 (5 HD)**Resist** cold 5**Fort** +5, **Ref** +6, **Will** +2**Speed** 30 ft. (6 squares); *spider climb***Melee** mwk morningstar +12 (1d8+9/19-20)**Ranged** mwk composite longbow (+4) +6 (1d8+4)**Base Atk** +4; **Grp** +10**Atk Options** drink blood**Combat Gear** *potion of bull's strength***Spell-Like Abilities** (CL 10th):1/day—*clutch of Orcus* (DC 11)**Abilities** Str 22, Dex 12, Con 13, Int 10, Wis 12, Cha 9**Feats** Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (morningstar)**Skills** Climb +7, Hide +7, Listen +7, Move Silently +7, Spot +7**Possessions** combat gear plus masterwork chain shirt, masterwork morningstar, masterwork composite longbow (+4) and 20 arrows, silver holy symbol (Orcus)**Clutch of Orcus (Sp)** Once per day, a hooded pupil can use the spell *clutch of Orcus*. Caster level 10th. The save DC is Charisma-based.**Drink Blood (Su)** Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already

helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su) Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.**Skills** Bugbears have a +4 racial bonus on Move Silently. Hooded pupils have a +2 racial bonus to Hide, Listen, Move Silently and Spot checks.**1-08: DEMONIC TRAPPINGS****PHAESTUS****CR 4**

Male quasit warlock* 2

**Complete Arcane*

CE Tiny outsider (chaotic, extraplanar, evil)

Init +8; **Senses** darkvision 60 ft., Listen +7, Spot +7**Languages** Abyssal, Common**AC** 19, touch 16, flat-footed 15

(+2 size, +4 Dex, +3 natural)

hp 20 (5 HD); fast healing 2; DR 5/cold iron or good**Immune** poison**Resist** fire 10**Fort** +3, **Ref** +7, **Will** +7**Speed** 20 ft. (4 squares), fly 50 ft. (perfect)**Melee** 2 claws +10 (1d3-1 plus poison) and bite +5 (1d4-1)**Ranged** *eldritch blast* +10 ranged touch (1d6)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +4; **Grp** -5**Atk Options** invocations**Spell-Like Abilities** (CL 6th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11)1/week—*commune* (may ask 6 questions; caster level 12th)**Abilities** Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10**SQ** alternate form, *entropic warding*, *see the unseen***Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +18, Intimidate +2, Knowledge (the planes) +8, Listen +7, Move Silently +10, Search +6, Spellcraft +8, Spot +7**Poison (Ex)** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.**Alternate Form (Su)** Phaestus can assume one of two forms at will as a standard action, a bat or wolf.**Eldritch Blast (Sp)** An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw.**Entropic Warding (Sp)** When this invocation is activated, chaotic energies swirl about Phaestus, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). Phaestus leaves no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked).

See the Unseen (Sp) When Phaestus uses this invocation, he can activate great powers of vision, allowing him to see invisible creatures and objects (as *see invisibility*).

1–09: GRAVE BUSINESS

MONIQUA VASILOV

CR 5

Female human cleric 5 (Orcus)*

**Fiendish Codex 1: Hordes of the Abyss*

CE Medium humanoid (human)

Init +0; **Senses** darkvision 30 ft., Listen +3, Spot +5

Languages Common

AC 24, touch 12, flat-footed 24

(+8 armor, +2 shield, +2 deflection, +2 natural)

hp 38 (5 HD)

Fort +6, **Ref** +1, **Will** +7

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

Melee +1 *heavy mace* +8 (1d8+5)

Base Atk +3; **Grp** +7

Atk Options death touch (1/day; +7 melee touch; 5d6),

Special Actions rebuke undead 4/day (+3, 2d6+6, 5th), spontaneous casting (*inflict* spells)

Combat Gear *potion of cure moderate wounds*

Cleric Spells Prepared (CL 5th):

3rd—*bestow curse* (DC 16), *demon wings*^D, *dispel magic*

2nd—~~*bull's strength*~~, *death knell*^D (DC 15), *desecrate*, *hold person* (DC 15)

1st—*cause fear*^D (DC 14), *cure light wounds*, *doom* (DC 14), *sanctuary* (DC 14), ~~*shield of faith*~~

0—*detect magic*, *light*, *purify food and drink*, *read magic* (2)

D: Domain spell. Deity: Orcus. Domains: Death, Demonic*

† Already cast

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 16, Cha 12

Feats Combat Casting, Demonic Skin, Eyes of the Abyss

Skills Concentration +10 (+14 casting defensively), Knowledge (religion) +8, Knowledge (the planes) +8

Possessions combat gear plus masterwork full plate armor, masterwork heavy steel shield, +1 *heavy mace*, silver holy symbol, spell component pouch

1-04: TEMPLE OF ORCUS**ORCUS SHRINE SPELL TURRET CR 4****Search** DC 28; **Type** magic**Trigger** visual (true seeing); automatic reset**Effect** Four different spell effects cast once per round in set order (*bestow curse* [-4 to attacks, saves, and checks; DC 15 Will negates], *contagion* [cackle fever; DC 16 Fort negates], *searing light* [+10 ranged touch; 2d8 damage], *inflict serious wounds* [DC 15 Will half]), no spells cast every fifth round but spell turret self repairs 4d8+20 hp. Spells cast always target the nearest PC. Caster level 5th.**Duration** 5 rounds (repeat)**Destruction** AC 7; hp 200; hardness 8 (stone)**Disarm** Disable Device DC 28**1-05: HOODED PUPIL****HOODED PUPIL BUGBEAR* CR 5**

Male bugbear fighter 2

**Libris Mortis*

CE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft., scent, Listen +7, Spot +7**Languages** Common, Goblin**AC** 20, touch 11, flat-footed 19

(+1 Dex, +4 armor, +5 natural)

hp 29 (5 HD)**Resist** cold 5**Fort** +5, **Ref** +6, **Will** +2**Speed** 30 ft. (6 squares); *spider climb***Melee** mwk morningstar +12 (1d8+9/19-20)**Ranged** mwk composite longbow (+4) +6 (1d8+4)**Base Atk** +4; **Grp** +10**Atk Options** drink blood**Combat Gear** *potion of bull's strength***Spell-Like Abilities** (CL 10th):1/day—*clutch of Orcus* (DC 11)**Abilities** Str 22, Dex 12, Con 13, Int 10, Wis 12, Cha 9**Feats** Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (morningstar)**Skills** Climb +7, Hide +7, Listen +7, Move Silently +7, Spot +7**Possessions** combat gear plus masterwork chain shirt, masterwork morningstar, masterwork composite longbow (+4) and 20 arrows, silver holy symbol (Orcus)**Clutch of Orcus (Sp)** Once per day, a hooded pupil can use the spell *clutch of Orcus*. Caster level 10th. The save DC is Charisma-based.**Drink Blood (Su)** Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already

helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su) Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.**Skills** Bugbears have a +4 racial bonus on Move Silently. Hooded pupils have a +2 racial bonus to Hide, Listen, Move Silently and Spot checks.**1-08: DEMONIC TRAPPINGS****PHAESTUS****CR 4**

Male quasit warlock* 2

**Complete Arcane*

CE Tiny outsider (chaotic, extraplanar, evil)

Init +8; **Senses** darkvision 60 ft., Listen +7, Spot +7**Languages** Abyssal, Common**AC** 19, touch 16, flat-footed 15

(+2 size, +4 Dex, +3 natural)

hp 20 (5 HD); fast healing 2; DR 5/cold iron or good**Immune** poison**Resist** fire 10**Fort** +3, **Ref** +7, **Will** +7**Speed** 20 ft. (4 squares), fly 50 ft. (perfect)**Melee** 2 claws +10 (1d3-1 plus poison) and bite +5 (1d4-1)**Ranged** *eldritch blast* +10 ranged touch (1d6)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +4; **Grp** -5**Atk Options** invocations**Spell-Like Abilities** (CL 6th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11)1/week—*commune* (may ask 6 questions; caster level 12th)**Abilities** Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10**SQ** alternate form, *entropic warding*, *see the unseen***Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +18, Intimidate +2, Knowledge (the planes) +8, Listen +7, Move Silently +10, Search +6, Spellcraft +8, Spot +7**Poison (Ex)** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.**Alternate Form (Su)** Phaestus can assume one of two forms at will as a standard action, a bat or wolf.**Eldritch Blast (Sp)** An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw.**Entropic Warding (Sp)** When this invocation is activated, chaotic energies swirl about Phaestus, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). Phaestus leaves no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked).

See the Unseen (Sp) When Phaestus uses this invocation, he can activate great powers of vision, allowing him to see invisible creatures and objects (as *see invisibility*).

1-09: GRAVE BUSINESS (EL 7)

MONIQUA VASILOV

CR 7

Female human cleric 7 (Orcus)*

**Fiendish Codex 1: Hordes of the Abyss*

CE Medium humanoid (human)

Init +0; **Senses** darkvision 30 ft., Listen +4, Spot +7

Languages Common

AC 27, touch 13, flat-footed 25

(+9 armor, +2 shield, +3 deflection, +3 natural)

hp 52 (7 HD); **DR** 3/lawful

Fort +8, **Ref** +3, **Will** +9

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

Melee +1 *heavy mace* +10 (1d8+5)

Base Atk +5; **Grp** +9

Atk Options death touch (1/day; +9 melee touch; 7d6)

Special Actions rebuke undead 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict spells*)

Combat Gear *potion of cure serious wounds*

Cleric Spells Prepared (CL 7th; +5 ranged touch):

4th—*death ward*^D, *summon monster IV* (howler) (2)

3rd—*bestow curse* (DC 16), *darkfire*, *demon wings*^D, *dispel magic*

2nd—~~*bull's strength*~~, *death knell*^D (DC 15), *desecrate*, *hold person* (DC 15), *spiritual weapon*

1st—*cause fear*^D (DC 14), *cure light wounds* (2), *doom* (DC 14), *sanctuary* (DC 14), ~~*shield of faith*~~

0—*detect magic* (2), *light*, *purify food and drink*, *read magic* (2)

D: Domain spell. Deity: Orcus. Domains: Death, Demonic*

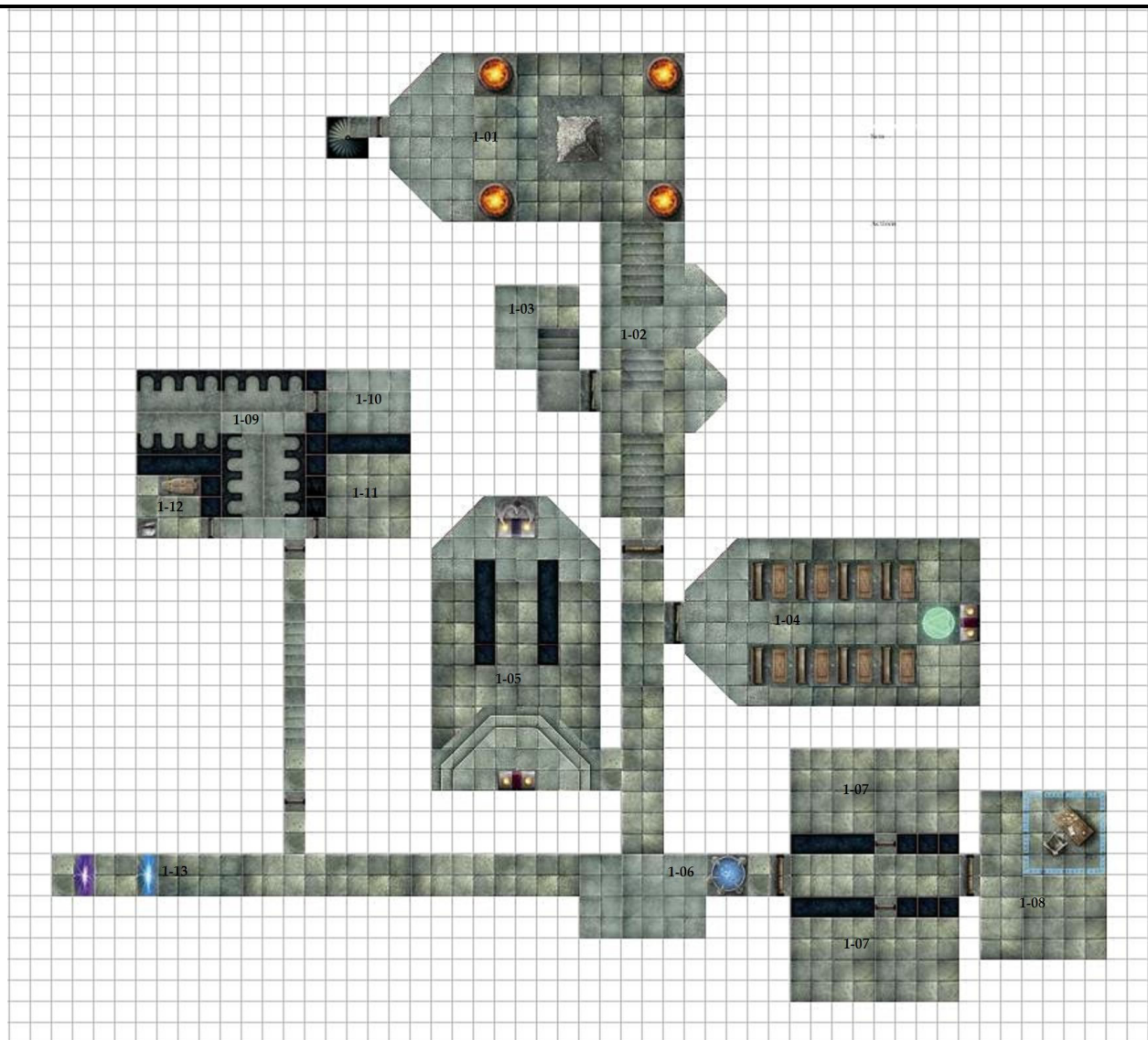
† Already cast

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 16, Cha 12

Feats Combat Casting, Cloak of the Obyrith, Demonic Skin, Eyes of the Abyss

Skills Concentration +12 (+16 casting defensively), Knowledge (religion) +10, Knowledge (the planes) +10

Possessions combat gear plus +1 *full plate armor*, masterwork heavy steel shield, +1 *heavy mace*, *cloak of resistance* +1, silver holy symbol, spell component pouch



Forsaken Halls

By Creighton Broadhurst

ADVENTURE BACKGROUND

Devotees of Nerull once held portions of the third level below the War Tower. These black-hearted priests and their servants strove against followers of Vaprak for control of the surrounding dungeons. Eventually, those following Vaprak were triumphant and the priests of Nerull and their followers were wiped out. In turn, the victors were slain by successive waves of adventures exploring the ruins in search of gold and fame.

Several years ago a devastating earthquake cut off this level from those below, destroying all known means of accessing the deeper levels. Consequently, there was no easy route by which the denizens of the lower levels could creep upwards. For years, the tunnels and passages once sacred to Nerull lay forgotten, haunted only by scavengers and such like. Political developments in the nearby free city, however, have recently pushed the ruins back into the public consciousness.

ADVENTURE SUMMARY

Returning to the tunnels beneath the War Tower, the PCs investigate the dusty tunnels in search of clues regarding the ultimate goals of the bandits that have recently begun to plague trade in the environs of the free city. While they uncover no such information they do battle several groups of strange creatures before returning to the free city.

Area 2-01: Here the PCs battle the offspring of a web spider. At APL 6, the web spider itself is present.

Area 2-02 – 2-05: This small section of the dungeon is claimed by a small band of vivisectors. Trapped here by the web spider and its children, they prey on anyone entering their territory.

Area 2-09: A graveyard ooze – the remnants of the high priest who once ruled this portion of the dungeon – lurks here ready to destroy any interlopers. At higher APLs, it uses zombie slaves to destroy intruders.

INTRODUCTION

When the PCs have traversed the first two levels of dungeon they reach this area.

Beyond this room's burnished brass double doors is a chamber that reeks of death. At random points on the room's ceilings, walls, and floor are the corpses of all manner of humanoids. While their species differ, the method of their dispatch is identical – a steel rod has impaled them into the wall. A pair of dilapidated winches flanks a yawning pit from which cold, damp air flows, keeping the room chilly and slick with moisture. The pit is covered with an enormous, crudely crafted metal grate.

AREA FEATURES

This area has the following features of interest:

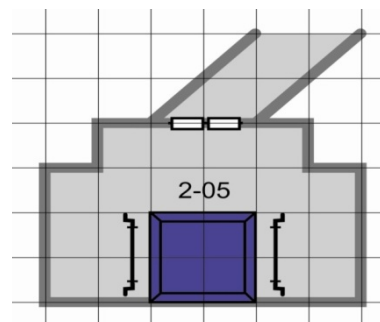
Magic Corrupted: Parts of this dungeon level are magic corrupted. In this chamber, this has the effect of making the walls appear to expand and contract as if breathing.

Metal Grate: The grate (hardness 10; hp 50; Break DC 28) is made of two inch-thick iron. It is secured to the floor via forty-eight iron bolts, anchored directly into the stone floor. As an additional effect of the magic corruption of this area of the dungeon the grate, if struck, bleeds. This has no in-game affect but looks very nasty.

Winches: The winches are badly damaged by the moisture and passage of time, but clever PCs might think to use the winch for leverage to pull open the grate. For this to work, the winch drum must be slowly ratcheted notch by notch. PCs using the winch gain a +10 circumstance bonus against the Break DC, but each attempt takes 10 minutes and ruins the winch in trying.

Humanoid Remains: The humanoid's remains appear have been impaled into the wall with terrific force. While humanoids of all sorts of represented, they appear to be predominantly those of "dungeon dwellers" – goblinoids, orcs, troglodytes, and so forth.

Shaft: The shaft leads to area 2-01. Refer to area 2-01 for more information.



2-01: CLOYING WEBS

A tomb spider and its offspring dominate this large chamber. At lower APLs the tomb spider has been slain – only its offspring remain. This area is reached from area 2-05 of CGR7-02 *The Silent Barracks* through a shaft that pierces the room's ceiling. Refer to Adventure Background for more information.

A pair of large, old, and rusted winches dominates this web-shrouded chamber. The bodies of several gnawed and decomposed adventurers litter the floor.

APL 2 (EL 4)

➤ **Tomb Spider Broodswarm** (2): hp 22; Appendix 1

APL 4 (EL 6)

➤ **Web Mummy** (2): hp 29; Appendix 1

APL 6 (EL 8)

➤ **Tomb Spider** (1): hp 76; Appendix 1

➤ **Web Mummy** (2): hp 29; Appendix 1

When the PCs first see a tomb spider broodswarm, read:

A swarm of fist-sized, bright red spiders scuttles toward you.

When the PCs first see a web mummy, read:

A human-shaped creature, completely encased in webs, shambles towards you, its skin rippling as it many small creatures strain to escape from within.

When the PCs first see a tomb spider, read:

Chitin flakes off a mottled gray, spindly spider the size of a horse.

Tactics: All the creatures start the encounter in the main chamber.

Tomb Spider Broodswarm: The broodswarm attempts to overwhelm any intruders in its lair. If it hears movement in the shaft, it lurks on the ceiling and pounced upon anyone emerging.

Web Mummy: The web mummies mindlessly attempt to overwhelm any intruders in its lair.

Tomb Spider: the tomb spider uses its hurled webs to incapacitate the physically most dangerous members of the party before preying on clerics and other spellcasters.

TOMB SPIDER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (religion) can learn more about tomb spiders, broodswarms, or web mummies. When a character makes

a successful skill check the following lore is revealed, including the information from lower DCs

Knowledge (Arcana)

DC 16: Tomb spiders are magical beasts with a special connection to negative energy. This result reveals all magical beast traits.

DC 21: Creatures affected by their poison are harmed by magical healing for a short time thereafter.

Knowledge (Religion)

DC 14: Web mummies are undead creatures animated by a spider with a connection to negative energy. This result reveals all undead traits.

DC 19: A tomb spider lays its eggs in a humanoid, monstrous humanoid, or giant's body, animating the corpse as a web mummy. The resulting creature is mindless but very tough. If the web mummy is destroyed, a tomb spider broodswarm bursts from the body.

DC 24: Web mummies are vulnerable to fire.

AREA FEATURES

This area has the following features of interest:

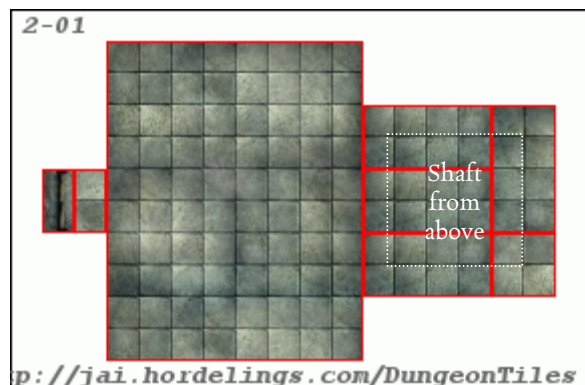
Ceiling: The ceiling is 30 ft. high.

Shaft: The shaft is 50 ft. long and protected by an illusion of a plain stone ceiling. A DC 26 Spellcraft check identifies this effect as a *permanent illusion* while a DC 21 Spellcraft check in conjunction with *detect magic* reveals moderate illusion magic.

The shaft can be scaled with a DC 25 climb check but in three places is blocked by a sheet of sticky webbing. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they become trapped as though hit by a successful web attack. Each 5-foot section of webbing has 12 hit points and damage reduction 5/–.

Winch: The winches are dilapidated but still work. The platform currently rests on the chamber floor.

Treasure: The remains of several adventurers litter the chamber. Refer to the Treasure Summary for details on what the PCs manage to loot.



2-02: ABERRANT DISSECTION

The area was a dining chamber in which the normal rank-and-file guards of the complex ate. Now a small group of vivisectors use it (and areas 2-3, 2-04, and 2-05) as their lair.

Note: Because the vivisectors prefer to fight a battle of movement, leave enough space on the battle mat to depict the other chambers. (This is particularly important at APLs 4-6).

Upturned tables and chairs are scattered about the main part of this large chamber. To your left a large table stands atop a raised platform. A door studs the wall directly across from you and to your right an archway leads to another chamber.

Once the PCs enter the chamber and start traversing the tumbled furniture, the vivisectors attack (see Tactics, below). The vivisector(s) are hiding behind the tables. Remember vivisectors are deaf, so they must peek out from the tables to spot intruders, possibly allowing the PCs to notice them.

APL 2 (EL 4)

➡ **Vivisector (1):** hp 45; Appendix 1

APL 2 (EL 6)

➡ **Vivisector (2):** hp 45; Appendix 1

APL 6 (EL 8)

➡ **Vivisector (4):** hp 45; Appendix 1

When the PCs first spot a vivisector, read:

A gangly biped with crystalline wings appears before you. Dozens of blue chitinous plates, between which blood and black ichor ooze, protect it. It has no nose or mouth but does have strange, multifaceted eyes. Its arms end in bloodstained, wickedly sharp claws.

Tactics: The vivisectors first drink their *potions of resist energy*. Subsequently, they turn invisible, surround an isolated PC, and attack.

They position themselves to gain maximum use of Combat Reflexes and use their flight ability to move about the chamber, avoiding the upturned furniture. They prefer hit and run tactics – they are cowards at heart – relying on the furniture to slow down their opponents.

In subsequent rounds, they concentrate their attacks on PCs with ranged attacks and try to draw the PCs deeper into this network of rooms (areas 2-03 – 2-05).

VIVISECTOR LORE

Characters with ranks in Knowledge (dungeoneering) can learn more about vivisectors. When a character makes a successful skill check the following lore is revealed, including the information from lower DCs.

Knowledge (Dungeoneering)

DC 14: This is a vivisector, a gruesome hunter that feasts on its opponents' remains. This result reveals all aberration traits.

DC 19: Vivisectors are immune to sonic damage, and their deafness renders them immune to auditory effects. They are unnatural creatures, and they heal themselves by consuming the organs of their victims.

DC 24: Vivisectors are little more than carapace and claws. They cut out the vital organs of their victims and place them inside their own bodies, drawing sustenance from them in some unearthly way.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 15 ft. high.

Tables and Chairs: Four wooden tables are scattered through the main part of this chamber. All have been overturned and the chairs laid out to form obstacles. The vivisectors have deliberately set this up to hinder intruders. It costs four squares of movement to move through a square with upturned furniture. A successful DC 10 Jump check reduces this cost to 2 squares of movement. Alternatively, the furniture can be destroyed; the chairs (hardness 5, hp 5) are not as durable as the tables (hardness 5, hp 10).

Raised Platform: A long rectangular table stands atop a 5-ft. high platform. Two gradual stairs lead up to the platform. The table has not been overturned (it is too heavy for the vivisectors) but no chairs stand around it. PCs can hop up onto the table (DC 10 Jump check) to gain the benefits of higher ground. Similarly, PCs on the platform gain the benefits of higher ground against opponents in the main part of the chamber.

Treasure: The vivisectors carry a few items of worth to the PCs. Refer to the Treasure Summary.

DEVELOPMENT: 2-03, 2-04 AND 2-05

The vivisectors know these areas well and use them to ambush, or hide from, the PCs. Each area contains specific notes on their actions. If any vivisectors survive the PCs' incursion they regroup and stalk their attackers through the dungeon. They do not, however, attack the PCs while they are engaged fighting other foe.

2-03: ABANDONED KITCHEN

This area was originally a kitchen wherein food was prepared for the guards dining in areas 2-02 and 2-04. The doorway at the end of the kitchen, leads to the pantry.

Note: This area contains adult themes – namely of mutilated bodies. Bore this in mind when describing the area to younger gamers.

This room is a charnel house. Once a kitchen – as evidenced by the many sideboards and so on – it is

now used to store the horribly mutilated bodies of adventurers and dungeon denizens alike.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

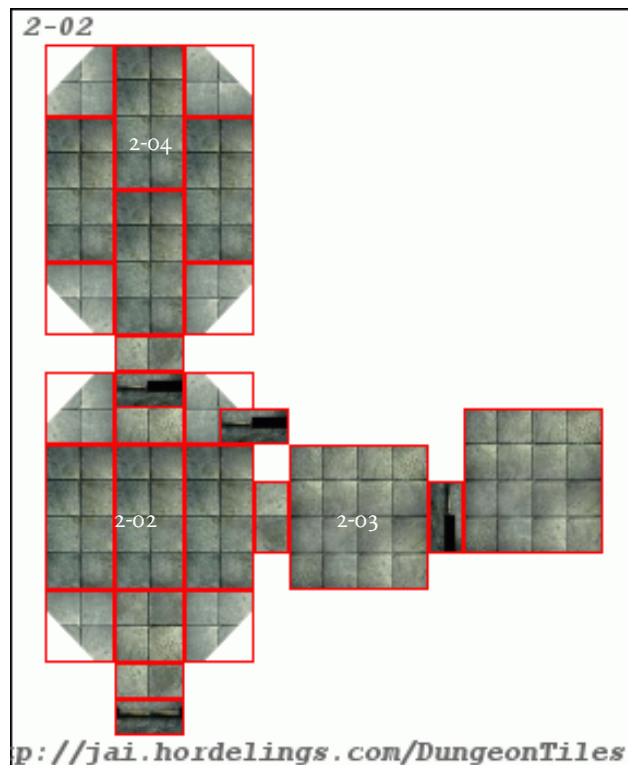
Pantry: Shelves storing moldering foodstuffs adorn the walls. Several barrels of brackish water are here.

Mutilated Corpses: The corpses of several half-orcs, three humans, and a dwarf are scattered about the chamber, many of their internal organs ripped out. All equipment is damage, broken, or covered in dried gore.

Treasure: The vivisectors have a small store of treasure, looted from their victims and the surrounding chambers and halls. It is hidden in one of the sideboards. Refer to the Treasure Summary.

DEVELOPMENT

If a vivisector is chased into the pantry he slams the door shut before moving behind one of the barrels of brackish water. As soon as the door is opened, he tries to topple the barrel (DC 15 Strength check succeeds), deluging the room, the short passageway leading to the kitchen, and the last half of the kitchen with water. This makes the floor very slippery. PCs moving through the area are considered balancing and must make a DC 5 Balance check. (PH 67).



2-04: HALL OF TAPESTRIES

This small, richly appointed chamber was a private dining room for elite guards. They were called away mid-way through their meal and never returned. Read:

A large table (the remains of a hastily abandoned meal atop it) and its attendant chairs dominate this chamber. Three faded and dust-covered tapestries adorn the walls.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 15 ft. high.

Table and Chairs: A single, Large table stands in the center of the room. Eight chairs stand around it. Upon the table stand the remains of a meal, hastily abandoned. The chairs are pushed back; two lie on their sides.

Tapestries: Each tapestry is faded and dust-covered. In many places, they are frayed, are stained or even slashed. They can be scaled with a DC 10 Climb check and creatures behind them gain concealment (20% miss chance). Each tapestry depicts a different scene:

Tapestry One: This tapestry depicts a pyramid above a giant spiral staircase.

Tapestry Two: This tapestry depicts five large humanoids (a DC 15 Knowledge [nature] check identifies them as ogre magi) in various poses of devotion.

Tapestry Three: A long line of obvious slaves – troglodytes, kuo-toa, drow and other subterranean races – snake up this tapestry. Several are depicted with wounds.

Treasure: Although the tapestries can be removed, they are worth nothing.

DEVELOPMENT

A vivisector trapped in this chamber, hides behind a tapestry to gain concealment and stays as high up as possible. If the PCs enter the chamber, it moves around behind them and returns to area 2-04.

2-05: CELLS

These plain cells were home to duergar slaves. The chambers are for all intents and purposes identical.

This small, plain chamber has a single simple bed in one corner. Otherwise, the room is empty.

AREA FEATURES

This area has the following features of interest:

Wooden Door: A closed wooden door (hardness 5, hp 10; Break DC 13) blocks access to each chamber.

Ceiling: The ceiling is 10 ft. high.

Bed: The dust-shrouded bed is plain, simple and has no features of note.

2-06: OLD GUARDROOM

This area was once a guardroom but is now disused and abandoned.

The occupants of this chamber died violent deaths. Their skeletons strewn among a number of hacked up and moldering chairs tell of the ferocity of the combat here. A large fireplace dominates the northern corner. Two doors in the left-hand wall lead elsewhere.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Smashed Chairs: The remains of several chairs litter the floor.

Fireplace: This fireplace has evidently not been used for years; several partially burned hunks of coal lie among the ashes. The chimney is too narrow to climb.

Wooden Doors: Both wooden doors (hardness 5, hp 10, Break DC 15) lead to the same storage area. Several empty barrels still stand there. Sniffing nearby or in the barrels confirms they once held wine.

Skeletal Remains: The remains of six large, powerfully built orcs lie scattered about the chamber. A DC 20 Knowledge (local: any) identifies them as such. Much of their equipment was damaged beyond repair in battle or has rusted or faded away since then. A few items of interest yet remain, however. A DC 20 + APL Search check reveals a golden nose ring lying forgotten in one of the skulls and a silver armband.

Treasure: Refer to the Treasure Summary for details of the treasure found here.

2-07: OLD BARRACKS

This chamber was the barracks of those watching from area 2-06. It is also abandoned.

A large fireplace dominates the north part of this chamber while the smashed remains of wooden furnisher litters the rest of the floor. Three wooden doors pierce the wall to your left.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Smashed Wooden Furniture: The remains of several cots cover the floor.

Fireplace: This fireplace has evidently not been used for years; several partially burned hunks of coal lie among the ashes. The chimney is too narrow to climb.

Door One: This wooden door (hardness 5, hp 10, Break DC 15) protects a coal store. While the coal here is abundant, the PCs cannot earn anything from carrying it all back to the surface – it is far too heavy and cumbersome to shift a commercially viable amount.

Door Two: The second wooden door (hardness 5, hp 10, Break DC 15) opens into an armory. A few weapons – a spear, two longswords and one battleaxe as well as one heavy flail – still hang in the room's racks.

Door Three: The chamber behind this door is empty of all but dust; its original purpose is unknowable.

Treasure: The only treasure to be found here are the weapons in the armory. Refer to the Treasure Summary for more information.

2-08: MURDER HOLES

Three wedge-shaped alcoves studded with arrow slits in this long corridor look into a large, empty chamber. The adjoining room was a storeroom (see Storeroom, below, for more details.)

The floor of this small chamber is strewn with the moldering remains of several smashed barrels. A strange acidic smell hangs in the air.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Arrow Slits: Each arrow slit is set at the end of a wedge-shaped alcove. They provide extra cover (+8 to AC, +4 on Reflex saves) against attacks originating from the empty chamber beyond.

Flush Stone Door: This stone door (hardness 8, hp 60; Break DC 28) is particularly well-made – fitting flush with the surrounding walls. It has nested hinges and thus opens both ways. A DC 15 Knowledge (architecture and engineering) reveals that the door is of dwarven manufacture.

Storeroom: This area was once a storeroom used to keep several barrels of noxious poison gas safe. During the final battles for this level, the barrels were smashed open but because the door was swiftly closed afterwards the gas did not dissipate. Although the battles took place decades ago such is the efficacy of the dwarf stonework that some part of the gas yet lingers in the room. Anyone entering the room must succeed on a DC 11 Fortitude check or fall asleep for 1d4 x 10 minutes.

The shattered remains of the barrels stand against the far wall of this chamber. There is nothing of value here.

DEVELOPMENT

If the PCs reach this area while fleeing from one of the many monsters of the level, do not force them to make saving throws against the lingering sleep gas. Assume in this instance that the gas has managed to dissipate but describe to the PCs a wave of tiredness sweeps over them when they enter the room.

2-09: THE FORSAKEN

This area was once a temple dedicated to Vaprak. Long ago the priest and his humanoid attendants were slain in bloody battle with the forces of Nerull. The negative energies that subsequently gathered in this series of chambers spawned a graveyard sludge. It, in turn, slew and animated a number of humanoids to act as its slaves.

This chamber was once a chapel of sorts. To your left an altar composed of dull red bones squats against one wall. Directly ahead of you the shattered stump of a statue dominates the centre of the chamber while to your right a passageway leads away. Either side of the passageway two dais stand empty.

The graveyard ooze lurks in the passageway leading to area 2-15. If present, a zombie stands atop each dais. At APL 6, one of the minotaur zombies in front of the ooze.

APL 2 (EL 4)

➤ **Graveyard Sludge** (1): hp 63; Appendix 1

APL 2 (EL 6)

➤ **Graveyard Sludge** (1): hp 63; Appendix 1

➤ **Bugbear Zombie** (2): hp 42; MM 267

APL 6 (EL 8)

➤ **Graveyard Sludge** (1): hp 63; Appendix 1

➤ **Minotaur Zombie** (3): hp 81; MM 267

When the PCs first spot the graveyard sludge, read:

A writhing puddle of black and green sludge oozes across the floor. Decayed body parts protrude from the putrid mass while within horribly melted faces and hands seemingly strain to escape.

Tactics: The undead, if present, mindlessly flail away until slain. The graveyard sludge lurks in the passageway as much as possible, attacking those who venture too near. If forced to retreat, it moves into area 2-15 where it makes its final “stand.”

GRAVEYARD SLUDGE LORE

Characters with ranks in Knowledge (dungeoneering) or Knowledge (religion) can learn more about graveyard sludges. When a character makes a successful skill check the following lore is revealed, including the information from lower DCs.

Knowledge (Dungeoneering)

DC 14: This is a graveyard sludge, an ooze that lives where dead bodies can be found. This result reveals all ooze traits.

DC 19: Graveyard sludges form spontaneously in places where corpses lie. Like many oozes, their slams deliver acid damage.

DC 24: Graveyard sludges can cause fear in their attackers. They usually do so just before retreating.

Knowledge (Religion)

DC 14: This is a graveyard sludge, an ooze that appears in areas where negative energy collects.

DC 19: Any creature slain by a graveyard sludge rises as a zombielike creature with an acidic touch.

DC 24: undead creatures are strengthened by the presence if a graveyard sludge. Such undead are more resistant to almost every form of attack as well as to turning. They gain a small amount of magical potency if they're spellcasters.

DC 29: Graveyard sludges are at once living and dead. They are healed by both *cure* and *inflict* spells.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Cracked and Broken Statue: This statue represented Vaprak in his troll form. The top half of it has been broken off and lies behind the upstanding shard still attached to the floor. The statue is hollow. Below it, a serviceable but pitted and rusty ladder and a passageway leads downward. A DC 15 Knowledge (architecture and engineering) confirms the ladder is safe.

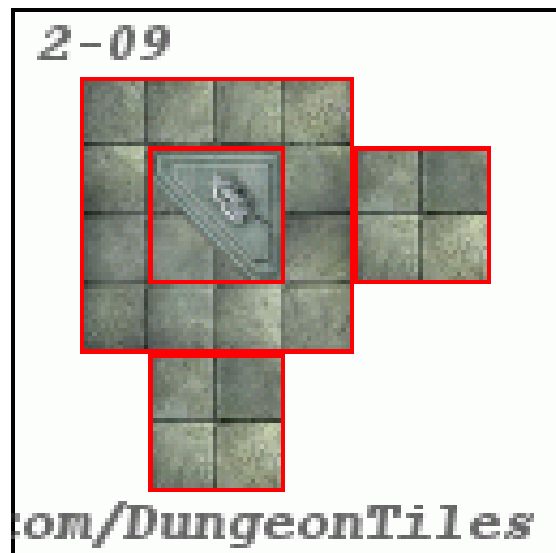
A DC 20 Knowledge (religion) check identifies the statue as Vaprak (CE lesser deity of ogres, combat, greed, destruction, aggression, frenzy, and trolls).

Dais: Raised dais each 3-ft. high stand either side of the tunnel through which the PCs enter. Characters standing on a dais gain the benefit of higher ground.

Bone Altar: This altar, comprised completely of bone, was long ago doused with blood and ichor staining the bones dull red. Parts of the front of the altar show signs of being dissolved by acid.

Characters succeeding on a DC 10 Jump check can leap atop the altar and gain the benefit of higher ground.

Secret Door: A cunning hidden stone (hardness 8, hp 60, Break DC 28) secret door (DC 28 + APL Search check reveals) stands behind the altar.



2–10: PRISON OF THE LOST

This area is reached through the secret door behind the bone altar in area 2-09. The priests of that area used it as a makeshift prison. The creatures imprisoned here have long since starved to death.

This small chamber's floor is littered with large bones and the pieces of heavy mottled gray exoskeleton. Two sets of manacles and chains hang from the walls.

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Floor: The floor is covered with a jumble of bones and the mottled gray exoskeletons.

Walls: The walls around the manacles and chains are heavily gouged as if some great, clawed creature repeatedly struck them.

Manacles and Chains: Two sets of masterwork chains and manacles are fixed to the walls of this place. A hook driven into the wall to the left of the secret door contains a set of keys (these unlock the manacles).

Skeletal Remains: Remnants of a mottled gray exoskeleton litter the floor. Two large skulls shaped like those of a huge vulture are mixed in with the bones. The creature's arms were extremely long and powerful with very sharp hook-like talons. A DC 20 Heal check reveals that these creatures were probably hook horrors.

Treasure: The PCs can take the masterwork manacles; refer to the Treasure Summary for more details.

2–13: SECRET PASSAGE

This tunnel is reached via the ladder and shaft hidden in and below the shattered statue of Vaprak in area 2-09. Part of the tunnel runs under 2-09 before turning to the left and finally ending in a featureless wall.

At the bottom of the ladder, a passageway leads off into the gloom. About 10 feet distant, it turns away to the left. The ceiling is low, barely five ft. in height.

When the PCs advance to the corner, continue:

The passageway continues for another twenty feet before ending in a featureless wall.

There are no obvious exits from the passageway but the end wall conceals a secret door that leads to zone three (see Development, below).

AREA FEATURES

This area has the following features of interest:

Ceiling: The ceiling is 5 ft. high. Many PCs will have to stoop to move through this area but they suffer no in-game penalty for doing so.

Dusty Floor: The floor is covered in dust. At the foot of the ladder a small amount of rubble – pieces of the statue above – cover the floor. Treat this as light rubble.

Secret Door: A stone (hardness 8, hp 60, Break DC 28) secret door (DC 28 + APL Search check reveals) pierces the end wall of this corridor. Refer to Development, for more information about handling the PCs' interactions with the door.

DEVELOPMENT

The secret door hidden here links this zone (zone two) to zone three. If you are playing this adventure without time restrictions, the PCs can pass through the secret door without incident (assuming they find it). If, however, you are playing under time constraints, refer to the notes below.

Restricted Play Notes: If you are playing this zone under time constraints simply rule that the PCs do not find the secret door; thus, they cannot progress to zone three. When the PCs are ready to proceed to zone three reveal the presence of the secret door to them in one of several ways. If they have returned to the city they can hear of the door by overhearing another group of adventurers planning their next expedition. Alternatively, if they search zone two for some means of progression, rule that they automatically find the door.

2-12: BEDCHAMBER

This room was once the bedchamber of the priest charged with tending the chapel in area 2-09. He is long dead of course and much of his wealth has been looted. Since his death, the ooze has felt compelled to lurk here (it contains his essence after all) and so much of the area is acid-damaged.

This was once a bedchamber. Ahead of you, the remains of a desk and chair lean against the wall. Beyond, a raised alcove hosts an ornate bed upon which a dismembered skeleton rests. The entire left-hand wall is covered by a large wardrobe. A profusion of small wooden pegs have been driven into the walls.

The PCs may reach this location while battling the graveyards ooze from area 2-09. If this is the case, resolve battle before fully describing the area.

CHAMBER FEATURES

This chamber has the following features of interest:

Acid-Eaten Door: The door that once barred access to this chamber has long since succumbed to the graveyard sludge's acid-laced slam attacks. A few shards of heavily corroded door lie on the floor and a few small pieces yet cling to the pitted hinges.

Ceiling: The ceiling is 10 ft. high.

Desk and Chair: Badly damaged by the graveyard oozes occasional attacks, the desk and chair are in imminent danger of collapse. If the PCs disturb either of these items, they quickly collapse releasing a cloud of green and noxious (but harmless) dust.

Bed on Dais: This bed has not been damaged by the graveyard ooze. Unfortunately, a dismembered skeleton lies atop the bed and its decomposition has destroyed the bed's fine sheets and other bedding.

Dismembered Skeleton: This is the skeleton of the priest who once controlled this area. When he died, the evil in this area transformed him into a graveyard ooze. As such, the head and arms of the body are missing. Otherwise, like the bed upon which it lies, the ooze has not attacked the body. His murderers, however, comprehensively looted his remains.

Wall Pegs: Many wooden pegs stud the walls. A few are missing while others have been dissolved by acid. A few placed high up on the walls have, however, survived. Several of them still have wooden holy symbols of Vaprak (a taloned claw) hanging from them. A DC 20 Knowledge (religion) check identifies this as Vaprak's symbol.

Closet: A wooden closet obscures one wall. The remains of many clothes lie on the floor within. They are slashed and torn. The space in front of the secret door is free of clothes. PCs noting this gain a +4 circumstance bonus to their Search check to find the secret door.

Secret Door: A stone (hardness 8, hp 60, Break DC 28) secret door (DC 28 + APL Search check reveals) pierces the back wall of the closet.

2-14: HIDDEN BEDCHAMBER

A secret door in the rear of the closet in area 2-12 leads to this area, which once served as the bedchamber of the priest's concubine. Her refuge remained undiscovered by her lover's killers and so she survived his fall. After the battle, she crept forth just in time to witness his terrible transformation into a graveyard sludge. Witnessing this unhinged (and terrified) her and she retreated to her chamber, there to remain trapped until she starved to death.

A short corridor leads to a small heptagon-shaped bedchamber that appears to have escaped detection by previous looters. A skeleton – a woman by her dress – lies curled up on the dusty bed. A similarly dusty vanity table stands against one wall. Upon it, the familiar gleam of gold beckons.

CHAMBER FEATURES

This chamber has the following features of interest:

Ceiling: The ceiling is 10 ft. high.

Double Bed: The bed is covered in dust. The sheets were obviously once valuable but the woman's decomposed body (see Skeleton) has ruined them.

Vanity Table: Coated in dust, many small pots and small boxes lie scattered across the table. (These contain dried up beauty products). A small golden comb and a set of golden earrings are clearly visible.

Skeleton: Clad in once fine robes (ruined in a similar fashion to the bedclothes) the skeleton is that of a human female. A DC 15 Heal check reveals no signs of violent death.

Writing in Blood: Before she died the woman, Amarinn Starwatch, wrote a message on the wall in her own blood. It reads:

"My beloved, dead; killed by those villains. Not dead for long though, not my love! I saw him change into that thing – that foul sludge. It took his head and would have taken me if it had found me! Trapped, I am. Take my bones from this place so that I may rest easily and tell my friends of my fate. Amarinna Starwatch.

PCs succeeding on a DC 20 Decipher Script check on the scrawl detect a hidden message within. Ararinna was a member of the Thieves' Guild and wants the reader to tell them of her fate so that they know she did not betray or abandon them. If the PCs do this, they receive an affiliation point award with the Thieves' Guild. Additionally, members of the Guild of Nightwatchmen received an affiliation award for discovering the fate of this wanted criminal.

Treasure: Refer to the Treasure Summary for more details on what the PCs find here.

CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs successfully cleared this part of the dungeon:

You have successfully cleared another part of the dungeons below the War Tower but did not uncover any evidence of bandit activity. Perhaps evidence of their activity or of the agency controlling them is to be found elsewhere within the ruins.

FAILURE

Use this text if the PCs did not clear this zone:

The foul monsters and denizens haunting the tunnels have defeated you. After you return to Greyhawk City you hear tales of other adventurers – perhaps more skilled than you – destroying the remaining beasts lurking in the darkness. Additionally, you did not uncover any evidence of bandit activity. Perhaps evidence of their activity or of the agency controlling them is to be found elsewhere within the ruins.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

Thieves' Guild

- **+ 1/2 point:** Telling the Thieves' Guild of Amarinna Starwatch's fate.

Nightwatchmen

- **+1/2 point:** Uncovering the fate of Amarinna Starwatch's, a wanted criminal.

Religious Organizations

- **+1 point:** Uncovering the abandoned shrine of Vaprak and defeating the denizens therein.

EXPERIENCE POINT SUMMARY

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

2-01 Cloying Webs

Destroy the tomb spider and its children

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

2-02: Aberrant Dissection

Destroy the vivisectors

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

2-11: The Forsaken

Destroy the graveyard sludge and its servants

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Discretionary Roleplaying Award

APL 2	90 XP
APL 4	135 XP
APL 6	190 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

2-01 Cloying Webs

APL 2: Loot 30 gp; Coin 20 gp; Magic 92 gp; *elixir of truth* (42 gp), *boots of agile landing* (50 gp); Total 142 gp.

APL 4: Loot 30 gp; Coin 20 gp; Magic 228 gp; *elixir of truth* (42 gp), *salve of slipperiness* (83 gp), *boots of agile landing* (50 gp), *brawler's gauntlets* (83 gp); Total 308 gp.

APL 6: Loot 30 gp; Coin 20 gp; Magic 610 gp; *elixir of truth* (42 gp), *salve of slipperiness* (83 gp), *horn of fog* (166 gp), *boots of agile landing* (50 gp), *brawler's gauntlets* (83 gp), *headband of conscious effort* (166 gp); Total 640 gp.

2-03: Abandoned Kitchen

All APLs: Loot 20 gp; Coin 60 gp; Magic 249 gp; *ring of brief blessing* (83 gp), *ring of four winds* (166 gp); Total 329 gp.

2-06 Old Guardroom

All APLs: Coin 25 gp.

2-07: Old Barracks

All APLs: Loot 4 gp.

2-10: Prison of the Lost

All APLs: Loot 8 gp.

2-14: Hidden Bedchamber

APL 2: Loot 100 gp.

APL 4: Loot 150 gp.

APL 6: Loot 200 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6** 900 gp.

Total Possible Treasure

APL 2: 608 gp; **APL 4:** 825 gp; **APL 6** 1,170 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

Tomb Tainted: PCs injured by a tomb spider, a tomb spider broodswarm, or a web mummy gain this AR item.

Inevitable Strike: PCs that defeat the vivisectors gain this AR item.

Fearless: PCs that defeat the graveyard ooze gain this AR item.

☛ **Tomb Tainted:** You have been injured while fighting a tomb spider, a tomb spider broodswarm, or a web mummy. The next time you are struck by an *inflict* spell you are healed for the amount of damage that you would normally have suffered. As normal, you must make a Will save against the spell. If you succeed on your saving throw, you only heal half the listed damage. This ability activates only once; score through once used.

☛ **Inevitable Strike:** You have fought and defeated creatures that harvest organs from their slain foes for their own depraved uses. The next time you threaten a critical you do not need to roll to confirm - the strike is automatically successful. Threatening a critical against creatures immune to critical hits does not activate this power. This ability activates only once; score through once used.

☛ **Fearless:** You have destroyed a graveyard ooze and have learnt how to master terror. The next time a spell, magic item, or creature affects you with fear you may attempt the saving throw to resist the affect twice. This ability activates only once; score through once used.

ITEM ACCESS

APL 2:

Elixir of truth (Any; DMG)

Boots of agile landing (Core; *Magic Item Compendium*)

Ring of brief blessing (Core; *Magic Item Compendium*)

Ring of four winds (Core; *Magic Item Compendium*)

APL 4 (all of APL 2 plus):

Salve of slipperiness (Any; DMG)

Brawler's gauntlets (Core; *Magic Item Compendium*)

APL 6 (all of APLs 2-4 plus):

Headband of conscious effort (Core; *Magic Item Compendium*)

APPENDIX 1: APL 2

2-01: CLOYING WEBS

TOMB SPIDER BROODSWARM CR 2

*MM IV 164

NE Tiny magical beast (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Listen** +11, **Spot** +11

Languages –

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

hp 22 (3 HD)

Immune swarm immunities

Resist half damage from piercing and slashing weapons

Fort +5, **Ref** +8, **Will** +6

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** –

Atk Options distraction, poison (DC 13, 1d4 hp/1d4 hp)

Abilities Str 7, Dex 20, Con 15, Int 1, Wis 16, Cha 2

SQ swarm traits, tomb-tainted soul, web walk

Feats Alertness, Iron Will

Skills Climb +13, Hide +11 (+19 in tomb spider webs), Jump +2, Listen +11, Move Silently +7 (+15 in tomb spider webs), Spot +11

Distraction (Ex) Fortitude DC 13, nauseated for 1 round.

Poison (Ex) Creatures affected by a tomb spider broodswarm's poison are healed by negative energy and harmed by positive energy as if they were undead. This affect lasts for 1 minute after a failed save.

Tomb Tainted Soul (Ex) A tomb spider broodswarm is healed by negative energy and harmed by positive energy as if it were an undead creature.

Skills A tomb spider broodswarm can always choose to take 10 on Climb checks, even if rushed of threatened.

2-04: ABERRANT DISSECTION

VIVISECTOR CR 4

*MM V 200

LE Medium aberration

Init +8; **Senses** darkvision 60 ft., deaf; **Spot** +10

Languages –

AC 21, touch 15, flat-footed 17

(+4 Dex, +1 deflection, +6 natural)

hp 45 (7 HD)

Immune sonic

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

Speed 30 ft. (6 squares), fly 20 ft. (good)

Melee 2 claws +9 each (1d8+2/19-20/x3) and sting +4 (1d6+1 plus poison)

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

Atk Options Combat Reflexes, augmented critical, poison (DC 15 1d6 Str/1d6 Str)

Special Actions invisibility 3/day, vivisection

Combat Gear *potion of resist energy (fire)* 10

Abilities Str 15, Dex 18, Con 14, Int 12, Wis 11, Cha 15

SQ unnatural biology

Feats Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Heal +8, Hide +16, Move Silently +16, Spot +10

Possessions combat gear plus *ring of protection +1*

Deaf (Ex) Vivisectors are immune to effects that require hearing to function, such as language-based spells. They automatically fail Listen checks.

Augmented Critical (Ex) A vivisector's deadly claws are incredibly sharp, allowing it to surgically dismantle foes.

Invisibility (Su) Three times per day, as a swift action, a vivisector can become invisible for 1 round. A vivisector remains invisible even when it attacks.

Vivisection (Ex) As a full-round action, rather than performing a coup de grace, a vivisector can hack into the chest of a helpless humanoid, attempting to harvest choice organ for its personal use. Treat this as an automatic critical hit with a single claw attack that also heals the vivisector of the same amount of damage. If the target is killed, its corpse is rendered unsuitable for spells such as *raise dead* that require an intact body. If the victim survives, the vivisector moves on, ignoring it in favor of other creatures.

Unnatural Biology (Ex) Vivisectors are unnatural creatures that do not eat, drink, breathe, or heal naturally. Instead, they draw their sustenance from the vital organs of others.

2-11: FORSAKEN CHAPEL

GRAVEYARD SLUDGE

CR 4

*MM V 72

N Large ooze

Init +1; **Senses** blind, blindsight 120 ft.; **Listen** -5

Languages –

AC 17, touch 14, flat-footed 16

(-1 size, +1 Dex, +4 deflection, +3 natural)

hp 63 (6 HD); between worlds

Immune acid, ooze immunities

Fort +7, **Ref** +3, **Will** -3

Speed 30 ft. (6 squares)

Melee slam +7 (1d6+6 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Special Actions ooze spawn zombies, spirit resurgence, vigor of the dead

Abilities Str 18, Dex 12, Con 20, Int –, Wis 1, Cha 1

SQ ooze traits

Skills Listen -5

Between Worlds (Su) Graveyard sludges are healed by both *cure* spells and *inflict* spells. They take no damage from *inflict* spells.

Oozespawn Zombies (Su) Whenever a creature that can acquire the zombie template (*MM* 265) dies within 20 feet of a graveyard sludge, that creature rises as a zombie 1d4 rounds later. However, the graveyard sludge imparts some of its own unique physiology to the zombie, causing each of the zombie's natural attacks to deal an extra 1d6 points of acid damage.

Spirit Resurgence (Su) A graveyard sludge can release its latent spiritual energy, causing the spirits within it to reach out at the sludge's enemies. All adjacent opponents must succeed on a DC 18 Will save or be subject to the affect of a *fear* spell for 1 round, the save DC is Constitution-based.

Vigor of the Dead (Su) A graveyard sludge possesses a great deal of negative energy, and it can sacrifice its actions to transfer that energy to nearby undead. As a full-round action, a graveyard sludge can target a single adjacent undead creature. That creature gains a +2 bonus on saving throws, a +2 bonus on caster level checks made when casting spells from the necromancy school, DC 5/good, and +2 turn resistance. These benefits last for 1 round.

2-01: CLOYING WEBS

WEB MUMMY

CR 4

*MM IV 165

NE Medium undead

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Listen +1, Spot +1

Languages –

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)

hp 29 (4 HD); **DR** 3/–

Immune webs, undead immunities

Fort +3, **Ref** +2, **Will** +5

Weakness vulnerability to fire

Speed 20 ft. (4 squares), climb 20 ft.

Melee slam +9 (1d6+10)

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

Base Atk +2; **Grp** +9

Atk Options enraged

Abilities Str 25, Dex 13, Con –, Int –, Wis 12, Cha 7

SQ adhesive, bloodswarm host, undead traits

Feats Great Fortitude^B, Toughness^B

Skills Climb +15, Listen +1, Spot +1

Immunity to Webs (Ex) A web mummy's movement is not affected by webs, including those generated by the *web* spell.

Enraged (Ex) If a web mummy's creator tomb spider is destroyed, the mummy becomes enraged, gaining a +2 bonus on attack rolls and damage rolls for the next 10 minutes.

Adhesive (Ex) A web mummy is extremely sticky. A weapon that strikes it is stuck fast unless the wielder succeeds on a DC 19 Reflex save. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a weapon or limb loose from a web mummy requires a DC 19 Strength check.

Bloodswarm Host (Ex) Tomb spiders use web mummies as hosts for their young. When a Small or larger web mummy is destroyed, a bloodswarm is released from the corpse and can act next round.

Skills A web mummy can always choose to take 10 on Climb checks, even if rushed or threatened.

TOMB SPIDER BROODSWARM CR 2

*MM IV 164

NE Tiny magical beast (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision,
tremorsense 60 ft.; Listen +11, Spot +11

Languages –

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)

hp 22 (3 HD)

Immune swarm immunities

Resist half damage from piercing and slashing
weapons

Fort +5, **Ref** +8, **Will** +6

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** –

Atk Options distraction, poison (DC 13, 1d4 hp/1d4
hp)

Abilities Str 7, Dex 20, Con 15, Int 1, Wis 16, Cha 2

SQ swarm traits, tomb-tainted soul, web walk

Feats Alertness, Iron Will

Skills Climb +13, Hide +11 (+19 in tomb spider webs),
Jump +2, Listen +11, Move Silently +7 (+15 in tomb
spider webs), Spot +11

Distraction (Ex) Fortitude DC 13, nauseated for 1
round.

Poison (Ex) Creatures affected by a tomb spider
broodswarm's poison are healed by negative energy
and harmed by positive energy as if they were
undead. This affect lasts for 1 minute after a failed
save.

Tomb Tainted Soul (Ex) A tomb spider broodswarm is
healed by negative energy and harmed by positive
energy as if it were an undead creature.

Skills A tomb spider broodswarm can always choose to
take 10 on Climb checks, even if rushed or
threatened.

2-04: ABERRANT DISSECTION

VIVISECTOR

CR 4

*MM V 200

LE Medium aberration

Init +8; **Senses** darkvision 60 ft., deaf; Spot +10

Languages –

AC 21, touch 15, flat-footed 17
(+4 Dex, +1 deflection, +6 natural)

hp 45 (7 HD)

Immune sonic

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

Speed 30 ft. (6 squares), fly 20 ft. (good)

Melee 2 claws +9 each (1d8+2/19-20/x3) and
sting +4 (1d6+1 plus poison)

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

Atk Options Combat Reflexes, augmented critical,
poison (DC 15 1d6 Str/1d6 Str)

Special Actions invisibility 3/day, vivisection

Combat Gear *potion of resist energy (fire)* 10

Abilities Str 15, Dex 18, Con 14, Int 12, Wis 11, Cha 15

SQ unnatural biology

Feats Combat Reflexes, Improved Initiative, Weapon
Finesse

Skills Heal +8, Hide +16, Move Silently +16, Spot +10

Possessions combat gear plus *ring of protection* +1

Deaf (Ex) Vivisectors are immune to effects that require
hearing to function, such as language-based spells.
They automatically fail Listen checks.

Augmented Critical (Ex) A vivisector's deadly claws
are incredibly sharp, allowing it to surgically
dismantle foes.

Invisibility (Su) Three times per day, as a swift action,
a vivisector can become invisible for 1 round. A
vivisector remains invisible even when it attacks.

Vivisection (Ex) As a full-round action, rather than performing a coup de grace, a vivisector can hack into the chest of a helpless humanoid, attempting to harvest choice organ for its personal use. Treat this as an automatic critical hit with a single claw attack that also heals the vivisector of the same amount of damage. If the target is killed, its corpse is rendered unsuitable for spells such as *raise dead* that require an intact body. If the victim survives, the vivisector moves on, ignoring it in favor of other creatures.

Unnatural Biology (Ex) Vivisectors are unnatural creatures that do not eat, drink, breathe, or heal naturally. Instead, they draw their sustenance from the vital organs of others.

2–11: FORSAKEN CHAPEL

GRAVEYARD SLUDGE

CR 4

*MM V 72

N Large ooze

Init +1; **Senses** blind, blindsight 120 ft.; **Listen** -5

Languages –

AC 17, touch 14, flat-footed 16

(-1 size, +1 Dex, +4 deflection, +3 natural)

hp 63 (6 HD); **between worlds**

Immune acid, ooze immunities

Fort +7, **Ref** +3, **Will** -3

Speed 30 ft. (6 squares)

Melee slam +7 (1d6+6 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Special Actions oozespawn zombies, spirit resurgence, vigor of the dead

Abilities Str 18, Dex 12, Con 20, Int –, Wis 1, Cha 1

SQ ooze traits

Skills Listen -5

Between Worlds (Su) Graveyard sludges are healed by both *cure* spells and *inflict* spells. They take no damage from *inflict* spells.

Oozespawn Zombies (Su) Whenever a creature that can acquire the zombie template (MM 265) dies within 20 feet of a graveyard sludge, that creature rises as a zombie 1d4 rounds later. However, the graveyard sludge imparts some of its own unique physiology to the zombie, causing each of the zombie's natural attacks to deal an extra 1d6 points of acid damage.

Spirit Resurgence (Su) A graveyard sludge can release its latent spiritual energy, causing the spirits within it to reach out at the sludge's enemies. All adjacent opponents must succeed on a DC 18 Will save or be subject to the affect of a *fear* spell for 1 round, the save DC is Constitution-based.

Vigor of the Dead (Su) A graveyard sludge possesses a great deal of negative energy, and it can sacrifice its actions to transfer that energy to nearby undead. As a full-round action, a graveyard sludge can target a single adjacent undead creature. That creature gains a +2 bonus on saving throws, a +2 bonus on caster level checks made when casting spells from the necromancy school, DC 5/good, and +2 turn resistance. These benefits last for 1 round.

2-01: CLOYING WEBS

WEB MUMMY

CR 4

*MM IV 165

NE Medium undead

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Listen +1, Spot +1

Languages –

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)

hp 29 (4 HD); **DR** 3/–

Immune webs, undead immunities

Fort +3, **Ref** +2, **Will** +5

Weakness vulnerability to fire

Speed 20 ft. (4 squares), climb 20 ft.

Melee slam +9 (1d6+10)

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

Base Atk +2; **Grp** +9

Atk Options enraged

Abilities Str 25, Dex 13, Con –, Int –, Wis 12, Cha 7

SQ adhesive, bloodswarm host, undead traits

Feats Great Fortitude^B, Toughness^B

Skills Climb +15, Listen +1, Spot +1

Immunity to Webs (Ex) A web mummy's movement is not affected by webs, including those generated by the *web* spell.

Enraged (Ex) If a web mummy's creator tomb spider is destroyed, the mummy becomes enraged, gaining a +2 bonus on attack rolls and damage rolls for the next 10 minutes.

Adhesive (Ex) A web mummy is extremely sticky. A weapon that strikes it is stuck fast unless the wielder succeeds on a DC 19 Reflex save. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a weapon or limb loose from a web mummy requires a DC 19 Strength check.

Bloodswarm Host (Ex) Tomb spiders use web mummies as hosts for their young. When a Small or larger web mummy is destroyed, a bloodswarm is released from the corpse and can act next round.

Skills A web mummy can always choose to take 10 on Climb checks, even if rushed or threatened.

TOMB SPIDER

CR 6

*MM IV 164

NE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision,
tremorsense 60 ft.; Listen +11, Spot +11

Languages –

AC 19, touch 17, flat-footed 12
(–1 size, +5 Dex, +5 natural)

hp 78 (8 HD); **DR** 5/good

Fort +10, **Ref** +11, **Will** +7

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +10 (2d6+7 plus poison)

Ranged web +12 ranged touch (entangle)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +17

Atk Options poison (DC 18, 1d4 hp/1d4 hp)

Abilities Str 21, Dex 20, Con 19, Int 3, Wis 16, Cha 18
SQ -tainted soul

Feats Alertness, Improved Natural Attack (bite), Iron Will

Skills Climb +13, Hide +5 (+13 in their webs), Jump +15, Listen +11, Move Silently +8 (+16 in their webs), Spot +11

Poison (Ex) Creatures affected by a tomb spider's poison are healed by negative energy and harmed by positive energy as if they were undead. This affect lasts for 1 minute after a failed save.

Webs (Ex) A tomb spider can throw a web up to three times per day. This is similar to an attack with a net but has a maximum range of 60 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 19 Escape Artist check or burst the web with a DC 19 Strength check. The check DCs are Strength-based. The web has 12 hit points, hardness 0 and takes double damage from fire.

A tomb spider can create sheets of sticky webbing up to 20 feet square. It usually positions these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Each 5-foot section of webbing has 12 hit points and damage reduction 5/–. A tomb spider can move across its own sheet web at its climb speed and can determine the exact location of any creatures touching the web.

Tomb Tainted Soul (Ex) A tomb spider is healed by negative energy and harmed by positive energy as if it were an undead creature.

Skills A tomb spider can always choose to take 10 on Climb checks, even if rushed or threatened.

2-04: ABERRANT DISSECTION

VIVISECTOR

CR 4

*MM V 200

LE Medium aberration

Init +8; **Senses** darkvision 60 ft., deaf; Spot +10

Languages –

AC 21, touch 15, flat-footed 17
(+4 Dex, +1 deflection, +6 natural)

hp 45 (7 HD)

Immune sonic

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

Speed 30 ft. (6 squares), fly 20 ft. (good)

Melee 2 claws +9 each (1d8+2/19–20/x3) and
sting +4 (1d6+1 plus poison)

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

Atk Options Combat Reflexes, augmented critical,
poison (DC 15 1d6 Str/1d6 Str)

Special Actions invisibility 3/day, vivisection

Combat Gear *potion of resist energy (fire)* 10

Abilities Str 15, Dex 18, Con 14, Int 12, Wis 11, Cha 15
SQ unnatural biology

Feats Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Heal +8, Hide +16, Move Silently +16, Spot +10

Possessions combat gear plus *ring of protection* +1

Deaf (Ex) Vivisectors are immune to effects that require hearing to function, such as language-based spells. They automatically fail Listen checks.

Augmented Critical (Ex) A vivisector's deadly claws are incredibly sharp, allowing it to surgically dismantle foes.

Invisibility (Su) Three times per day, as a swift action, a vivisector can become invisible for 1 round. A vivisector remains invisible even when it attacks.

Vivisection (Ex) As a full-round action, rather than performing a coup de grace, a vivisector can hack into the chest of a helpless humanoid, attempting to harvest choice organ for its personal use. Treat this as an automatic critical hit with a single claw attack that also heals the vivisector of the same amount of damage. If the target is killed, its corpse is rendered unsuitable for spells such as *raise dead* that require an intact body. If the victim survives, the vivisector moves on, ignoring it in favor of other creatures.

Unnatural Biology (Ex) Vivisectors are unnatural creatures that do not eat, drink, breathe, or heal naturally. Instead, they draw their sustenance from the vital organs of others.

2–11: FORSAKEN CHAPEL

GRAVEYARD SLUDGE

CR 4

*MM V 72

N Large ooze

Init +1; **Senses** blind, blindsight 120 ft.; Listen -5

Languages –

AC 17, touch 14, flat-footed 16

(-1 size, +1 Dex, +4 deflection, +3 natural)

hp 63 (6 HD); between worlds

Immune acid, ooze immunities

Fort +7, **Ref** +3, **Will** -3

Speed 30 ft. (6 squares)

Melee slam +7 (1d6+6 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Special Actions ooze spawn zombies, spirit resurgence, vigor of the dead

Abilities Str 18, Dex 12, Con 20, Int –, Wis 1, Cha 1

SQ ooze traits

Skills Listen -5

Between Worlds (Su) Graveyard sludges are healed by both *cure* spells and *inflict* spells. They take no damage from *inflict* spells.

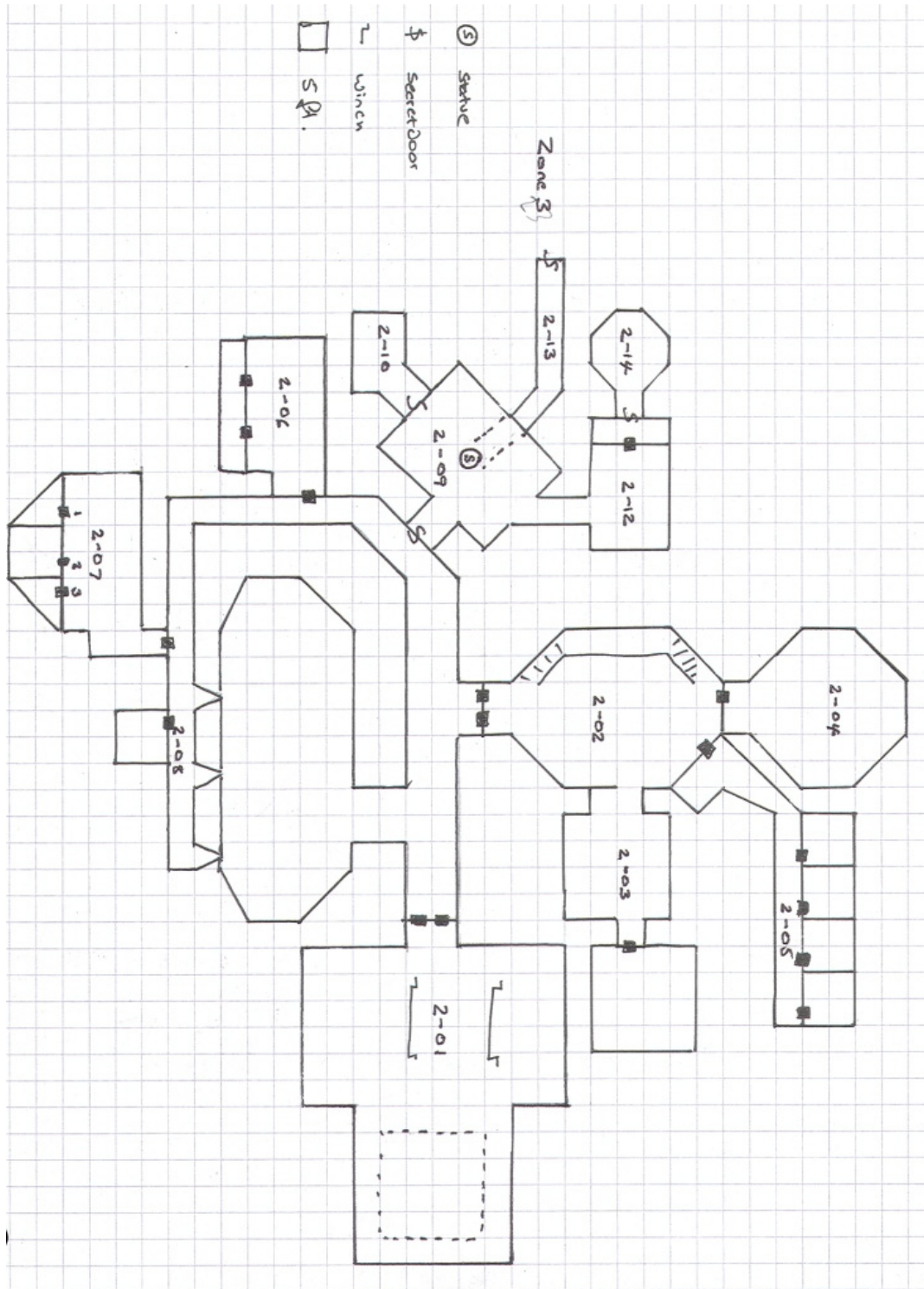
Ooze spawn Zombies (Su) Whenever a creature that can acquire the zombie template (MM 265) dies within 20 feet of a graveyard sludge, that creature rises as a zombie 1d4 rounds later. However, the graveyard sludge imparts some of its own unique physiology to the zombie, causing each of the zombie's natural attacks to deal an extra 1d6 points of acid damage.

Spirit Resurgence (Su) A graveyard sludge can release its latent spiritual energy, causing the spirits within it to reach out at the sludge's enemies. All adjacent opponents must succeed on a DC 18 Will save or be subject to the affect of a *fear* spell for 1 round, the save DC is Constitution-based.

Vigor of the Dead (Su) A graveyard sludge possesses a great deal of negative energy, and it can sacrifice its actions to transfer that energy to nearby undead. As a full-round action, a graveyard sludge can target a single adjacent undead creature. That creature gains a +2 bonus on saving throws, a +2 bonus on caster level checks made when casting spells from the necromancy school, DC 5/good, and +2 turn resistance. These benefits last for 1 round.

DM MAP 1: ZONE LAYOUT

Unkeyed Areas: Unkeyed areas contain no features of note. Describe them as obviously abandoned.



They Walk Among Us

By Colleen Simpson

ADVENTURE BACKGROUND

Initially found in the jungles to the south, the spiders that became the race of Araneans agreed to assist Pelor and St. Cuthbert in one of their battles against the machinations of Iuz. As a reward for their efforts, they were granted the ability to change shape, and wield magic. In thanks for their new-found abilities, many araneans follow St. Cuthbert's teachings, although some enjoy the reward granted to their ancestors and now walk their own paths. A very small proportion of them feel strongly enough to dedicate themselves to the continuing battle against Iuz.

They have followed the battle, through the use of *divination* to the City of Greyhawk, where they have been quietly living for the last 12 months. The Greyhawk City Watch have noticed their presence, but, through the efforts of the Guild of Nightwatchmen, are happy to note that the shapeshifters prove no threat to the city. While they keep a gentle eye on the araneans, they allow the spider women to go about their business unhindered. Guided by their god, and in contact with the city's temple of St. Cuthbert, the araneans continue their search to uncover Iuz's latest plot.

Iuz's agents, in the meantime, have not been idle. Discovering the existence of old enemies in the City of Greyhawk, they have hatched an elaborate plot in order to have the citizens of Greyhawk drive the spider-women from the city. After capturing one of the paladins in spider-form, they sacrificed her to fuel a ritual designed to honor and empower their god, and then dumped her body on the steps of the Greyhawk City courthouse... and this is where the PCs stumble into their plot.

ADVENTURE SUMMARY

Introduction: The PCs are in the vicinity of Greyhawk's major courthouse when a commotion catches their attention. It seems that someone has dumped the body of an enormous spider on the steps and attached the note: "They walk among us!" Most people are terrified and flee the scene, but a few members of the crowd may catch the PCs' attention and lead them deeper into the oncoming

conflict. Following a weeping woman (an aranean who is mourning the death of a sister) leads the PCs to encounter 1A. Following one of the cultists who staged the scene leads to encounter 1B and may loop back to encounter 1A.

Encounter 1A: PCs follow the woman in grey, who, bereft at the death of a sister, stumbles into an ambush set by cultists, trying for a second victim. If PCs are successful in defeating the cultists, the araneans, who live behind some iron-bound streets at the end of the side street, arrive on the scene. If the PCs defeat the cultists, then they meet the araneans and have a chance to not only learn what is going on, but become involved more deeply in the battle.

Encounter 1B: The cultist has noticed the adventurers who were mingling with the crowd, and isn't completely surprised when someone follows him. He leads them to a quiet alley behind a tavern, where he and another of his brethren are waiting. PCs defeating the cultists find clues to the location of both the aranean and cultist lairs. PCs defeated by the cultists lose an extra 2 TUs getting free and end the adventure here.

Encounter 2: On their way to the cultist's lair, PCs are either guided past or walk past the Greyhawk City courthouse in order to check on how another group of araneans are progressing in removing their sister's body for burial. A riot looks like it is about to occur. Fuelled by suspicion and fear, a group of townsfolk are about to turn into an ugly mob. PCs may attempt to talk the mob into allowing the body to be removed. Whether they do this successfully or not, they are on the scene when the cultists unleash hunting spiders to attack the crowd, in the hopes that further blame and suspicion falls on the spider-women. Once this situation is resolved go to encounter 3.

Encounter 3: The cultists have one guard on the entrance the combined forces of araneans and Nightwatchmen have decided the PCs will begin their assault on the cultist headquarters through. A single guard hides in an upstairs entrance and uses the verandah to her advantage to dissuade PCs from opening the door. PCs can enter hurriedly via the door, leaving the threat at their back, so to speak, or they can defeat the guard

and/or enter the cult headquarters. Once the cultists are defeated, PCs have access to the area assigned to them. Go to encounter 4.

Encounter 4: Inside the house, the cultists have prepared a small surprise. Eschewing the usual watchdog, they have enlisted the aid of a choker, which they found in the city sewers and bribed with a more comfortable shelter, better food, and payment for security. Once PCs have defeated the choker, they are free to advance to the inner sanctum of this little bastion of Iuz's servants. Go to encounter 5.

Encounter 5: Thinking they could stop any intruders either outside the house, or with the chokers, the cultists left only one member inside. A wizard, Alvarici, has his familiar alert him when the PCs are at the door, and summons fiendish dire rats to get in their way. If the party looks powerful, Alvarici attempts to escape through a window. If this fails, he tries throwing himself on any mercy they might have and, if bribery fails, hides behind the laws of Greyhawk to gain the relative security of prison. He first expresses fear regarding the araneans and the City Watch, and tries to hire the PCs to take him safely out of the city. If they agree, go to encounter 6A. If they disagree, he asks to be arrested in accordance with city laws, and PCs are able to use the information found here to go to encounter 6B.

Encounter 6A: PCs helping Alvarici must defeat the araneans who have assaulted other parts of the house and face the consequences of assisting someone the spider-women consider a dire enemy. Go to conclusion C.

Encounter 6B: PCs have learned of a captured aranean, and the location of the missing priestess of Lydia and Samael, and leave in pursuit of the cultists. They arrive at the location indicated just as the Iuzians begin their ceremony. The PCs must defeat the cultists in order to rescue the priestess and the aranean who tried to aid her. If the PCs are defeated, go to conclusion A. If they defeat the cultists, go to conclusion B.

Conclusion A: If the PCs are captured or killed by the cultists, they are freed and/or given the option of being brought back from the dead. PCs still need to pay the cost of being raised. This process takes 2 TU as the araneans work with the City Watch to find those who tried to help them. The PCs receive the Captured or Killed by Cultists adventure item, Lesser Gratitude of the Araneans, and the Ire of Iuz.

Conclusion B: If the PCs manage to defeat the cultists they receive the Gratitude of the Araneans, Thanks of the Greyhawk City Watch and Night Watch, Gratitude of the Lydians, Gratitude of a Greyhawk Wizard, and the Ire of Iuz. Members of the Nightwatchmen and the Religious Organizations Affiliations receive one point for their part in the cultists' defeat.

Conclusion C: If the PCs assisted, or attempted to assist, Alvarici escape, they lose their status with the Nightwatch/Mercenaries/University of Magic (if applicable), and may gain the Convicted or Wanted in Greyhawk City, and the Gratitude of Iuz's Pet AR awards.

PCs involved in assisting Alvarici's escape also earn a five-point penalty to their affiliation scores.

PREPARATION FOR PLAY

DMs need to check if any of the PCs:

- Have played COR5-04 *Desecrators of the Lord's Tomb* and have (or had) the Thanks of the City Watch AR favor;
- Have played COR6-03 *Riders of the Grave* and are either members of the Nightwatch or Mercenaries Guild or are University of Magical Arts Visiting Professors;
- Have played COR6-10 *Murder in Elmshire* and have the Grateful City Watch AR favor;
- Have a home region of Greyhawk and/or belong to any of the affiliations;
- Have played CGR7-01:4 *Soiled Souls* and have the Favor of the Constables;
- Have earned the Ire of Iuz in any regional adventure (try to do this last one without alerting the players of what you are looking for).

PRE-INTRODUCTION INFORMATION

Some of the PCs gain additional information relevant to this adventure. Give them this information prior to reading the introduction.

For PCs who are members of the Guild of Nightwatchmen: "We'd like a bit of help with an investigation into a couple of missing persons: one Allara Guinvay, a priestess of Lydia, and a Samael Mortvot, an enchanter who's currently attending a course on transmutation at the University of Magic. It seems a group of shapeshifters – and I don't mean wererats, has been implicated in their disappearances. We think it's someone else. The shifters we're thinking of are a group of women who came to the city late last year. They're a peaceful enough gathering who follow St. Cuthbert and it seems they've got a fight of their own going on with a cult to one of the more troublesome gods. They won't go into details, but they're not causing any trouble, and they've been reporting back to us on what they find, so we don't have a problem with them. After all, while we don't hold with vigilantism, we can do with all the help we can get keeping the cults and thieves under control, especially if the group isn't taking the law into their own hands. We'd like you to find out who's really taken the Lydian and the wizard, and find out what's happened to the pair.

For PCs who are University of Magical Arts Visiting Professors: "We're missing a wizard." Well, at least the Chancellor of Transmutation has the grace to look embarrassed by this statement. "Er... what I mean to say is that one of our more promising students has vanished – and I don't mean via invisibility, teleportation, or a spell gone horribly wrong; he was one of our more promising students. Name of Samael. He was on an errand for me,

and happened to detour past the courthouse on the way back. Typical enchanter, has a girl there he was seeing. Unusually, though, I think that was the only girl he was seeing..." He pauses to ponder this a moment before continuing. "Well, there have been all sorts of rumors flying about the place about giant vermin being seen on the street – nothing to do with us," he hastens to add. "And then there are tales of another cult coming to power. We've reason to believe shapeshifters are involved – can't work out what type; the augury was a bit vague. Anyway, we noticed that you're the adventuring type and we thought you could quietly look into it. Try to get young Samael back in time for his exams, and maybe find out who's responsible for the giant vermin, since we're getting complaints... and possibly look into that rumor of a cult, while you're at it. We'd give you a week to sort it out, but then, as you know, you're teaching rounds will start and we'd like you to be able to focus on your students..."

For PCs who have the Thanks of the City Watch, Favor of the Constables or the Grateful City Watch AR favors: You have assisted us before, and I think I recognize some of you from the Elmshire case a couple of years back. We would like your assistance to find two more missing persons. A priestess of Lydia who disappeared in the vicinity of the Courts of Justice while on an errand for her temple, and a young wizard from the University of Magical Arts. He was on an errand to the markets, but stopped off to visit a clerk of the courts on the way back. While I don't believe the clerk was involved, the courthouse might be a good place to start. From the rumors we've uncovered in our investigations, you could be tangling with a cult of some kind, giant vermin, shapeshifters, the Scarlet Brotherhood, or orcs from the Pomarj. Just focus on finding the missing persons and getting them back; we'll chase down the rest.

GATHER INFORMATION CHECKS

If the PCs want to make Gather Information checks, use the information below to determine what they find.

DC 5: "There has been some interesting goings on at the courthouse recently."

DC 10: "The Lydians are upset about a missing priestess. I have no idea what sort of errand she would have been on to the courthouse, though. I mean, who visits the courthouse if they're not in trouble?"

DC 15: "Samael? Not a bad sort. Some say he had a crush on a clerk of court and that he was on his way to see her when he was taken. I tell you, what was the boy thinking? Visiting the courthouse at dusk; his girl would have been at home and looking after her parents by then."

DC 20: "Disappearances? Well, there's always been a bit of cult activity in the old City – and that business down in the Pomarj isn't helping matters any. Not sure what that would have to do with the Lydians, though. Wizards, however...well they've got their finger in just about every pie!"

DC 25: "Strange things have been happening about the city recently. Things like those disappearances you mentioned... and some say there have been creatures roaming about that have no right being in a city like this. Giant spiders and the like. Others say that those serve Erythnul and that the Scarlet Brotherhood are on the loose again. If things get any worse, I might just take myself up the Velverdyva to a nice quiet place like Perrenland!"

DC 27: "Some say there's a new organization in town. Been all sorts of secret goings on between the Nightwatch and..." your informant glances quickly around and drops his voice even further, "... an' a bunch of women in grey. They're not Lydians, that's for sure. I would have said Mayaheine, myself, 'ceptin' they don't carry longwords." His eyes twitch to observe another newcomer to the inn, and he raises his voice to a pitch that's audible to those nearby. "Oh look, there's me old gran. Nice seein' you... You say hi to your mum for me."

RULES CLARIFICATIONS

Note that the stat blocks of NPCs with levels of scout included the extended description from the *Complete Adventurer* errata, as well as possessing Disable Device as a class skill.

INTRODUCTION

The PCs are in the City of Greyhawk for any number of reasons such as: to fulfill their obligations to the University of Magic, undertake a stint in the Nightwatch, visit the Mercenaries' Guild, or the Bakers and Sweet Goods guild, or to prepare to explore the ruins of Greyhawk. They may already be adventuring together, or may have met at one of the many inns where adventurers congregate to swap stories, news, and information.

For an inn not too far from the courthouse, this place isn't as stuffy as you thought it would be. As a matter of fact, there seems to be a dearth of judges and a good range of adventurers, all willing to share stories, or news of who's hiring, and who's late coming back from their latest venture. Before the fellow standing beside your table can answer your question, however, you hear a scream of horror from outside, followed by shouts of alarm. Around you, the bar stills, and all eyes turn to the door.

Give the players time to declare their actions. If they head towards the commotion read:

Heading through the push and jostle to the door, you are surprised to discover that the cries are coming from the direction of the courthouse, rather than the maze of streets and alleys further along. The scene that meets your eyes in the plaza before the courthouse is one of confusion and chaos. People have fled the steps and the area immediately

in front of the great building, but, on not being pursued or harmed, have started to mill in uncertain groups as they stare in horror at the carcass now gracing the courthouse steps.

If the PCs decide to go closer, read:

The carcass is that of a great, grey spider, about the size of a pony. Its legs are crossed over its abdomen, but do not hide the gaping wound that must have killed it. A large sign, written in Common is nestled amongst its legs. Its blood-red writing reads: They walk among us!

All around you, people are asking themselves 'who' and 'what' and trying to figure out what it means.

PCs that succeed on a DC 10 Spot check, notice the following:

You notice that a few of the people in the crowd aren't reacting like the others. A young woman, dressed in a light gray gown, lets out a quickly-stifled sob, and, with a fist pressed against her lips is hurrying from the square.

PCs that succeed on a DC 15 Spot check also notice:

Further away from you, a man and a woman (APL2, OR group of men and women at APLs 4-6) stand at the edge of the square watching the crowd's reaction. After letting their gaze slide over the crowd, they turn and slip away down a side street. You notice that they are all wearing dark blue cloaks.

Now the party has a choice. They can follow the weeping woman (go to encounter 1A), or they can follow the observers and go to encounter 1B.

Those that saw neither can make Gather Information checks to search for a lead. Succeeding on a DC 5 Gather Information check gives them the following:

"I saw a woman. Real strange she was too – crying, and more like she'd lost her bestest friend in the world, rather than seen a dead spider. Dressed in grey she was. She went that way. If you hurry, you'll probably catch up with her." A DC 10 Gather Information check gives them: There was these people, see? I mean people that weren't upset by that... that... thing on the courthouse steps. They just stood and watched a while, and then went off down Little Arms Street. At least one of them was a fighter, and they was both wearing dark blue cloaks. They weren't in a hurry, that I could see."

Following the woman leads to encounter 1A just as the cultists are preparing to wrap Tiira in a rug and carry her away. Alter the boxed text for that encounter as necessary.

Following the lead on the people that weren't upset, takes the PCs to the courtyard where the two cultists have stopped to see if anyone is following them. They are just about to leave when the PCs arrive.

1A: THEY WALK AMONG US

The woman does not stop, or slow down as she hurries away from the courthouse plaza. She doesn't look to left or right, either, and seems oblivious to the glances her distress is drawing. No one tries to stop her, though, and no one turns to follow her. She is alone when she turns into a narrow side street that ends in a single iron-bound door... and she is alone when something flies out of a doorway and disappears into her skin. Before you can react, a human steps out in front of you to bar the way: "This is none of your business," he snarls, as it holds its longsword before it. "Leave us to conduct our business in peace."

The side street where this ambush takes place leads to the courtyard of a house where the araneans have set up their cell. Tiira is not aware of the PCs following her. The cultists have chosen the alley as the most secluded point on Tiira's home path, and the best place to attack. They are aware of the PCs' approach, but not that the PCs are following Tiira specifically.

APL 2 (EL 4)

☛ **Cultist guard:** female human fighter 2; hp 20; Appendix 1

☛ **Cultist scout:** male human rogue 2; hp 12; Appendix 1

☛ **Tiira:** female aranean; hp 22; MM 15

APL 4 (EL 6)

☛ **Cultist guard (2):** female human fighter 3; hp 28; Appendix 1

☛ **Cultist scout:** male human rogue 3; hp 17; Appendix 1

☛ **Tiira:** female aranean; hp 22; MM 15

APL 6 (EL 7)

☛ **Cultist guard (2):** female human fighter 3; hp 28; Appendix 1

☛ **Cultist scout (2):** male human rogue 3; hp 17; Appendix 1

☛ **Tiira:** female aranean; hp 22; MM 15

Cultist Tactics: The cultists are intent on capturing Tiira. They do, however, break off their attack on her in order to defeat the PCs. The cultists are not out to take prisoners. If PCs survive at the end of the fight, the cultists stabilize them and take them back to their headquarters for questioning (and as potential hostages),

but this is more a matter of opportunity, than deliberate design.

Guards: The guards move immediately to interpose themselves between the PCs and Tiira. If the PCs refuse to let them remove the aranean, they fight intelligently and attempt to defeat their opponents quickly before help can be called, activating their *brute gauntlets* to this end.

Scouts: The scouts have *brain locked* Tiira using one of their *pearls*, and turn their attention to the PCs. Of course, since they have a *pearl* to spare, they attempt to use this on the PC they deem to be the greatest threat. The scouts attempt to use their Bluff skill to feint and flank in order to maximize their sneak attack. They work in concert with each other and the guards.

Tiira: Once recovered from the *pearl* (this takes three rounds), she does not involve herself in the battle, unless it's to stabilize a PC. She does not know who the PCs are, but is aware that they were following her and is uncertain of their intentions.

Development: The araneans are expecting Tiira's return. They arrive after ten rounds of battle and subdue all combatants without preference (unless it's obvious that some combatants are working to defend Tiira). They intend to sort out the good from the bad, later, during questioning – something their Nightwatchmen contacts assist with.

If the PCs manage to defeat the cultists before the tenth round, read the following just as they are deciding what to do next (or beginning to question any survivors and so on):

The last of the woman's attackers has just hit the ground, as the gate at the end of the side street opens to reveal a woman dressed in gleaming mithral chain, and carrying a light mace. The symbol of St. Cuthbert hangs, in a medallion, around her throat.

"What is going on here?" she demands, the light of battle enlivening her features as she hefts the mace and takes a step forward. "What are you doing with my daughter, Tiira?"

Give the PCs time to explain, or have Tiira intervene and tell how they rescued her, and then continue:

The woman's frown lightens: "And we won't ask how you just happened to be in the same unfrequented street at the same time as she was attacked... will we?" She raises a hand to still your protests. "Why don't you come inside so what has happened can be explained... and so that we can ask these ones what they were doing, and where they are from. I'm sure their answers would interest us all."

Give the PCs a chance to accept or decline. If they decline, they can be brought back into the adventure in encounter three, after Tiira comes to ask them to help in the attack on the cultist's lair. If they accept, go to Encounter two.

1B: DEATH'S TRAP

Just ahead of you, you see the flash of a cloak disappearing rapidly around a corner, and hear a soft bark of laughter. Surely your prey is only around that corner – and then, perhaps, some of your questions can be answered.

Give the PCs time to describe their approach to the corner and the courtyard beyond. The cultists are lying in wait for them, so there is no surprise round.

As you round the corner, a strongly-built woman in banded mail, and wearing a dark blue cloak, steps out in front of you: "You've been following us a while now, haven't you?" she says. "What is your business?"

Again, the PCs have time to respond. The guard might be drawn into dialogue but, when the talk turns to the dead spider carcass on the courtyard steps and their possible involvement (a simple: What do you know about the spider carcass? Or similar does it), the cultists attack.

None of the scout cultists show themselves, preferring to attack from hiding rather than risk the PCs actually being friendly.

The courtyard where this ambush takes place is deserted. The inhabitants of the houses surrounding the courtyard are either out, or pretending that nothing is happening – after all, things like this happen all the time and not noticing them is the best survival tactic of all.

APL 2 (EL 4)

☛ **Cultist guard:** female human fighter 2; hp 20; Appendix 1

☛ **Cultist scout:** male human rogue 2; hp 12; Appendix 1

APL 4 (EL 6)

☛ **Cultist guard (2):** female human fighter 3; hp 28; Appendix 1

☛ **Cultist scout:** male human rogue 3; hp 17; Appendix 1

APL 6 (EL 7)

☛ **Cultist guard (2):** female human fighter 3; hp 28; Appendix 1

☛ **Cultist scout (2):** male human rogue 3; hp 17; Appendix 1

Cultist Tactics: The cultists are interested in finding out who is following them and why. To this end, they use subdual damage, until the PCs start using lethal damage, at which point, they reply in kind.

Guards: The guards move immediately to interpose themselves between the PCs and the courtyard, but fall back gradually, using five-foot steps so that the scouts can work their way in behind the PCs.

Scouts: The scouts are currently hiding. PCs need to succeed on an opposed Spot check against the scouts'

Hide checks in order to notice them. The scouts wait in hiding until the PCs have been drawn past them by the guards – or until the PCs attack them instead of the guards. They use flanking and feinting in order to use their sneak attack.

Development: The city watch arrive ten rounds after combat starts for, while the citizens that live around the courtyard ‘see nothing’, they also know who to call when ‘nothing’ is happening and no one can see them.

If PCs hand the cultists over to the City Watch, they are not able to speak with them. There may, however, be some time to speak to them, before the Watch arrives. PCs can attempt to improve the cultists’ attitudes to friendly (DC 3 Diplomacy check) in order to discover the information below, or they can wait for the watch.

Improving the cultists’ attitudes to friendly results in the PCs discovering the following information:

- The cultists are working for a cult of Erythnul (false).
- The location of their base (false; this is the location of the aranea base).
- The fact that they are just hirelings of the cultists because Erythnul is as good a boss as any (although a little scarier than most).

A successful DC 20 Sense Motive check reveals the areas where the cultists are being a little less than truthful, but PCs need to shift their attitude from friendly to helpful (DC 20 Diplomacy check) in order to discover:

- They work for a cult of Iuz.
- The location of a house they meet at.

If the PCs follow the false location, then paraphrase the information in encounter two without the cultists and the Nightwatch, of course). That encounter ends with the araneans promising to contact the PCs once they can confirm the cultists’ story.

If the PCs turn things over to the City Watch, the watch promises to get back to them if the PCs are willing to assist further. Go to encounter three, paraphrasing as appropriate.

If the PCs decide to follow up on the lead to the cultists’ house, go to encounter three, paraphrasing as appropriate.

2: SHAPESHIFTERS’ LAIR

The women in grey are areaneans, a race of shapeshifting spiders. These creature follow the laws and tenets of St. Cuthbert. They are, so they say, in a constant battle against the plots of Iuz and his mother Iggwilv, but they keep their battle secret.

“You saw how the people reacted to one of our dead,” Mistress Ethtran explains. “We can’t afford to be watching our backs against the people we live amongst, while we are watching on all sides for those we seek to destroy. Even in Perrenland, the Bandit Kingdoms and High Folk, no one knows of our existence, although, truth be known, I don’t

know if there are any of us still in those places doing battle, since our lord has led us farther afield. I think he believes that the Old One’s neighbors can deal with his plots there, but that we must be more vigilant against the mischiefs he stirs up elsewhere.” She sighs, “And where would be a better place for stirring up mischief than in the very gem on human civilization – the great Greyhawk City. I can’t understand why our battles haven’t brought us here sooner.

As the PCs chat with Ethtran, several members of the Nightwatch arrive to question any surviving cultists. If the PCs express surprise at this, read:

“We do obey the law, you know,” Tiira informed you, with a smile. ‘At least, most of the time...’

After a short time, the surviving cultists reveal the following information after a range of subtle threats, promises, and ministrations of an odd truth serum

- Their headquarters lie on the other side of the courthouse square.
- The Lydian and the wizard stumbled on the truth of the cult in the course of their business around the courthouse, and that, being two halves of a whole, they will make worthy sacrifices to Iuz.
- The sacrifice will take place two nights from now, outside the city, but they don’t know where... they really don’t know where.
- Iuz is as good an employer as any... although a good bit scarier than most, and, no, we’ve met him.

With the route to the cult base mapped, it is time and enough to turn the cultists are turned over to the Nightwatch representative for charging and confinement.

PCs are able to request some time alone with one or the other of the cultists – or both. Members of the Thieves’ Guild, in particular, might be interested in discussing their willingness to join, or otherwise share information with the guild. If they can use diplomacy to shift the cultist’s attitude to helpful (DC 50 Diplomacy check), the cultist concerned is willing to speak with the Thieves’ Guild. The following circumstance modifiers apply:

- -2: For anyone not a member of the Thieves’ Guild
- -4: For anyone who is a member of the Nightwatchmen
- +2: For particularly good roleplaying on behalf of the player.
- +2: For promising to have them set free, or allowing them to escape. (This requires a successful Bluff check opposed by the cultist’s Sense Motive check. Failing this check results in an overall -4 modifier to the Diplomacy attempt.)

All penalties and bonuses are cumulative. The cultists aren't interested in talking to anyone else in particular, and don't have any extra information to add. Once the PCs are finished with the cultists, and the cultists have left, the PCs are free to return to their lodgings while the araneans follow up on the information and promise to get back to them when they have confirmed the cultists' story. Move on to encounter three.

3: LAW & DISORDER

It takes the araneans and the Nightwatch until the following afternoon to get back to you. The cultists were, surprisingly, telling the truth, but perhaps that is because they have a surprise in store for you. Tiira will lead you through the plaza to the right street, but then she must join her sisters. You will be assailing the front door, while the servants of St. Cuthbert use their innate abilities to make sure there is nowhere to which the cultists can flee.

Give the PCs time to respond. It is too late to change the plans as the araneans have already left, and the contingent of Nightwatch required to take the sewer entrances is already on its way. Once they are underway, read:

Tiira leads you to the courthouse plaza, and is about to lead you across it when she stops in horror. Following her gaze, you see a group of women, dressed in grey, trying to maneuver the spider's body onto a stretcher. It seems that they plan to load it onto the pony cart waiting at the foot of the courthouse steps.

It seems that the people of Greyhawk are opposed to this move and a crowd is gathering around the base of the steps. Angry muttering can already be heard.

"The fools," Tiira hisses. "We were told to wait for the Watch to do this. We could have collected the body from the watchhouse."

Give the PCs time to react. If they wish to attempt to use Diplomacy to disperse the crowd, they may do so. The crowd's reaction to the aranea is hostile but, if the PC group has members of the Guild of Nightwatchmen, the Merchants' and Traders' Union, Religious or Mercenary Guild affiliations, the crowd is merely unfriendly. PCs must try a rushed Diplomacy check (PH 72) to shift the crowd's attitude to indifferent in order to get the people to let the araneans remove the body.

Once the success or failure of any Diplomacy check has been determined, and the crowd is beginning to disperse, or preparing to attack, read:

You can hear the sound of the city watch approaching, and the crowd is shifting from hostility/indifference to uncertainty, when there is a sudden shriek of terror from one side of the plaza.

This is followed by another shriek of terror, and another, and the crowd shifts from uncertainty to panic. Even the whistles being blown as the Watch approach, make no difference.

PCs succeeding on a DC 10 Spot check see a hunting spider leap over the heads of the crowd into a clear space near them in the plaza. Those that fail can do nothing as the frenzied creature attacks the nearest of them in a panic. Those that succeed can react as normal.

APLs 2-4 (EL 3)

☛ Monstrous hunting spiders (2): hp 11; MM 288

APL 6 (EL 4)

☛ Monstrous hunting spiders (3): hp 11; MM 288

Hunting Spider Tactics: The spiders are hungry and enraged and just want to find a quiet place to escape to... right after they deal with the next food source that disturbs their flight... and the next... and the next. They do not fight intelligently.

Development: The city watch arrive five rounds after combat starts and try to calm the crowd. Once they are aware that the PCs are dealing with the spiders, they turn their attention to any townsfolk bitten by the spiders.

PCs are urged to 'save us' and 'don't mind him, get that spider', if they stop fighting before the last spider has fallen. Once the spiders are dealt with, any efforts they make to heal the townsfolk, or assist in the aftermath, is much appreciated. As soon as things are settled, Tiira urges them to hurry and join the assault on the cultists' house – as, *"no doubt, they are responsible for this cowardly attack."* Proceed to encounter four.

4: DOORS TO EVIL

The entrance, through which the araneans and Nightwatch want the PCs to attack, is guarded by a single, but deadly guard.

The entrance to the cultists' base is via a narrow sidestreet somewhat similar to the street leading to the aranean's own base, except that it is via a door leading directly in from the street.

PCs succeeding on a DC 10 Spot check note the balconies and the rickety wooden stairs leading up to a first floor verandah. Allow the party to make its plans, and then have them make a second Spot check opposed by the guard's Hide check. Those that fail cannot act in the surprise round, when the cultist attacks from a landing on the fire escape.

APL 2 (EL 1)

☛ **Cultist guard:** female human scout 1; hp 9; Appendix 1

APL 4 (EL 2)

☛ **Cultist guard:** female human scout 2; hp 15; Appendix 1

APL 6 (EL 3)

☛ **Cultist guard:** female human scout 3; hp 21; Appendix 1

Cultist Guard Tactics: The guard attacks from the verandah. She does not use her skirmish ability in the surprise round, but does on every subsequent round. She has cover from opponents in the street below and gains the benefit of higher ground, but she also has limited options for running away. She loses her cover bonus to shoot at targets on the stairs. Her main duty is to alert the watch-chokers inside the house, and then to harass any uninvited guests as they enter or leave the premises. She uses the narrow space on the verandah to take advantage of her skirmish ability. Should PCs climb the stairs after her, she forgoes her cover bonus in order to shoot at them as they approach.

ENCOUNTER FEATURES

Illumination: It is late afternoon/early evening. Lighting is dim, but not shadowy.

Stairs: The stairs are 5 ft. wide and run parallel to the wall. There is a banister on the street side. Unless an attacker is looking directly up or down the stairs, anyone on the stairs receives a +4 cover bonus to their AC. The stairs grant the benefit of higher ground (+1 to melee attacks against foes below her).

Verandah: The verandah is 5 ft. wide and 20 ft. long. There is only one door leading from the far end of the verandah. The door can be locked from the inside, and barricaded with a large wooden chest.

Development: Should PCs enter the cultists' headquarters while the guard is still able to fight, she comes down the stairs and assists the chokers in their battle. If she is defeated, the PCs can enter the headquarters unhindered.

5: LITTLE HOUSE OF EVIL

The cultists have recruited a choker, found in the sewers, to act as a watch-dog. In return for comfortable lodgings, plenty of food, and a small amount of treasure, the creature zealously guards the front parlor of the cultist headquarters.

If PCs enter without a light source, read:

As suggested by the heavily-curtained windows, this room is pitch black. Nothing is apparent here without some source of light.

If PCs have darkvision or a light source, read:

This room is sparsely furnished. A large rug adorns the floor, and book cases line the walls. Even as your eyes adjust to the light (or lack thereof), something moves in a shadowed doorway that leads further into the house.

Have PCs make Spot checks opposed by the choker's Hide check. Success means that the PC notices the creature as it prepares to attack from a corner opposite the doorway – the apparent movement in the doorway was just a trick of the eye.

APL 2 (EL 2)

☛ **Choker:** hp 16; MM 34

APL 4 (EL 3)

☛ **Advanced 7 HD Choker:** hp 41; Appendix 1

APL 6 (EL 4)

☛ **Fiendish 8 HD Advanced Choker:** hp 49; Appendix 1

CHAMBER FEATURES

Ceiling: The ceiling is 10 ft. high in this room.

Illumination: There is no light in this room, except what the PCs bring with them. Heavy drapes over the windows prevent light getting in.

Uncluttered: There is no furniture to clutter up this room, beyond the book cases that line the wall, and the coat rack by the door.

Development: If PCs did not defeat the guard from encounter three, she assists the choker in its attacks on the PCs. Once the choker is defeated, the PCs are able to move further into the house.

6: EVIL'S LAST RESORT

With the cultist's strange guard defeated, you are free to move down the short hallway to a closed door. Drifting to you from different parts of the house, and from beneath your feet, you can hear the muffled sounds of fighting.

Allow the PCs time to decide how to approach the door. It is locked. PCs succeeding on a DC 20 Listen check, can hear the sound of soft chanting behind the door (it sounds like one person), as well as what might be the skitter of claws.

Bloodfang's Pre-Combat Tactics: Bloodfang is stationed right next to the door. As soon as the PCs stop at the door, and begin to tinker with the lock, or try to open the door, he scurries back to Alvarici and warns him of intruders.

Alvarici's Pre-Combat Tactics: While the PCs were battling the choker, Alvarici casts *mage armor* (at APL 6

only). He does not start to summon creatures until Bloodfang, his familiar, warns him that someone has started to try to open the lock (or break down the door).

When the PCs have opened the door, read (adjusting to account for PC actions):

This room is cluttered with papers, scrolls, and books. Behind a desk, in front of a window, and a bookcase overflowing with more reading material than a wizard could cover in a month, stands a nervous-looking young man. He appears to be of Suel descent, and is dressed in wizardly garb. Right now he is completing the last few gestures of a spell.

As you watch a large, angry-looking rat appears in front of the doorway and advances towards you. It is identical to the other rat that launches itself into a frenzied attack at the first of you that it sees.

APL 2 (EL 1)

☛ **Alvarici:** male human wizard 2; hp 11; Appendix 1

APL 4 (EL 2)

☛ **Alvarici:** male human wizard 2; hp 11; Appendix 1

APL 6 (EL 3)

☛ **Alvarici:** male human wizard 3; hp 16; Appendix 1

Fiendish Dire Rat Tactics: The summoned dire rats attack any PC entering the room. The rat that just appeared has two rounds before it vanishes, and the rat that launches itself to attack, has only this round remaining before it returns to whence it was summoned. They do not fight in a coordinated manner.

Fiendish Monstrous Centipede Tactics: At APL 6 (only) Alvarici summons a fiendish monstrous centipede as his first act when the PCs appear. This creature attacks as viciously as the rats.

Bloodfang's Tactics: Bloodfang stays hidden in Alvarici's top desk drawer. If Alvarici is defeated, he either flees, or huddles with his master.

Alvarici's Tactics: Alvarici finishes summoning the second fiendish dire rat as the PCs break down the door. On his next initiative, he begins summoning a fiendish centipede (APL 6), or attempts to open the window behind him and climb out of it to escape.

ENCOUNTER FEATURES

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Ceiling: The ceiling is 10 ft. high in this room.

Illumination: The light in this room comes from two large lanterns that sit on either end at the front of the desk. Alvarici does not put these out.

Clutter: Because of the very large desk, the bookcase and the summoned creatures, there is very little clear space in this room.

Development: Should PCs prevent him from escaping, Alvarici throws himself to his knees and begs for mercy.

ALVARICI

This wizard of Suel descent, is of stocky build and has short, white hair. His dark blue robe is well-tailored, and he wears more than one gold ring on his fingers. A gold hoop adorns one ear.

A DC 14 Knowledge (local – NMR, Pale or Ratik) check identifies Alvarici as having some Schnai or Fruzzti parentage (or grand parentage).

Attitude: Helpful (PH 72). Alvarici is willing to be helpful as long as the PCs are willing (or might be willing) to help get him out of the city. As soon as it becomes apparent that they won't help him out instead of going after his brethren, he becomes unfriendly.

Personality: Confident that he can convince the adventurers to do what he wants, and arrogant even in defeat, Alvarici won't back down and divulge the location of the cultists' latest sacrifice – although it can be found in the large tome sitting under his spellbook. He really is indifferent to the cruelty and evil that Iuz inflicts on the world, and is much more interested in developing a 'working relationship' with the deity in return for Oerthly power. He really can't see what is wrong with this – he is truly amoral when it comes to his own advancement.

What He Knows: He knows that the cultists are under attack, and that he really, really needs help in getting away. The PCs look like that help. He offers them his jewelry, his spellbook (if pressed), and 200 gp that he keeps in a small chest in the desk drawer. If that doesn't work, he won't divulge the information needed to get the PCs to the sacrifices in time, but instead clams up and demands to be handed over to the Greyhawk Watch. He does know that the Lydian and Samael have been taken by the cult for sacrifice, but won't give it up – although his body language and snide hints might reveal it (Sense Motive opposed by Alvarici's Bluff). If it seems that the PCs won't do this – or might even do him harm, he screams for help in an effort to attract the attention of the Nightwatch and araneans to his plight. He accuses the PCs of attempted murder whether or not they are murdering him, and accuse them of torture.

Recent History: Alvarici is a descendant of a Fruzzti clan north of the Rakers, but his amoral attitude to life in his search for power, as well as his tendency to find the easy way round things, instead of facing hardship like a true barbarian soon had him facing mistrust and exile from his clan. Leaving before he was thrown out, his travels brought him into contact with a sect of Iuzians, and thence to Greyhawk in their company.

Treasure: In addition to the items listed in the treasure summary, PCs find Alvarici's spellbook, and the notes on how he was able to form a kinship with the cold, giving them access to new spells and the Soul of the North feat. The desk also yields a thick, black, leather-bound book (calf-skin, nothing more...) that has notes on promising phases of the moon, and an auspicious location for sacrifices to evil powers. If the PCs do not find these

items, the Nightwatch and the araneans do, and are able to use the information to discover the location of the sacrifice, and for PCs to read over later.

Development: If PCs agree to help Alvarici escape the Nightwatch and aranean force, go to encounter 6A. If they refuse to help him, and insist on finding and rescuing the Lydian and the other wizard, go to encounter 6B:

6A: HELPING OUT THE EVIL

While it seemed a good idea to help Alvarici out with his plan (for a fee, of course), things are not going to plan, and you are now faced with (give appropriate number here) *aranean/s – rather angry and disappointed aranean/s.*

“I thought you were on our side,” one accuses, “but never mind. St. Cuthbert sees all and demands justice! Surrender, or be subdued!”

APL 2 (EL 4)

☛**Aranean:** female aranean; hp 22; MM 15

APL 4 (EL 6)

☛**Araneans (2):** female aranean; hp 22; MM 15

APL 6 (EL 9)

☛**Araneans (6):** female aranean; hp 22; MM 15

Bloodfang’s Tactics: Bloodfang stays hidden in Alvarici’s pocket. If Alvarici is defeated, he either flees, or huddles with his master.

Alvarici’s Tactics: While the PCs battle the aranean, Alvarici attempts to sneak away. If this fails, he runs for it, leaving the PCs to face the aranean/s.

Aranean Tactics: The aranean(s) is in hybrid form and, at first, attempt to use her web to immobilize her enemies. She also tries to inflict non-lethal damage on the PCs, but, if they use lethal damage, she returns the favor. She fights the PCs single-mindedly and methodically, seeking to drop one, and then the next, and then the next. She is hoping help will arrive in time to stop them. She does not pursue Alvarici if she is faced with active PCs. She attacks PCs who flee, calling on them to stop and surrender.

ENCOUNTER FEATURES

Illumination: There is no light in the alley, save what comes from windows and the moon overhead. Conditions here are shadowy, unless the PCs have brought their own light source.

Footing: While not the tidiest of places, the street underfoot poses no difficulty to movement here.

Development: More araneans (as many as the PCs face at this APL) arrive after ten rounds, and more again five rounds after that. They accept surrender and deliver the

PCs up for judgement. If the PCs are defeated, or if they defeat the aranean and escape, go to Conclusion C.

Treasure: If the PCs defeat the aranean, they can loot their bodies gaining their possessions and some loot they recently took from a couple of lain cultists. Beyond this, they receive 50 gp of jewelry and 200 gp from Alvarici for assisting him. If they are captured, they receive nothing from this encounter.

6B: PURSUIT OF EVIL

It doesn’t take long for the Nightwatch and the araneans to go through the evidence taken from the cultists’ headquarters. That, combined with what they gather from the prisoners, has given you a location for the sacrifice.

A day’s hard ride, and you should reach the site by dusk. Your allies insist you get a full night’s rest before you leave, and make sure you are fully healed.

NOTE: If PCs need to borrow mounts, they are able to do so. They ride out with a Nightwatchman as a guide. The Nightwatchman is there to mind the horses, and report back to the Night Watch. Allow the PCs to make any preparations they deem necessary, and then read:

Now, approaching the clearing, you can see the tall doglike figure/s of a priest standing before what can only be the Lydian priestess you’ve been looking for. She is tied to one side of a tree, and what can only be the wizard is tied to the other side.

As you watch, the doglike creature hefts its greatsword and, calling on the greater dark, prepares to thrust it forward.

Go to initiative and have the PCs declare what they wish to do.

APL 2 (EL 4)

☛**Cultist cleric:** male fiendish gnoll cleric 1; hp 15; Appendix 1

☛**Cultist scout:** male fiendish gnoll scout 1; hp 15; Appendix 1

APL 4 (EL 6)

☛**Cultist cleric:** male fiendish gnoll cleric 2; hp 21; Appendix 1

☛**Cultist scout (2):** male fiendish gnoll scout 2; hp 21; Appendix 1

APL 6 (EL 9)

☛**Cultist cleric (2):** male fiendish gnoll cleric 4; hp 33; Appendix 1

☛**Cultist scout (2):** male fiendish gnoll scout 4; hp 21; Appendix 1

Gnoll Cultists in General: At all levels, neither the clerics or scouts think to take prisoners, but only stabilize

downed PCs after the battle in order to add them to the ceremony as sacrifices. This is more a matter of opportunity than deliberate thought, though.

Nightwatch Tactics: The nightwatchman is under strict orders not to get involved. If the PCs look like they are doing badly, he takes one of the horses and rides back to Greyhawk for help.

Scout Tactics: The cultist scouts have hiding at the perimeter of the clearing. They use their scout ability to skirmish using ranged attacks, while remaining concealed for as long as possible. Even if the PCs seem intent on the priestess, the scouts try to pick them off, only engaging in melee if they are given no choice.

Cleric Tactics: The cleric/s are going to drive their sword/s into the cleric in the first round, unless distracted by something – a PC, for example. He/They kill her in the second round – unless distracted.

APLs 2-4: At APL 2, the cleric casts *blessed aim*, *command*, or *entropic shield*, whichever it deems most appropriate. It then either attacks using its greatsword, or casts other spells in subsequent rounds.

APL 6: At APL 6, the clerics take turns assisting their allies with spells such as *blessed aim*, or *close wounds*, or assisting themselves using *command*, *entropic shield*, *shield of faith*, or *command*. They resort to using their greatswords if this appears to be the most effective way of dealing with the PCs.

ENCOUNTER FEATURES

Illumination: It is dusk when the PCs reach the clearing. While the light is dim, it is not dim enough to be considered shadowy.

Trees: There is only one large tree in the clearing. The priestess and the wizard are tied to opposite sides of it. Surrounding the clearing, however, are many trees. The scouts skirmish from tree to tree, moving at least 10 ft. to stop in the same square as a tree. When they do this, they gain a +2 bonus to AC, and a +1 bonus to Reflex saves. Anyone wanting to climb a tree need a DC 15 Climb check.

Tree: 4 in. thick; hardness 5; hp 150; AC 3.

Undergrowth: There is no undergrowth in the clearing.

There is undergrowth where the scout/s are hiding, however, meaning that each square costs 2 squares of movement (a scout must move the equivalent of 4 squares in order to gain their skirmish bonus, since that would be only 10 ft. of distance in the undergrowth). The scouts gain the advantage of concealment (20% miss chance), but gain a -2 penalty to Tumble and Move Silently checks. The undergrowth in this area does not provide a bonus to Hide checks.

Stealth & Detection: The maximum distance for a Spot check to succeed when used to try to see something outside the clearing is 3d6x10 feet. The clearing is perfectly visible. Listen checks have an increased DC of 2 per 10 feet, not 1.

Development: If the PCs are captured, they are sacrificed that night, but the Nightwatch and araneans are able to collect their bodies. The PCs have the option of being raised (*raise dead*) in this instance, but still need to pay the cost for casting. PCs that are captured or killed earn the Killed by the Cultists award. They also earn the Lesser Gratitude of the Araneans, and the Ire of Iuz. Go to Conclusion A.

If the PCs defeat the cultists, they earn the Gratitude of the Araneans, thanks of the Greyhawk City Watch and Night Watch, Gratitude of the Lydians, Gratitude of a Greyhawk Wizard, and the Ire of Iuz. Go to Conclusion B.

Treasure: The PCs are able to loot the gnolls if they are victorious.

Development: PCs can talk to the cleric and the wizard (if the pair are still alive).

ALLARA GUINVAY

This fair-haired woman has a touch of Flan and Suel in her. Her blue-green eyes are dark with fear, and bright with tears. Her gown is torn, and her skin bruised, and there are hollows under her eyes.

Attitude: Helpful (PH 72). Allara is relieved to see the PCs. Although she has been hurt and is terribly afraid, she also had prepared herself to meet her goddess. She is able to cast curative spells.

Personality: Allara wavers between being timidly helpful, and on the verge of tears. Even small acts of kindness can bring her close to weeping, and she tries to avoid this by making herself useful, or changing the topic to how soon they can return to Greyhawk. While she can be convinced that rest is a good idea (especially when the day's ride is described to her), she is extremely reluctant to camp in this particular clearing. (PCs making a DC 15 Survival check can find a suitable alternative not too far away.)

What She Knows: Allara does not know a lot – only that she had the feeling of being watched recently, and that she is embarrassed at being captured while going to research a particularly intricate law of adoption for the priestesses. She assures PCs that the Temple of Lydia will be working to divine the reason behind her (and others) kidnapping. She is also sure that this is an upstart cult that has no stronger base in Greyhawk. Perhaps it is an offshoot from the Pomarj raiders, although she isn't so sure of that...

Brief History: Allara was taken by the cultists while researching adoption laws at the Greyhawk Courthouse. She grew up in the Temple of Lydia after being left the sole survivor of a caravan that fell prey to bandits while travelling up the Velverdyva

SAMAEI MORTVOT

This Oeridian man has eyes the color of a winter sky and the dark red hair. He is Suelishly pale, but that could be from too much time spent inside with books. The first thing he asks you is if Kellia, the

courthouse clerk is alright. He was afraid she had been taken as well.

Attitude: Helpful (PH 72). Samael only wishes to return to his studies, and the woman he believes to be his one true love. He does everything in his power to assist PCs in helping him achieve this goal.

Personality: A gentle man, who does not seem to have a manipulative nature, Samael loves children, and is looking forward to a quiet home life in Greyhawk City, where he has his studies, and his future career... and maybe the woman who will become his wife. He is very modest about his abilities, and plays down any compliments the PCs might pass on to him from his colleagues.

What He Knows: Samael knows only that he was taken while visiting his girlfriend at the courthouse. He says he can't remember much of the capture as he had found a bunch of rare and expensive flowers from her homeland and was hurrying to take them to her. He had also forgotten the time of day and was embarrassed to find the courthouse empty. Having bribed a night clerk to tell him where his lady lived, he was leaving the court when he was attacked from the shadows. He can remember little of the days since his capture and is regretful that it will probably take him half a year to order more of the flowers. He hints at a 'special' occasion in the future, but can't quite be drawn into a definite decision to 'pop the question'; after all, his lady might not be as in love with him as he thinks...

Recent History: Samael has spend the last six months in Greyhawk City pursuing his studies of transmutation. He misses his homeland, but knows his future is here.

CONCLUSION A:

You're aware of a bright light, and of voices. The voices ask if you want to continue to the lands of the gods, or if you would like to return to Oerth in its time of need and continue in your battle against the evils that plague the world. It seems the araneans, and the Night Watch, are somewhat grateful for your intervention on their behalf – even if you did go and get yourself killed doing it. What say you? Go to your final rest? Or return and do battle with the forces that have sought to destroy you?

If the PCs are captured and sacrificed, or killed by the cultists, they are given the option of being brought back from the dead. They still need to pay the cost of being raised. They receive the Killed by Cultists adventure item, Lesser Gratitude of the Araneans, and the Ire of Iuz.

CONCLUSION B:

Paraphrase the following, depending on whether or not the PCs were successful in rescuing the Lydian and Samael:

Well, that was a battle worth fighting. Your return to the city with the priestess and the wizard was a lot slower than the journey outwards, but you were met and welcomed at the gates, with a small escort of Nightwatchmen that saw you through the gates in record time. Of course, you still had to surrender any illegal weapons after you reached the Watch House and debriefing, but you didn't have to pay anything, and you were met with food and a safe place to sleep. Debriefing was another kind of battle, with all sorts of questions thrown your way. And now you know you've done well. With the Iuzian cultists put down, the Nightwatch say that there is no more sign of the Old One's evil, and that the araneans are praying for a new direction in their battle. They'd like to be able to call on you in the future, if you're willing – and that request is from both groups. You've got a little time to decide... and maybe shop, or get back to the University in time for those tutorials, or get ready for your duty shift – and there's plenty of time for that report...

If the PCs manage to defeat the cultists they receive the Gratitude of the Araneans, Thanks of the Greyhawk City Watch and Night Watch, of a Greyhawk Wizard, and the Ire of Iuz.

CONCLUSION C:

Your attempt to help Alvarici, the cultist wizard, escape from Greyhawk has reaped more of a reward than you anticipated. The organizations to which you belonged have severed ties with you and hold you in disdain, and you are (select the most appropriate), thanks to an informant you'd like to get your hands on in danger of serving time. While the priestess and wizards were rescued, it seems they required raising before they could tell what they knew, and evil has new enemies. Unfortunately, those enemies are also your own.

If the PCs assisted, or attempted to assist, Alvarici escape, they lose their status with the Nightwatch/Mercenaries/University of Magic (if applicable), and gain the Arrested by the Greyhawk City Watch, and the Gratitude of Iuz's Pet AR awards.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

The Guild of Wizardry

- 1 point for detaining or defeating Alvarici and turning him over to the Greyhawk City Watch.
- 1 point for rescuing the missing wizard.

- Gain a 5 point penalty for assisting, or attempting to assist, Alvarici's escape.

Mercenaries' Guild

- 1 point for being involved in the rescue of the priestess and the wizard.

Thieves' Guild

- 1 point for developing a good standing with the Nightwatchmen

Nightwatchmen

- 1 point for uncovering the cult headquarters and defeating its occupants.
- Gain a 5 point penalty for assisting, or attempting to assist, Alvarici's escape.

Religious Organizations

- 1 point for defeating the cultists during the ceremony.
- Gain a 5 point penalty for assisting, or attempting to assist Alvarici's escape.

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.

1A: They Walk Among Us

Defeat the cultists (50%)

Gain aranean paladins of St. Cuthbert as allies (50%)

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP

1B: Death's Trap

Defeat the cultists

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP

2: Law and Disorder

Defeat the creatures unleashed by the cultists.

APL 2	90 XP
APL 4	90 XP
APL 6	120 XP

3: Doors to Evil

Defeat the cultist guard

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

4: Little House of Evil

Defeat the choker watch-dogs

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

5: Evil's Last Resort

Defeat the poisonous creatures

Capture Alvarici

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

6A: Helping Out the Evil

Defeat the aranean paladins

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP

6B: Pursuit of Evil

Defeat the cultists (70%)

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 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.

1A: They Walk Among Us or 1B:Death's Trap

APL 2: Loot 50 gp; Magic 121 gp *brute gauntlets* (42 gp), *pearl of brain lock* (75 gp), *potion of cure light wounds* (4 gp); Total 171 gp.

APL 4: Loot 109 gp; Magic 242 gp *brute gauntlets* (2 pair; 42 gp each), *pearl of brain lock* (2; 75 gp each), *potion of cure light wounds* (2; 4 gp each); Total 351 gp.

APL 6: Loot 150 gp; Magic 242 gp *brute gauntlets* (2 pair; 42 gp each), *pearl of brain lock* (2; 75 gp each), *potion of cure light wounds* (2; 4 gp each); Total 392 gp.

3: Doors to Evil

APL 2: Loot 96 gp; Magic 21 gp *jumping caltrops* (21 gp each); Total 117 gp.

APL 4: Loot 4 gp; Magic 196 gp *jumping caltrops* (21 gp), +1 *mithral shirt* (175 gp); Total 200 gp.

APL 6: Loot 4 gp; Magic 196 gp *jumping caltrops* (21 gp), +1 *mithral shirt* (175 gp); Total 200 gp.

6A: Helping Out the Evil

APL 2: Loot 59 gp; Coin 200 gp; Total 9 gp.

APL 4: Loot 68 gp; Coin 200 gp; Total 18 gp.

APL 6: Loot 63 gp; Coin 200 gp; Magic 61 gp, +1 *light mace* (2; 193 gp each), +1 *mithral chain* (2; 175 gp each); Total 75 gp.

6B: In Pursuit of Evil

APL 2: Loot 110 gp; Magic 0 gp; Total 110 gp.

APL 4: Loot 132 gp; Magic 196 gp +1 *greatsword* (196 gp); Total 328 gp.

APL 6: Loot 113 gp; Magic 588 gp +1 *greatsword* (2; 196 gp each), +1 *studded leather* (2; 98 gp each); Total 701 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp.

Total Possible Treasure

APL 2: 581 gp; **APL 4:** 879 gp; **APL 6:** 1,293 gp.

ADVENTURE RECORD ITEMS

☛ **Alvarici's Notes:** By spending 1 TU reading the notes found in Alvarici's office, and 2 TU travelling to the North to put it into practice, you gain access to the feat Soul of the North (*Complete Arcane*).

☛ **Alvarici's Spellbook:** contains all the 0-level spells in the PHB as well as the following:

APLs 2-4: 0—*caltrops*^{SpC:42-43}; 1st—*familiar pocket*^{SpC:88}, *ice dagger*^{SpC:118-119}, *lesser shivering touch*^{Fr:104}, *summon monster I*, *treacherous weapon*^{CS:29}; Cost 2,500 gp.

APL 6: as for APLs 2-4 plus the following: 1st—*mage armor*; 2nd—*belker claws*^{SpC:26-27}, *snowball storm*^{SpC:194}, *summon monster II*; Cost 3,200 gp.

☛ **Lesser Gratitude of the Araneans:** You attempted to assist the araneans in defeating the cultists and have been granted Open access to the spells *bleed weapon*, *swift* (SpC), the feat Efficient Defender (CSc) and you receive free Standard upkeep for the next adventure set in Greyhawk

City. You must still meet all prerequisites and costs, and must spend 1 TU for each spell and feat you train for.

☛ **Gratitude of the Araneans:** You successfully assisted the araneans in defeating the cultists and have been granted access to: *angelskin* (SpC), the prestige class gray guard (CS), and the feats: Awesome Smite (CC) and Battle Blessing (CC). You also gain all access granted by Lesser Gratitude of the Araneans. You must still meet all prerequisites and costs, and must spend 1 TU for each spell or feat you train for. Training for gray guard costs 4 TU.

☛ **Thanks of the Greyhawk City Watch and Night Watch:** For your services you are granted an exemption from the Freesword Tax and a free licence for one of the banned weapons in Greyhawk City as well as free Standard Upkeep for one adventure set in the City of Greyhawk. This favor is non-transferable.

☛ **Gratitude of a Greyhawk Wizard:** You are granted access to **one** of the following: a *wand of magic missiles* (CL 3), or a single armor or weapon enhancement from the DMG, with a +1 bonus modifier to the base price.

☛ **Ire of Iuz:** You have interfered with his plans and earned his anger. The Old One consequently dislikes you. His servants attack you in preference to targets who have not earned his ire.

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Gratitude of Iuz's Pet:** for your assistance in his release, Alvarici gives you access to his notes, and spellbook, as described on this AR.

ITEM ACCESS

APL 2:

- Brute gauntlets (Adventure; Magic Item Compendium)
- Jumping caltrops (Adventure; Magic Item Compendium)
- Pearl of brain lock (Adventure; Magic Item Compendium)

APLs 4-6 (all of APL 2 plus):

- +1 *mithral shirt* (Adventure; DMG: 2,100 gp)

APPENDIX 1: APL 2

1A: THEY WALK AMONG US

CULTIST GUARD

CR 2

Female human fighter 2
NE Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, Dwarven

AC 18, touch 11, flat-footed 17
(+1 Dex, +6 armor, +1 shield)
hp 20 (2 HD)
Fort +5, **Ref** +1, **Will** +0

Speed 20 ft. in banded mail (4 squares), base speed 30 ft.
Melee longsword +5 (1d8+2/19-20)
Base Atk +2; **Grp** +4
Atk Options Cleave, Combat Reflexes, Power Attack
Combat Gear *brute gauntlets, potion of cure light wounds*

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8
Feats Cleave^B, Combat Reflexes^B, Power Attack^B, Stealthy
Skills Bluff +1, Climb -3, Handle Animal -1, Hide +1, Intimidate -1, Jump -9, Listen +2, Move Silently +0, Ride +1, Sense Motive +0, Spot +2, Swim -3
Possessions combat gear longsword, masterwork banded mail

CULTIST SCOUT

CR 2

Male human rogue 2
NE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Elven

AC 15, touch 12, flat-footed 13
(+0 size, +2 Dex, +3 armor)
hp 12 (2 HD)
Resist evasion
Fort +1, **Ref** +5, **Will** -1

Speed 30 ft. (6 squares),
Melee short sword +1 (1d6/19-20) and dagger +1 (1d4/19-20)
Ranged dagger +3 (1d4)
Base Atk +1; **Grp** +1
Atk Options sneak attack +1d6
Combat Gear *pearl of brain lock*

Abilities Str 10, Dex 15, Con 13, Int 12, Wis 8, Cha 14
SQ trapfinding
Feats Two-Weapon Fighting, Weapon Finesse^B
Skills Balance +4, Bluff +7, Climb +0, Decipher Script +6, Diplomacy +6, Disguise +2 (+4 to act in character), Gather Information +8, Hide +6, Intimidate +1, Jump +7, Knowledge (local – Core) +6, Listen +0, Move Silently +6, Search +1, Sense Motive +5, Sleight of Hand +5, Spot +1, Tumble +9, Use Magic Device +7 (+9 when using scrolls),
Possessions combat gear plus dagger, masterwork studded leather, short sword

3: DOORS TO EVIL

CULTIST GUARD

CR 1

Female human scout* 1
*Complete Adventurer 10
NE Medium humanoid
Init +3; **Senses** Listen +6, Spot +6
Languages Common, Gnomish

AC 16, touch 12, flat-footed 16; uncanny dodge
(+2 Dex, +4 armor)
hp 9 (1 HD)
Fort +1 **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee short sword +0 (1d6/19-20) or
Ranged light crossbow +3 (1d8/19-20)
Base Atk +0; **Grp** +0
Atk Options Point Blank Shot; Rapid Reload
Special Actions skirmish +1d6
Combat Gear *jumping caltrops*

Abilities Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8
SQ battle fortitude +1, trapfinding,
Feats Point Blank Shot, Rapid Reload
Skills Balance +5, Disable Device +4, Hide +6, Jump +6, Knowledge (geography) +4, Knowledge (nature) +4, Listen +5, Move Silently +5, Search +6, Spot +5, Survival +4, Tumble +6,
Possessions combat gear plus light crossbow, 20 light crossbow bolts, mithral chain shirt, short sword
Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Creatures immune to extra damage from critical hits such as plants, constructs plants etc. are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor, or when carrying a medium or heavy load.

5: EVIL'S LAST RESORT

ALVARICI THE WIZARD

CR 2

Male human wizard 2

NE Medium humanoid (Schnai human)

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

Languages Common, Draconic, Infernal, empathic link

AC 15, touch 15, flat-footed 14

(+ 1 Dex, +4 cover)

hp 11 (2 HD)

Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee dagger +0 (1d4-1/19-20)

Base Atk +1; **Grp** +0

Wizard Spells Prepared (CL 2nd; +2 ranged touch):

1st—*summon monster I* (2)[†], *treacherous weapon* (DC 13)

0—*acid splash* (2), *caltrops*, *daze* (DC 12)

Spell-Like Abilities (CL 1st):

1/day—*chill touch* (DC 12), *ray of frost*, *resistance*

† Already cast

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

SQ familiar, share spells

Feats Alertness^B, Scribe Scroll^B, Skill Focus

(Concentration), Soul of the North

Skills Concentration +10, Decipher Script +7, Hide +2,

Knowledge (arcana) +7, Knowledge (geography) +6,

Knowledge (the planes) +7, Listen +0, Move Silently

+2, Spot +2, Spellcraft +7

Possessions spell component pouch, spellbook,

dagger

Spellbook spells prepared plus 0—all PHB, *caltrop*;

1st—*familiar pocket*, *ice dagger*, *lesser shivering*

touch, *summon monster I*, *treacherous weapon*

BLOODFANG

Male weasel

NE tiny animal (weasel)

Init +2; **Senses** Low-light vision, Listen +1, Scent, Spot +3

Languages empathic link

AC 15, touch 14, flat-footed 13

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

hp 5 (2 HD)

Resist improved evasion

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

Speed 20 ft (4 squares), climb 20 ft.

Melee bite +5 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -11

Atk Options attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ shared spells

Feats Weapon Finesse

Skills Balance +10, Climb +10, Concentration +5, Hide

+11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Bloodfang hits with a bite attack, it uses

its powerful jaws to latch onto the opponent's body

and automatically deals bite damage each round it

remains attached. An attached weasel loses its

Dexterity bonus to Armor Class and has an AC of 12.

An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

6B: PURSUING THE EVIL

CULT CLERIC

CR 2

Male fiendish gnoll cleric 1

CE Medium humanoid (extraplanar, gnoll)

Init +0; **Senses** darkvision 60 ft., Listen +2, Spot +3

Languages Common, Gnoll

AC 18, touch 11, flat-footed 17

(+0 size, +1 Dex, +6 armor, +1 natural)

hp 15 (2 HD)

Resist cold 5, fire 5; **SR** 7

Fort +6, **Ref** +1, **Will** +4

Speed 20 ft. in splint mail (4 squares), base speed 30 ft.

Melee mwk greatsword +2 (2d6+1/19-20 x2) or

Ranged composite shortbow +1 (1d6+1/x3)

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

Atk Options smite good 1/day (+1 damage)

Special Actions spontaneous casting (*inflict* spells),

rebuke undead 3/day (+0, 2d6+1, 1st)

Cleric Spells Prepared (CL 1st):

1st—*blessed aim*, *command*^D (Will DC 13), *entropic shield*

0—*guidance* (3)

D: Domain spell. Deity: luz. Domains: Chaos, Tyranny

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

Feats Martial Weapon Proficiency (greatsword)

Skills Concentration +1, Knowledge (religion) +4, Hide

-5, Listen +2, Move Silently -5, Spot +3

Possessions combat gear plus masterwork great

sword, composite short bow (+1 Str), arrows (20),

splint mail

CULTIST GUARD

CR 2

Male fiendish gnoll scout* 1

**Complete Adventurer* 11

CE Medium humanoid (extraplanar, gnoll)

Init +2; **Senses** darkvision 60 ft., Listen +4, Spot +5

Languages Common, Gnoll

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +4 armor, +1 natural)

hp 15 (2 HD)

Resist cold 5, fire 5; **SR** 7

Fort +4, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+3/x3) or

Ranged composite shortbow +3 (1d6+3/x3)

Base Atk +1; **Grp** +4

Atk Options Point Blank Shot, skirmish +1d6, smite

good 1/day (+1 damage)

Abilities Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 6

SQ trapfinding

Feats Point Blank Shot

Skills Hide +7, Listen +4, Move Silently +6, Spot +5

Possessions combat gear plus +1 *studded leather* armor, battle axe, composite shortbow (+3 Str), arrows (20)

Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn, and applies only to living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach this spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If they gain the skirmish ability from another class, the bonuses stack.

1A: THEY WALK AMONG US

CULTIST GUARD

CR 3

Female human fighter 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common**AC** 18, touch 11, flat-footed 17

(+0 size, +1 Dex, +6 armor, +1 shield)

hp 28 (3 HD)**Fort** +5, **Ref** +2, **Will** +1**Speed** 20 ft. in banded mail (4 squares), base speed 30 ft.**Melee** mwk longsword +7 (1d8+2/19-20)**Base Atk** +3; **Grp** +5**Atk Options** Cleave, Combat Reflexes, Power Attack**Combat Gear** *brute gauntlets*, *potion of cure light wounds***Abilities** Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8**Feats** Alertness, Cleave^B, Combat Reflexes^B, Power Attack^B, Stealthy**Skills** Bluff +1, Climb -3, Handle Animal -1, Hide +1, Intimidate -1, Jump -9, Listen +4, Move Silently +1, Ride +1, Sense Motive +0, Spot +4, Swim -3**Possessions** combat gear masterwork longsword, masterwork banded mail

CULTIST SCOUT

CR 3

Male human rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +3**Languages** Common, Elven**AC** 15, touch 12, flat-footed 13; +1 against traps

(+0 size, +2 Dex, +3 armor)

hp 17 (3 HD)**Resist** evasion**Fort** +2, **Ref** +5 (+6 against traps), **Will** +0**Speed** 30 ft. (6 squares)**Melee** short sword +2 (1d6/19-20) and dagger +2 (1d4)**Ranged** dagger +4 (1d4/19-20)**Base Atk** +2; **Grp** +2**Atk Options** sneak attack +2d6**Combat Gear** *pearl of brain lock***Abilities** Str 10, Dex 15, Con 13, Int 12, Wis 8, Cha 14
SQ trapfinding**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse^B**Skills** Balance +4, Bluff +8, Climb +0, Decipher Script +7, Diplomacy +6, Disguise +2 (+4 to act in character), Gather Information +8, Hide +6, Intimidate +1, Jump +7, Knowledge (local – Core) +7, Listen +0, Move Silently +8, Search +1, Sense Motive +5, Sleight of Hand +5, Spot +1, Tumble +10, Use Magic Device +7 (+9 when using scrolls),**Possessions** combat gear plus dagger, masterwork studded leather, short sword

3: DOORS TO EVIL

CULTIST GUARD

CR 2

Female human scout* 2

**Complete Adventurer* 10

NE Medium humanoid

Init +3; **Senses** Listen +6, Spot +6**Languages** Common**AC** 17, touch 12, flat-footed 17; uncanny dodge, +1 skirmish

(+2 Dex, +5 armor)

hp 15 (2 HD)**Fort** +2 **Ref** +5, **Will** +1**Speed** 40 ft. (8 squares)**Melee** short sword +1 (1d6/19-20) or**Ranged** light crossbow +3 (1d8/19-20) or**Ranged** light crossbow +1/+1 (1d8/19-20) with Rapid Shot**Base Atk** +1; **Grp** +1**Atk Options** Point Blank Shot, Rapid Reload, skirmish +1d6**Combat Gear** *jumping caltrops***Abilities** Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8**SQ** trackless step, trapfinding,**Feats** Point Blank Shot, Rapid Reload, Rapid Shot**Skills** Balance +8, Disable Device +6, Hide +7, Jump +7, Knowledge (geography) +4, Knowledge (nature) +4, Listen +6, Move Silently +7, Search +7, Spot +6, Survival +4 (+6 when tracking), Tumble +9**Possessions** combat gear plus light crossbow, 20 light crossbow bolts, +1 *mithral shirt*, short sword**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st.

The extra damage only applies against living creatures that have a discernible anatomy. Creatures immune to extra damage from critical hits such as plants, constructs plants etc. are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. This bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor, or when carrying a medium or heavy load.

Trackless Step (Ex) Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature in the PHB.

4: LITTLE HOUSE OF EVIL

HIDDEN GUARDIAN

CR 3

Male advanced choker

CE Medium aberration

Init +5; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Undercommon

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 41 (7 HD)

Fort +4, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares), climb 20 ft.

Melee 2 tentacles +10 (1d6+5)

Space 5 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +10

Special Actions constrict, improved grab, quickness

Abilities Str 20, Dex 12, Con 15, Int 4, Wis 14, Cha 7

Feats Improved Initiative^B, Lightning Reflexes, Stealthy, Improved Natural Attack

Skills Climb +15, Hide +7, Listen +1, Move Silently +7, Spot +1

Constrict (Ex) A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex) To use this ability a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su) Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: EVIL'S LAST RESORT

ALVARICI THE WIZARD

CR 2

Male human wizard 2

NE Medium humanoid (Schnai human)

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

Languages Common, Draconic, Infernal, empathic link

AC 15, touch 15, flat-footed 14

(+1 Dex, +4 cover)

hp 11 (2 HD)

Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee dagger +0 (1d4-1/19-20)

Base Atk +1; **Grp** +0

Wizard Spells Prepared (CL 2nd, +2 ranged touch):

1st—*summon monster I*¹ (2), *treacherous weapon* (DC 13)

0—*acid splash* (2), *caltrops*, *daze* (DC 12)

Spell-Like Abilities (CL 1st):

1/day—*chill touch* (DC 12), *ray of frost*, *resistance*

‡ Already cast

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

SQ familiar, share spells

Feats Alertness^B, Scribe Scroll^B, Skill Focus (Concentration), Soul of the North

Skills Concentration +10, Decipher Script +7, Hide +2, Knowledge (arcana) +7, Knowledge (geography) +6, Knowledge (the planes) +7, Listen +0, Move Silently +2, Spot +2, Spellcraft +7

Possessions spell component pouch, spellbook

Spellbook spells prepared plus 0—all PHB, *caltrops*;

1st—*familiar pocket*, *ice dagger*, *lesser shivering touch*, *summon monster I*, *treacherous weapon*

BLOODFANG – ALVARICI'S FAMILIAR

Male weasel

NE tiny animal (weasel)

Init +2; **Senses** low-light vision, Listen +1, Scent, Spot +3

Languages empathic link

AC 15, touch 14, flat-footed 13

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

hp 5 (2 HD)

Resist improved evasion

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

Speed 20 ft (4 squares), climb 20 ft.

Melee bite +5 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -11

Atk Options attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ, shared spells

Feats Weapon Finesse

Skills Balance +10, Climb +10, Concentration +5, Hide +11, Knowledge Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Bloodfang hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12.

An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills Bloodfang can always choose to take 10 on a Climb check, even if rushed or threatened.

6B: PURSUIT OF EVIL

CULT CLERIC

CR 3

Male fiendish gnoll cleric 2

CE Medium humanoid (extraplanar, gnoll)

Init +0; **Senses** darkvision 60 ft., Listen +2, Spot +3

Languages Common, Gnoll

AC 18, touch 11, flat-footed 17

(+0 size, +1 Dex, +6 armor, +1 natural)

hp 21 (3 HD)
Resist cold 5, fire 5; **SR** 7
Fort +7, **Ref** +1, **Will** +5

Speed 20 ft. in mwk splint mail (4 squares), base speed 30 ft.
Melee +1 *greatsword* +4 (2d6+2/19-20)
Ranged composite shortbow +2 (1d6+1/x3)
Base Atk +2; **Grp** +3
Atk Options Power Attack, smite good 1/day (+2 damage)
Special Actions spontaneous casting (*inflict* spells), rebuke undead 3/day (+2, 2d6+3, 3rd)
Cleric Spells Prepared (CL 3rd):
 1st—*blessed aim*, *command*^D (Will DC 13), *entropic shield*, *shield of faith*
 0—*cure minor wounds*, *guidance* (3)

D: Domain spell. Deity: luz. Domains: Chaos, Tyranny
Abilities Str 12, Dex 13, Con 12, Int 12, Wis 15, Cha 10
Feats Martial Weapon Proficiency (*greatsword*), Power Attack
Skills Concentration +2, Knowledge (religion) +6, Hide -4, Listen +2, Move Silently -4, Spot +3
Possessions combat gear plus +1 *greatsword*, composite short bow (+1 Str), arrows (20), masterwork splint mail

CULTIST GUARD

CR 3

Male fiendish gnomish scout* 2
 **Complete Adventurer* 11
 CE Medium humanoid (extraplanar, gnomish)
Init +3; **Senses** darkvision 60 ft., Listen +7, Spot +8
Languages Common, Gnomish

AC 17, touch 12, flat-footed 15; uncanny dodge (+2 Dex, +4 armor, +1 natural)
hp 21 (3 HD)

Resist cold 5, fire 5; **SR** 7
Fort +4, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)
Melee battleaxe +5 (1d8+3/x3)
Ranged composite shortbow +4 (1d6+3/x3)
Base Atk +2; **Grp** +5
Atk Options Point Blank Shot, smite good 1/day (+2 damage), skirmish +1d6

Abilities Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 6
SQ battle fortitude, trapfinding
Feats Point Blank Shot, Stealthy
Skills Hide +10, Listen +7, Move Silently +10, Spot +8
Possessions +1 *studded leather armor*, battleaxe, composite short bow (+3 Str), arrows (20), dagger
Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn, and applies only to living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach this spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.
 A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If they gain the skirmish ability from another class, the bonuses stack.

1A: THEY WALK AMONG US

CULTIST GUARD**CR 3**

Female human fighter 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

hp 28 (3 HD)**Fort** +5, **Ref** +2, **Will** +1**Speed** 20 ft. in banded mail (4 squares), base speed 30 ft.**Melee** mwk longsword +7 (1d8+2/19-20)**Base Atk** +3; **Grp** +5**Atk Options** Cleave, Combat Reflexes, Power Attack**Combat Gear** *brute gauntlets*, *potion of cure light wounds***Abilities** Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8**Feats** Alertness^B, Cleave^B, Combat Reflexes^B, Power Attack^B, Stealthy**Skills** Bluff +1, Climb -3, Handle Animal -1, Hide +1, Intimidate -1, Jump -9, Listen +4, Move Silently +1, Ride +1, Sense Motive +0, Spot +4, Swim -3**Possessions** combat gear masterwork longsword, masterwork banded mail**CULTIST SCOUT****CR 3**

Male human rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Elven**AC** 15, touch 12, flat-footed 13; +1 against traps

(+2 Dex, +3 armor)

hp 17 (3 HD)**Resist** evasion**Fort** +2, **Ref** +5 (+6 against traps), **Will** +0**Speed** 30 ft. (6 squares),**Melee** short sword +2 (1d6/19-20) and dagger +2 (1d4/19-20)**Ranged** dagger +4 (1d4)**Base Atk** +2; **Grp** +2**Atk Options** sneak attack +2d6**Combat Gear** *pearl of brain lock* (1)**Abilities** Str 10, Dex 15, Con 13, Int 12, Wis 8, Cha 14**SQ** trapfinding**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse^B**Skills** Balance +4, Bluff +8, Climb +0, Decipher Script +7, Diplomacy +6, Disguise +2 (+4 to act in character), Gather Information +8, Hide +6, Intimidate +1, Jump +7, Knowledge (local – Core) +7, Listen +0, Move Silently +8, Search +1, Sense Motive +5, Sleight of Hand +5, Spot +1, Tumble +10, Use Magic Device +7 (+9 when using scrolls),**Possessions** combat gear plus dagger, masterwork studded leather, short sword

3: DOORS TO EVIL

CULTIST GUARD**CR 2**

Female human scout* 3

**Complete Adventurer* 10

NE Medium humanoid

Init +3; **Senses** Listen +6, Spot +6**Languages** Common**AC** 17, touch 12, flat-footed 17; uncanny dodge

(+2 Dex, +5 armor)

hp 21 (3 HD)**Fort** +3 **Ref** +5, **Will** +2**Speed** 40 ft. (8 squares); trackless step**Melee** short sword +2 (1d6/19-20)**Ranged** light crossbow +4 (1d8/19-20) or**Ranged** light crossbow +2/+2 (1d8/19-20) with Rapid Shot**Base Atk** +2; **Grp** +2**Atk Options** Point Blank Shot, Rapid Reload, skirmish +1d6**Combat Gear** *jumping caltrops***Abilities** Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8**SQ** battle fortitude +1, fast movement, trapfinding,**Feats** Point Blank Shot, Rapid Reload, Rapid Shot**Skills** Balance +8, Disable Device +5, Hide +8, Jump +8, Knowledge (geography) +5, Knowledge (nature) +5, Listen +7, Move Silently +8, Search +8, Spot +7, Survival +4 (+6 when tracking), Tumble +10**Possessions** combat gear plus light crossbow, 20 light crossbow bolts, +1 *mithral chain shirt*, short sword**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st.

The extra damage only applies against living creatures that have a discernible anatomy. Creatures immune to extra damage from critical hits such as plants, constructs plants etc. are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. This bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor, or when carrying a medium or heavy load.

4: LITTLE HOUSE OF EVIL

HIDDEN GUARDIAN

CR 4

Male advanced choker

CE Medium aberration (extra-planar)

Init +6; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Undercommon

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 49 (8 HD); DR 5/magic

Resist cold 5, fire 5; **SR** 12

Fort +5, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares), base speed 30 ft., climb 20 ft.

Melee 2 tentacles +11 (1d6+5)

Space 5 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +11

Atk Options poison, quickness, smite good 1/day (+ 8 damage)

Special Actions constrict, improved grab

Abilities Str 20, Dex 12, Con 16, Int 4, Wis 14, Cha 7

Feats Improved Initiative^B, Lightning Reflexes, Stealthy, Improved Natural Attack

Skills Climb +15, Hide +8, Listen +1, Move Silently +7, Spot +1

Constrict (Ex) A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex) To use this ability a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su) Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: EVIL'S LAST RESORT

ALVARICI THE WIZARD

CR 3

Male human wizard 3

NE Medium humanoid (Schnai human)

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

Languages Common, Draconic, Infernal, empathic link

AC 15, touch 11, flat-footed 14

(+ 1 Dex, +4 armor)

hp 16 (3 HD)

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

Speed 30 ft (6 squares)

Melee dagger +0 (1d4-1/19-20)

Base Atk +1; **Grp** +0

Wizard Spells Prepared (CL 2nd; +2 ranged touch):

2nd— *summon monster II*, *snowball storm*

1st—*mage armor*^I, *summon monster I*^I,^I

treacherous weapon (DC 13)

0—*acid splash* (2), *caltrops*, *daze* (DC 12)

Spell-Like Abilities (CL 1st):

1/day—*chill touch* (DC 12), *ray of frost*, *resistance*

‡ Already cast

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

SQ familiar, share personal spells

Feats Alertness^B, Improved Initiative, Scribe Scroll^B, Skill Focus (Concentration), Soul of the North

Skills Concentration +10, Decipher Script +7, Hide +2, Knowledge (arcana) +7, Knowledge (geography) +6, Knowledge (the planes) +7, Listen +0, Move Silently +2, Spot +2, Spellcraft +7

Possessions combat gear plus spell component pouch, spellbook

Spellbook spells prepared plus 0—all *PHB*, *caltrop*;

1st—*familiar pocket*, *ice dagger*, *lesser shivering*

touch, *mage armor*, *summon monster I*, *treacherous*

weapon, 2nd—*belker claws*, *snowball storm*,

summon monster II

BLOODFANG – ALVARICI'S FAMILIAR

Male weasel

NE tiny animal (weasel)

Init +2; **Senses** low-light vision, scent; Listen +1, Spot +3

Languages empathic link

AC 16, touch 14, flat-footed 14

(+2 size, +2 Dex, +2 natural)

hp 8 (1/2 [3] HD)

Resist improved evasion

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

Speed 20 ft (4 squares), climb 20 ft.

Melee bite +5 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -11

Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5

SQ share spells

Feats Weapon Finesse

Skills Balance +10, Climb +10, Concentration +5, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Bloodfang hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12.

An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills Weasels have a +4 racial bonus to Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

FIENDISH MONSTROUS CENTIPEDE

NE Large magical beast (extraplanar centipede)

Init +2; **Senses** darkvision 60 ft., Listen +0, Scent, Spot +6

Languages -

AC 14, touch 11, flat-footed 12

(-1 size, +2 Dex, +3 natural)

hp 13 (3 HD)

Immune mind-affecting effects

Resist cold 5, fire 5

Fort +3, **Ref** +3, **Will** +1

Speed 40 ft (8 squares), climb 40 ft.

Melee bite +3 (1d8+1 poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +7

Atk Options poison, smite good 1/day (+ 3 damage)

Abilities Str 13, Dex 15, Con 10, Int 3, Wis 10, Cha 2

SQ vermin traits

Feats Weapon Finesse^B

Skills Climb +12, Hide +8, Listen +0, Move Silently +2, Spot +6

Poison (Ex) If a large centipede hits with a bite attack, it administers a poison (Fort DC 11; 1d4 Dex/1d4 Dex)

Skills Monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

6B: PURSUIT OF EVIL

CULT CLERIC

CR 5

Male fiendish gnoll cleric 4

CE Medium humanoid (extraplanar, gnoll)

Init +0; **Senses** darkvision 60 ft., Listen +2, Spot +3

Languages Common, Gnoll

AC 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 natural)

hp 33 (5 HD)

Resist cold 5, fire 5; **SR** 7

Fort +8, **Ref** +2, **Will** +6

Speed 20 ft. in mwk splint mail (4 squares), base speed 30 ft.

Melee +1 *greatsword* +6 (2d6+2/19-20 x2)

Ranged composite shortbow +4 (1d6+1/x3)

Base Atk +4; **Grp** +5

Atk Options Power Attack, smite good 1/day (+ 4 damage)

Special Actions spontaneous casting (*inflict* spells), rebuke undead 3/day (+2, 2d6+4, 4th)

Cleric Spells Prepared (CL 4th):

2nd—*close wounds*, *deific vengeance* (DC 15), *divine protection*, *enthrall*^D (DC 15),

1st—*blessed aim*, *command*^D (DC 14), *entropic shield*, *shield of faith*

0—*cure minor wounds*, *guidance* (3)

D: Domain spell. Deity: luz. Domains: Chaos, Tyranny

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

Feats Martial Weapon Proficiency (greatsword), Power Attack

Skills Concentration +3, Knowledge (religion) +8, Hide -4, Listen +2, Move Silently -4, Spot +3

Possessions combat gear plus +1 *greatsword*, composite short bow (+1 Str), arrows (20), masterwork splint mail

CULTIST GUARD

CR 5

Male fiendish gnoll scout* 4

**Complete Adventurer* 11

CE Medium humanoid (extraplanar, gnoll)

Init +3; **Senses** darkvision 60 ft., Listen +7, Spot +8

Languages Common, Gnoll

AC 18, touch 13, flat-footed 15; uncanny dodge

(+3 Dex, +4 armor, +1 natural)

hp 21 (3 HD)

Resist cold 5, fire 5; **SR** 7

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

Speed 30 ft. (6 squares)

Melee battleaxe +7 (1d8+3/x3)

Ranged composite shortbow +7 (1d6+3/x3) or

Ranged composite shortbow +5/+5 (1d6+3/x3) with Rapid Shot

Base Atk 4; **Grp** +5

Atk Options Point Blank Shot, skirmish +1d6, smite good 1/day (+ 4 damage)

Abilities Str 17, Dex 16, Con 12, Int 12, Wis 12, Cha 6

SQ battle fortitude, trapfinding

Feats Point Blank Shot, Rapid Shot^B, Stealthy

Skills Hide +10, Listen +7, Move Silently +10, Spot +8

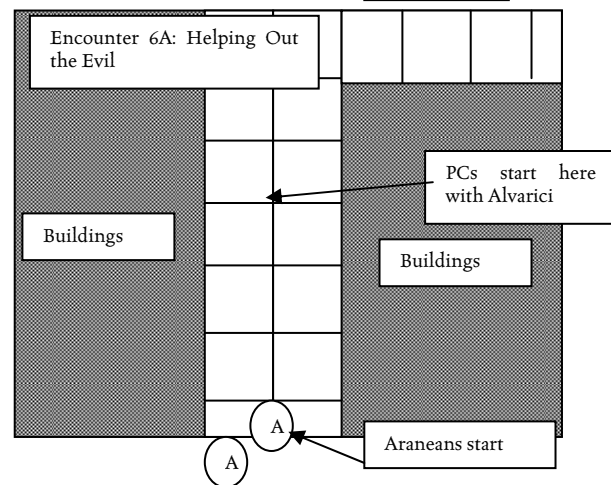
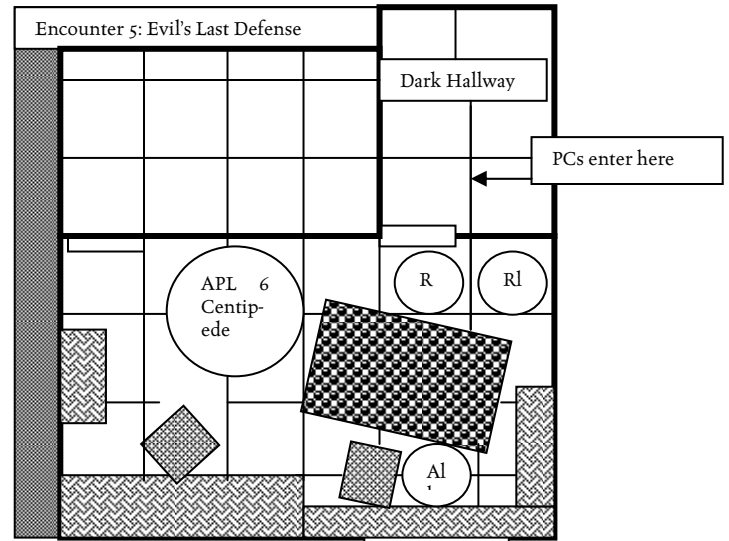
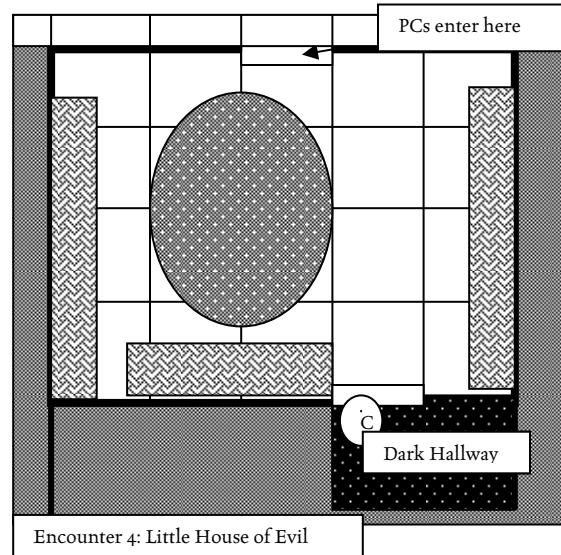
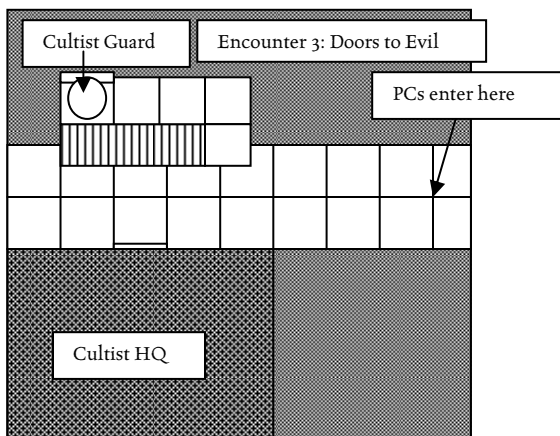
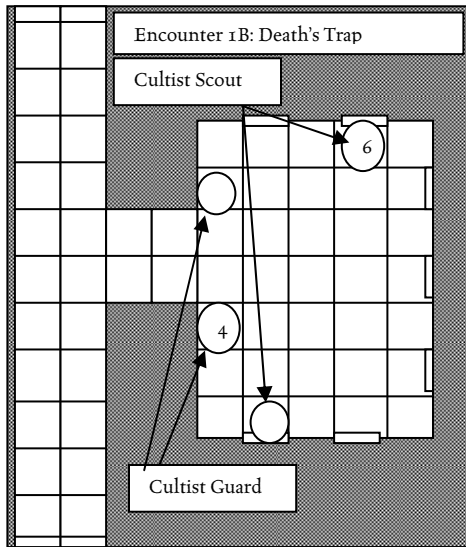
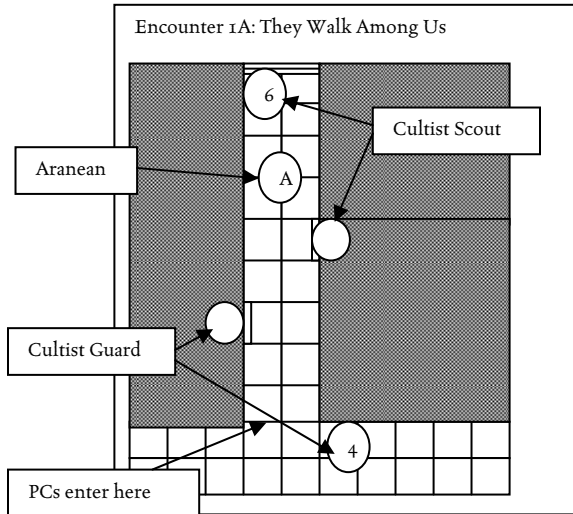
Possessions combat gear plus +1 *studded leather armor*, battle axe, composite short bow (+3 Str), arrows (20), dagger

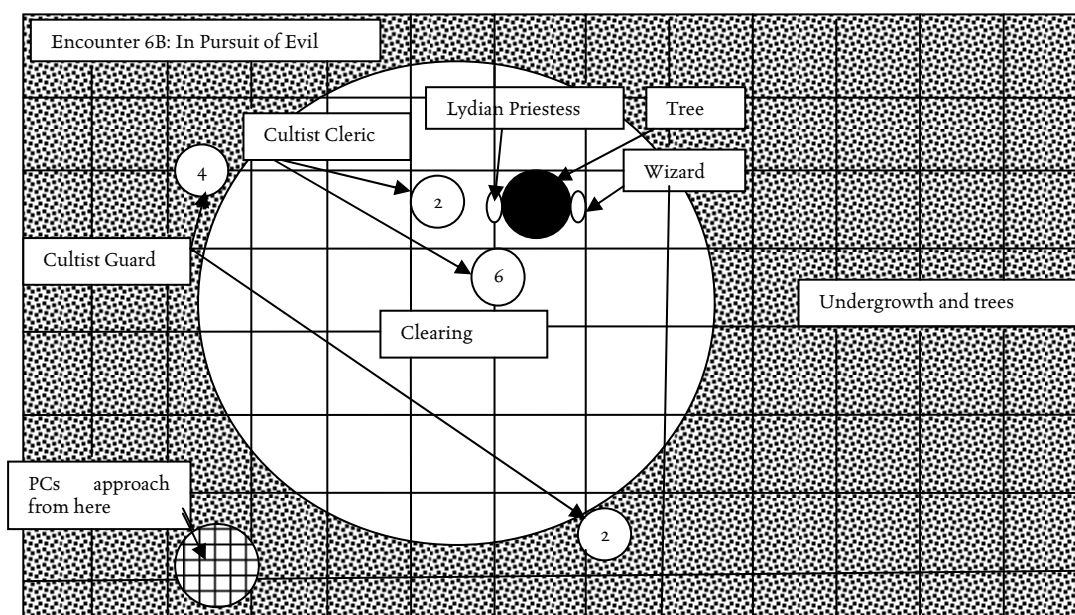
Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used when mounted. The extra damage applies only to attacks taken during the scout's turn, and applies only to living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach this spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If they gain the skirmish ability from another class, the bonuses stack.

DM MAP 1:

A note on the maps. Where a circle shows a number, it indicates the APL at which the figure appears. If the number is lower than the APL, then it appears. For example a circle with '4' appears at both APLs 4 and 6, but not at APL 2, while a circle with a '6' appears at only APL 6.





AFFILIATION BRIEFING SHEETS

GUILD OF WIZARDRY

Mission: “We’re missing a wizard.” Well, at least the Chancellor of Transmutation has the grace to look embarrassed by this statement. “Er... what I mean to say is that one of our more promising students has vanished – and I don’t mean via invisibility, teleportation, or a spell gone horribly wrong; he was one of our more promising students. Name of Samael. He was on an errand for me, and happened to detour past the courthouse the other day. Typical enchanter, has a girl there he was seeing. Unusually, though, I think that was the only girl he was seeing...” He pauses to ponder this a moment before continuing. “Well, there have been all sorts of rumors flying about the place about giant vermin being seen on the street – nothing to do with us,” he hastens to add. “And then there are tales of another cult coming to power. We’ve reason to believe shapeshifters are involved – can’t work out what type; the *augury* was a bit vague. Anyway, we noticed that you’re the adventuring type and we thought you could quietly look into it. Try to get young Samael back in time for his exams, and maybe find out who’s responsible for the giant vermin, since we’re getting complaints... and possibly look into that rumor of a cult, while you’re at it.

Rumors: Cultists and servants of Nerull are taking wizards and using their arcane life forces to power terrible spells. Some say they are trying to open a gateway to the Abyss!

MERCHANTS’ AND TRADERS’ UNION

Mission: Find out who is behind the plague of strange creatures and disappearances affecting the City. It’s bad for trade.

Rumors: Oversized vermin have joined the ranks of Pomarj dissidents trying to undermine the peace treaty. We’re all ruined!

MERCENARIES’ GUILD

Mission: Beasts that do not belong in cities walk the streets of Greyhawk. We hire out to kill such creatures in other lands and cannot tolerate them in our own. You are to find those responsible and ensure that the creatures are removed from the city border. It would also be good for the guild’s reputation if our members were to be involved in discovering what is behind the recent disappearances of city folk.

Rumors: Another cult has taken refuge in the city and is trying to make the Gem of the Flanaess its home.

CARTOGRAPHERS’ GUILD

Mission: Become more familiar with the city. Compare known maps with their physical locations. Map the interior of any ‘typical’ buildings and establishments you have access to, but don’t be obvious about it, and don’t annoy building owners (or make them suspicious of the guild’s motives – we don’t want to be accused of planning any heists.)

Rumors: There are secret connections to the city sewers... and the guild has placed a bounty on their discovery.

THIEVES’ GUILD

Mission: Cults are bad for business – as are rival organizations. The strange creatures in the city and the recent disappearances indicate that one or the other has moved into our territory. Find out which it is, and ensure their members talk to us – or work against it as best you can.

Rumors: Monsters are snatching those who walk the streets alone ... night or day!

NIGHTWATCHMEN

Mission: “We’d like a bit of help with an investigation into a couple of missing persons: one Allara Guinvay, a priestess of Lydia, and a Samael Mortvot, an enchanter who’s currently attending a course on transmutation at the University of Magic. It seems a group of shapeshifters – and I don’t mean wererats, has been implicated in their disappearances. We think it’s someone else. The shifters we’re thinking of are a group of women who came to the city late last year. They’re a peaceful enough gathering who follow St. Cuthbert and it seems they’ve got a fight of their own going on with a cult to one of the more troublesome gods. They won’t go into details, but they’re not causing any trouble, and they’ve been reporting back to us on what they find, so we don’t have a problem with them. After all, while we don’t hold with vigilantism, we can do with all the help we can get keeping the cults and thieves under control, especially if the group isn’t taking the law into their own hands. We’d like you to find out who’s really taken the Lydian and the wizard, and find out what’s happened to the pair.

Rumors: There are evil shapeshifters setting up base in the city.

RELIGIOUS ORGANIZATIONS

Mission: We suspect that followers of one or the other of the evil deities has set up shop in Greyhawk. Find out if this is true, and see if there is any connection between the rumor of growing cult activity and the recent disappearances and appearance of wild animals in the city precinct. We also need you to try to uncover some leads in the disappearance of Allara Guinvay, a cleric of Lydia; the Watch seems to be stumped.

Rumors: Cultists are working against the good-aligned temples of the City of Greyhawk – and there are shapeshifters among them.

APPENDIX 2: NEW RULES ITEMS

FEATS

Cloak of the Obyrith [Abyssal Heritor]

The chaos of the Abyss suffuses your being, as it does the ancient obyriths.

Prerequisites: Chaotic alignment.

Benefit: You gain damage reduction 1/lawful. The amount of damage reduction increases by 1 for each additional Abyssal heritor feat you possess.

Special: You are careless when it comes to your own fundamental well-being and take a -2 penalty on Survival checks.

Source: *Fiendish Codex I* 85

Eyes of the Abyss [Abyssal Heritor]

Your eyes glow with an inner fire of some unusual color. This glow increases your perception and allows you to see in the dark.

Prerequisite: Any one other Abyssal heritor feat.

Benefit: You gain darkvision out to a range of 30 feet and a bonus on Search and Spot checks. The amount of this bonus equals the number of Abyssal heritor feats you possess.

Special: Your glowing eyes are disconcerting and distracting to those with whom you interact. This effect manifests as a -2 penalty on Diplomacy checks.

Source: *Fiendish Codex I* 86

Demonic Skin [Abyssal Heritor]

Your skin has rough, scaly patches that enhance your natural armor.

Benefit: Your natural armor bonus improves by 1. This improvement increases by 1 for every two Abyssal heritor feats you possess. If you do not have natural armor, assume your natural armor bonus is +0.

Special: Your thickened skin tends to catch on objects and makes you less flexible. Because of these effects, you take a -2 penalty on Escape Artist checks.

Source: *Fiendish Codex I* 85

Soul of the North

You possess a magical understanding of the nature of cold.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*chill touch*, *ray of frost*, *resistance*. Save DC 10 + spell level + your Cha modifier.

Source: *Complete Arcane*, p. 83

MAGIC ITEMS

Brute Gauntlets

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: —

This pair of heavy black leather gauntlets is set with metal studs. Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: *Magic Item Compendium*, p. 83

Jumping Caltrops

Price (Item Level): 250 gp (2nd)

Body Slot: — (held)

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: Standard (command)

Weight: 2 lb.

This leather bag periodically twitches and jerks, as though it holds something alive..

Jumping caltrops function just like normal ones, except that each round at the start of your turn, if no targets are in their square, they move 5 feet towards the nearest enemy (chosen randomly if more than one is equidistant). Upon entering an occupied square, the jumping caltrops “attack” that creature as normal for caltrops. They remain capable of movement for 5 rounds after being activated, then function like normal caltrops until dawn the next day.

Prerequisites: Craft Wondrous Item, *animate items*..

Cost to Create: 125 gp, 10 XP, 1 day.

Source: *Magic Item Compendium*, p. 162

Pearl of Brain lock

Price (Item Level): 900 gp (4th)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) enchantment

Activation: Standard (thrown)

Weight: —

This tiny pearl is engraved with the draconic symbol for the mind..

You can hurl a *pearl of brain lock* as a ranged touch attack with a range increment of 10 feet. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the creature, dazing it for 3 rounds. This is a mind-affecting ability.

A flying creature affected by a *pearl of brain lock* is allowed to descend to the nearest safe, level area rather than be dazed, while a swimmer incapable of breathing water is allowed to head directly for the surface. In either case, the creature is dazed for the remaining duration once it has reached safety.

Once activated, a pearl is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, daze monster or brain lock (EPH 81).

Cost to Create: 450 gp, 36 XP, 1 day.

Source: *Magic Item Compendium*, p. 167-168

SPELLS

Belker Claws

Transmutation [Air]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting time: 1 standard action

Range: Touch

Target: Living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You uncork the vial and speak the old words. The smoke issues from the bottle and wraps itself around your hand, turning it into smoke as well.

With a successful touch attack, you deal 2d12 points of damage. For every three caster levels, the smoke lasts for another round (to a maximum of 4 additional rounds at 12th level), dealing another 2d12 points of damage per round.

Material Component: A small vial of smoke.

Source: *Spell Compendium* 26-27

Blessed Aim

Divination

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting time: 1 standard action

Range: 50 ft.

Effect: 50-ft.-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

With the blessing of your deity you bolster your allies' aim with an exhortation

This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls.

Source: *Spell Compendium* 31

Caltrops

Conjuration [Creation]

Level: Sorcerer/wizard 0

Components: V, S

Casting time: 1 standard action

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

Area: see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Copper sparks spring from your palm, filling the corridor with small, four-pronged spikes.

A caltrops spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee) and so on.

Multiple caltrops spells (or mundane caltrops) occupying the same space have no additional effect.

Source: *Spell Compendium* 42-43

Close Wounds

Conjuration [Healing]

Level: Cleric 2

Components: V

Casting time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Source: *Spell Compendium* 48

Clutch of Orcus

Necromancy [Evil]

Level: Cleric 3

Components: V, S

Casting time: 1 standard action

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

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round. Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell. If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.

Source: *Libris Mortis* 63

Darkfire

Evocation [Fire]

Level: Cleric 3

Components: V, S

Casting time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Your hand feels warm cupping the eldritch flames. You cannot see the fire in the shadows, but you know it is there, as will those who will soon feel the hungry flames.

Dark flames appear in your hand. You can hurl them or use them to touch enemies. The flames appear in your open hand and harm neither you nor your equipment. They emit no light but produce the same amount of heat as an actual fire.

Beginning the following round, you can strike opponents with a melee touch attack, dealing 1d6 points of fire damage per two caster levels (maximum 5d6). Alternatively, you can hurl the flames up to 1020 feet as a thrown weapon. When doing so, you make a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner to you hurl the flames than a new set appears in your hand.

The *darkfire* is invisible to normal vision but can be seen with darkvision as easily as normal flame can be seen in darkness (this means that *darkfire* can be used as a signal or beacon for creatures with darkvision).

This spell does not function underwater.

Source: *Spell Compendium* 59

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call out to your deity, declaring your foe's crimes and asking your deity to punish him.

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 per caster level (maximum 10d6) if the target is undead.

Source: *Spell Compendium*, 62

Demon Wings

Transmutation [Evil]

Level: Blackguard 3, Demonic 3

Components: V, S

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You raise your arms dramatically, whisper the name "Pasuza" twice, and watch as demonic wings sprout from your back.

Wings sprout from your back, allowing you to fly at your normal land speed with average maneuverability. You can carry weight while flying according to your normal carrying capacity, and greater burdens affect your fly speed as they would your land speed.

Source: *Fiendish Codex I* 92

Divine Protection

Enchantment [Compulsion]

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Giving up some of your life force to win the battle, you empower your next blow against your foe.

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Source: *Spell Compendium* 70

Familiar Pocket

Universal

Level: Sorcerer/wizard 1

Components: V, S, M

Casting time: 1 standard action

Range: Touch

Target: One container or garment with a pocket touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You move your hand along the mouth of the pocket intended for your familiar, and a line of glowing white energy follows in its wake. The glow fades, and the space seems strangely larger inside than a normal pocket.

When you cast this spell, a garment or container becomes a safe haven for a Tiny or smaller familiar. The spell turns the target pocket into a comfortable extradimensional space (about 1 cubic foot). The familiar can fit inside the space without crating any noticeable bulge in the item. Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast. If the familiar can speak, it can command itself inside. As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover and total concealment, and as a free action, you or the familiar can further seal the space to make it air-tight and waterproof. The air supply inside the sealed space lasts for 1 hour, but with the pocket unsealed, the familiar can remain inside indefinitely. The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks). You can continue to gain the special ability granted by your familiar. While inside the pocket, the familiar continues to benefit from the share spells ability as if it were adjacent to you.

The spell ends if the *familiar pocket* is placed within or taken into another extradimensional space (such as a *portable hole*). If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), the familiar appears in your space, unharmed.

Material component: A tiny golden needle and a strip of fine cloth given a half twist and fastened at the ends.

Source: *Spell Compendium* 88

Ice Dagger

Evocation [cold]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting time: 1 standard action

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

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The melted ice cupped in your palm crystallizes into a daggerlike shard of ice that then flies at your foe, exploding into a ball of icy fragments at its feet.

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and splash damage of 1 point of cold damage to adjacent creatures.

Material component: A few drops of water made from melted ice.

Source: *Spell Compendium* 118

Shivering Touch, Lesser

Necromancy [Cold]

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack delivers a bitter chill to the target, causing it to shiver uncontrollably for the duration of the spell. Shivering characters take 1d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *lesser shivering touch*.

Source: *Frostburn* 104

Snowball Swarm

Evocation [cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As you cast this spell, those around you sense an unnatural chill. This vanishes, though, as you release a burst of frost-filled power in the midst of your foes.

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material component: A piece of ice, or a small, white rock chip.

Source: *Spell Compendium* 194

Treacherous Weapon

Transmutation

Level: Bard 1, hexblade 1, sorcerer/wizard 1

Components: V, S

Casting time: 1 immediate action; see text

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You make a gesture accompanied by a sharp arcane command, and your foe's weapon gives off a momentary shower of sparks.

You can cast this spell on any creature wielding a manufactured weapon. If the target fails its saving throw, the weapon takes a -1 penalty on attack rolls and damage rolls.

For every two caster levels beyond 1st, this penalty worsens by 1.

When this spell is cast on a creature wielding a magic weapon, subtract the weapon's enhancement bonus from the penalty. For example, a 1st-level caster would reduce a +1 *longsword* to a +0 *longsword*

If you extend the spell's casting time to one standard action, the enhancement penalties double.

Source: *Exemplars of Evil* 29

DOMAINS

Tyranny

Granted Power: Add +1 to the save DC of any enchantment (compulsion) spell you cast.

Tyranny Domain Spells

1 Command: One subject obeys selected command for 1 round

2 Enthral: Captivates all within 100 ft. + 10 ft./level

3 Discern Lies: Reveals deliberate falsehoods.

4 Fear: Subjects within cone flee for 1 round/level.

5 Command, Greater: As *command*, but affects one subject/level.

6 Geas/Quest: As *lesser geas*, plus it affects any creature.

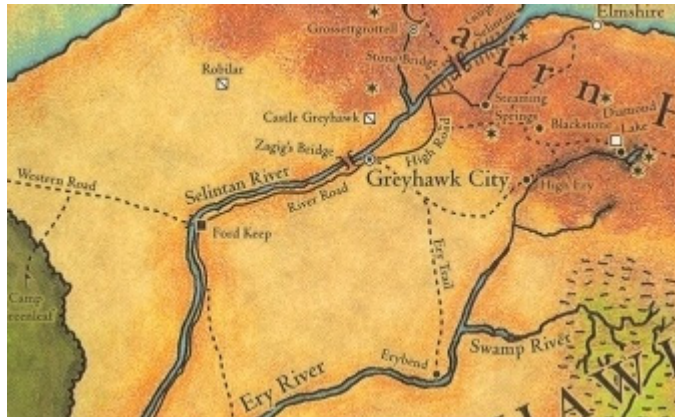
7 Bigby's Grasping Hand: Hand provides cover, pushes, or grapples.

8 Charm Monster, Mass: As *charm monster*, but all within 30 ft.

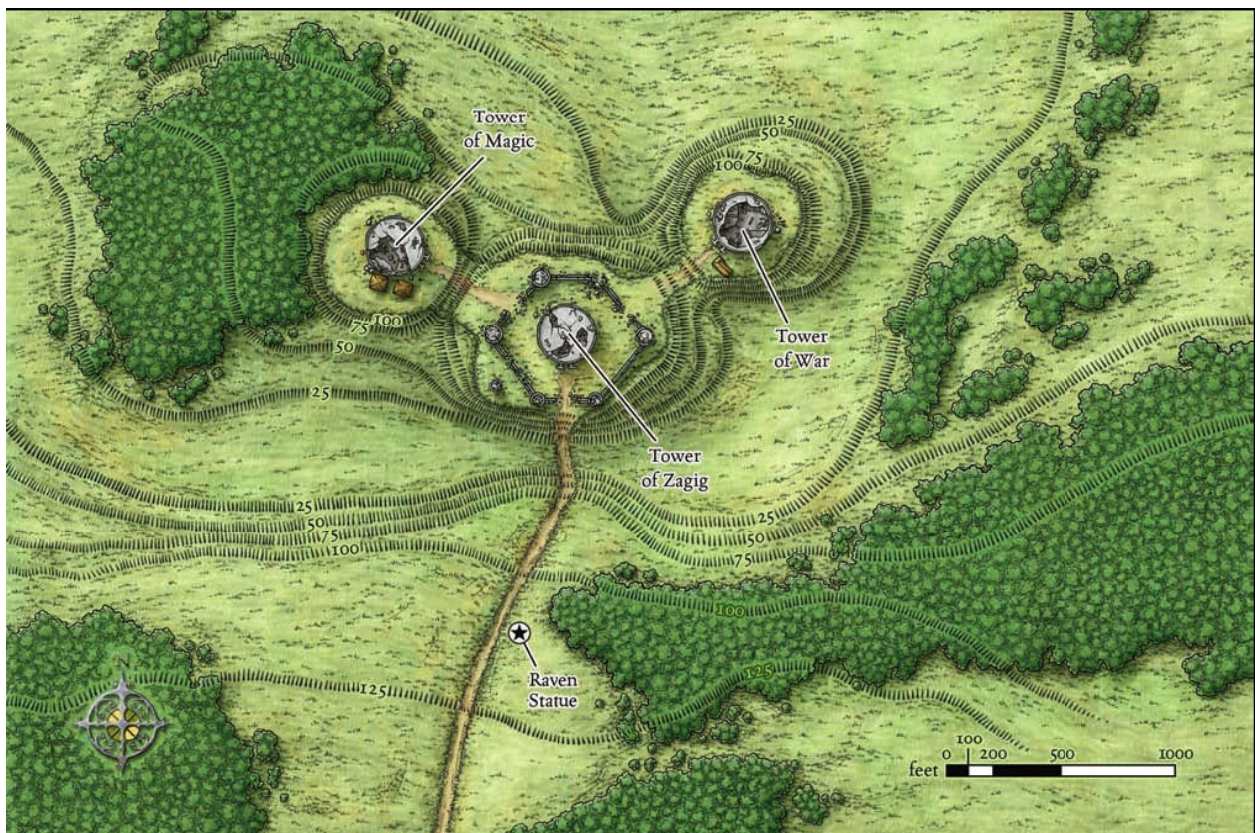
9 Dominate Monster: As *dominate person*, but any creature.

Source: *Spell Compendium* 281

DM MAP 1: THE FREE CITY AND THE RUINS



DM MAP 2: THE RUINS



AFFILIATION BRIEFING SHEETS

GUILD OF WIZARDRY

Mission: Somewhere in the dungeon, two barriers of magical energy prohibit access to a network of tunnels and passages thought to provide access to deeper levels of the dungeon. Disable these barriers as beyond (on a deeper level) is thought to lie a small network of caverns dedicated to Zagyg himself.

Rumors: A decade ago or so the upper levels below the War Tower were the scene of bitter fighting between devotees of Vaprak and Nerull. The two sides basically annihilated each other or fell to the depredations of monsters creeping forth from the lower levels. Much treasure is thought to still lie unclaimed among the dust and the bones of that long ago conflict. Some of the treasure – perhaps books, scrolls, and spell - was once owned by the mighty Zagig himself!

MERCHANTS' AND TRADERS' UNION

Mission: While many of the bandits plaguing the area around the city have been slain or driven off, attacks still continue. They must have a secret base from which they strike and in which they keep their treasures. Finding such a lair would be a great boon to the merchants of the city and allow the reclamation of much stolen property. It is possible that the bandits are operating from a lair deeper in the dungeons. Even eliminating portions of the dungeons from the search is useful and valuable.

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MERCENARIES' GUILD

Mission: bandit attacks still plague the locality and many of our members have been killed defending their caravans. Returning the stolen trade goods would go some way to restoring the guild's image as a purveyor of skilled and dependable guards. If such cannot be found, the destruction of as many lurking evils in the dungeons below the castle will also bring honor to the guild.

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CARTOGRAPHERS' GUILD

Mission: An earthquake shook the dungeons below the castle many years ago. Updated maps showing the damage and any new passages (or blockages) would be very useful. It is possible that the earthquake may have opened up previously unknown chambers or utterly destroyed portions of known dungeon. The earthquake may also have opened up new links between dungeon levels – knowledge of such passages would be extremely valuable.

Rumors: Maps have recently been stolen from the guild's archives. The stolen maps all relate to the dungeons below Castle Greyhawk. While the guild is thought to have copies in a heavily guarded and secret vault, the motivation behind the theft remains unknown.

THIEVES' GUILD

Mission: While many of the bandits plaguing the area around the city have been slain or driven off, attacks still continue. They must have a secret base from which they strike and in which they keep their treasures. Given that the trade goods and other items in question have already been lost, there is no reason why they should be returned to their original owners...Even if such cannot be found much treasure undoubtedly still lies forgotten below the castle. A young thief could make his fortune and name by recovering such.

Rumors: Much treasure stills lies unclaimed in the chambers and passages below Castle Greyhawk. Several members of the guild have been lost there over the years; word of any of their fates would be gratefully received by their families.

NIGHTWATCHMEN

Mission: Strange cults are ten a penny in the free city, but a recent upsurge in activity is of concern to the guild. Try to ascertain if any of these new cults have links to Castle Greyhawk's ruins.

Rumors: Dark forces – cults dedicated to sinister gods – once again move through the streets of the free city. They must be stopped for surely they seek to harm the city and its inhabitants.

RELIGIOUS ORGANIZATIONS

Mission: The goat headed sigil of Orcus has been spied in the depths of the dungeons. Such a sinister power must not be allowed to establish a hold so close to the Free City. Destroy any who worship such a power and discover what – if any – schemes that have enacted.

Rumors: Dwarves are said to have once claimed parts of the third dungeon level. What happened to them, or if any of them still haunt the lightless passages of the dungeon, is unknown.