

URD4-07

Seh No More

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.0

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The Abbor-Alz Mountains hold many mysteries from the past as well as the present. Even the most secure of fortifications are not free of the taint of evil. Not all is lost though. Allies can come in many forms and from many places. Clever and resourceful adventurers can do amazing things, even beginners. Delve in the hidden evils under the safest place in the Abbor-Alz. You might even live to tell about it, but I wouldn't bet money on it. An adventure for APL 2-6. This is a Ducal Guard Module.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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

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

LIVING GREYHAWK Levels of Play

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

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

heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
CR of Animal	1/4 & 1/6	1	2	3	4
	1/3 & 1/2	0	0	0	1
	1	0	0	1	1
	2	1	1	2	3
	3	2	3	4	5
	4	3	4	5	6
	5	4	6	7	8
	6	5	7	8	9
	7	6	8	9	10
		7	9	10	11

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Abbor-Alz March of the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will 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 scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for 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). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Castle Seh holds an important tactical and historical place in the history of the Duchy of Urnst. Built around a cathedral over a necropolis that has existed longer than the Duchy itself, it is a massive bastion of defense against the forces of Rary in the Bright Desert.

Before the Suel though, and even before the current Flan tribesmen, there were the Ur-Flan, primitive holders of primal magical power long lost to our modern age. This peak was used by them for centuries as a place of necromantic power, eventually ending with the creation of a necromantic engine that consumed them all, burying itself in the process.

As history teaches us, everything that was once buried will eventually be unearthed though, and this area

is no exception. Years of underground water flow has taken with it the limestone that kept the necromantic evil of the Necromancy Engine separate from the resting place of hundreds of Suel Nobles.

This erosion has led to the creation of a sinkhole. Thousands of years of necromantic energy and rot escaped in the process, destroying the inhabitants of Castle Seh in a blast of necromantic energy not seen for millennia. This blast also attracted the attention of a pair of misfit Kyuss worshippers, a Flan tribesman ousted from the County of Urnst and an orc deserter from the recently routed army of humanoids that attacked the Vale.

These two, along with a fully powered wand of Animate Dead, were drawn to the negative energy pulse of the initial unleashing of the engine, though it was not at this time active after its long years of not being fed.

This situation would soon be rectified however. The two met on the way, along with a few Kyuss worshipping Flan outcasts from the Abbor-Alz, all in awe of the mighty display of negative energy unleashed upon the Abbor-Alz hills. Their tie as outcasts and worshippers of Kyuss instantly gave them a basis for alliance, though not camaraderie. Such a thing does not exist among people of this ilk.

After examining the dead and evaluating their potential for a small army, they were instantly drawn to the pulsing power of the Engine down below. Sprinting down to see the beautiful piece of art hidden for so long, they stood in awe at its majesty, immediately feeling its power and purpose.

Somehow, instinctively they knew how to re-start it and immediately set about the task. Using the wand of Animate Dead. They animated the bodies of the dead soldiers in the upper tier above, leading them into the feeding scoop of the engine itself. It began to pulse and throb, re-igniting its purpose of generating negative energy.

The party arrives at the castle shortly before the engine itself gives off the results of its feeding: A mile wide pulse of negative energy that animates all dead within its radius, then eventually drawing them into it to feed it for another pulse, only this time more powerful, continuing until all of the dead of Oerth fill its bottomless stomach.

Adventure Summary

Introduction

The PCs are in the Eastern Abbor-Alz for whatever reason and stumble across the body of a lone Ducal Guardsman and his mount. The Guardsman has died of some unidentifiable source, but what appears to be some horrible disease. He has been dead for a day at least. Castle Seh is within visible range so the natural choice

would be to return the body to its outpost. The only tracks available return to the Castle as well and no predators have molested his body.

Encounter One -- Castle Seh: Lower Tier

This is the area where the cavalry units lived and practiced. They and all their horses died of the same affliction the previous guard died of. It appears that they died almost immediately as most have barely moved from whatever they were doing when they died.

Encounter Two -- Castle Seh: Middle Tier

This is where the soldier's families, support troops, and some Flan tribesmen lived. They all died of the same affliction the previous guard died of.

Encounter Three -- Castle Seh: Main Keep

This is where the officers and support staff lived. They are all dead although their bodies have disappeared. In the Colonel's Quarters they can see a few scribbled lines about a crash that occurred in the cathedral due to a floor in the lowest crypt collapsing. Two weeks ago there is an indication in a journal of a meeting the Colonel had with a young cleric of Wee Jas. She gave him an amulet that would call her to aid him if he ever needed it. It was to be used in only the direst of need. The Captain died while trying to retrieve it from his chest. The chest is unlocked and the necklace easily accessible. The March Warden is out on inspections and is not here. He is due back in three days.

See Appendix One for how to handle the situation whenever the PCs decide to activate the necklace.

Encounter Four -- The Cathedral

All of the monks and clerics here died of the same malaise as everyone else in the Castle. There are a couple of Flan Kyuss cultists posted here as guards who attack the party.

Encounter Five -- The Crypt levels 1-3

These are all well maintained and sealed, holding generations of Suel nobles of various houses.

Encounter Six -- The Crypt Lower Level

The sinkhole collapse here is obvious. There are two people here, a Flan Cleric of Kyuss and an Orc Necromancer. They had been wandering the Abbor-Alz, but felt drawn to Castle Seh when the engine was exposed. They are toasting their success at starting the engine (feeding it zombies they made from the dead soldiers in the main keep level to power it) and celebrating, but will gladly stop to kill the PCs.

Down in the sinkhole, the ancient Flan Necromantic Engine that was unearthed by the floor collapse is visible and apparently active. When the party arrives, they are

hit by a wave of negative energy acting much like an enervation spell. It also animates all dead creatures within a mile and turns them into zombies or skeletons.

Whether the party has activated the necklace or not, Juma Urlirel of House Urlirel will show up and begin the process of destroying the engine after it flares up. If they have previously summoned her or do so immediately, they will have a little more time than if she shows up on her own. Either way she will warn the party of the undead danger waiting for them and tell them that the engine will explode in exactly one hour. She will also warn them not to try to climb down the sides of the cliff because they are warded. She and her cohorts will dampen the effect as much as possible – even though it might mean their lives doing it, but they cannot protect the party. They must escape on their own immediately.

Encounter Seven -- Escape

The party must escape the castle within an hour. They have a number of tactical advantages in doing so and a variety of ways that they can bypass and/or attack the zombies with the castles tools and defenses. Time is of the essence though as they will have to rush in order to move far enough away. A normal character walks at 3 miles per hour (a mile in 20 minutes), so they have approximately 40 minutes to escape the complex and get far enough away to avoid the explosion.

Conclusion -- Seh Good-bye

Castle Seh explodes in a gigantic burst of negative energy, flattening the entire mountain-top that it was on. This naturally attracts the attention of other Ducal Guardsmen as it can be seen for hundreds of miles in every direction. The party must explain what happened to them and will be rewarded for giving the information they found. If they ask about the Cleric of Wee Jas from the Church of Wee Jas, they will not know who she is, or if they do, they will not say so.

Preparation for Play

Notes regarding Castle She

Castle Seh has been a major fortification of the Ducal Guard ever since Rary the Traitor took up residence in the Bright Desert. Originally a cathedral over a necropolis popular with Wee Jas worshippers in the Duchy, the cathedral was left completely intact, with the new fortifications surrounding it on the narrow path upwards.

The cliffs underneath it are guarded by a number of wards, guards and guardians. Climbing up or down it is not a wise move.

The main outer walls are stone, 20' thick and 40' high. Atop each wall is a short wall that can easily allow

archers patrolling or troops repelling an attack to take cover against enemy fire.

Each tower is topped with a very high quality Ballista (see DMG page 100), which is on a series of rails and elevators, giving them a virtual 360 degree view up, down and in most directions in order to be used on an attack from any direction.

There has been a lot of activity around Castle Seh lately due to a change from a centralized defense to a series of new, smaller forts around the perimeter of the Abbor-Alz East March. Though March Warden Lord Commander Margren Waithek and his adjutant, Lord Captain Moran Grek, usually reside within the massive walls of Castle Seh, they have been on inspections of the new facilities for almost two weeks and are due back any day.

Castle Seh is host to mostly light troops, as the Abbor-Alz is not suitable for patrol by heavy infantry or cavalry due to its rocky and habitually uneven terrain. When the new plan is fully enacted, Castle Seh was to serve as a cornerstone of the Southern Defense action and central intelligence headquarters to assimilate any possible hostility from the South. The East Abbor-Alz March has 4 units assigned to it, including two units of infantry, one unit of light cavalry, and one unit of archers. Most of these are divided up among the new series of forts being constructed though, leaving a number of squads of light cavalry and a skeleton crew of infantry to guard the Castle.

Obviously, in CY 596, changes will have to be made to that strategy.

Important Notes on running this module

It is critical that you read the adventure summary, background, adventure summary and actual module through thoroughly before running this module. Some buildings need to be placed specifically and you will need to know how to deal with a wide variety of party tactics after they finish Encounter Six. Much of this module has been left open to fully allow you a chance to make some of this your own. Specific buildings were not placed and, though there are guidelines for how to run it, the intent is to give you the layout, basic statistics, and some guidelines and let you, the judge, have fun with it. However it goes, it is important to make sure that there is a feeling of dread and pressure as the castle is about to explode and there is very limited time to escape in. Though far from impossible, it is important that it at least appear to be a daunting task.

Though there are a lot of areas here, much of it is provided for reference, and not a lot of combat takes place in them. It is highly recommended that you "mini map" the entire area and only full scale map out areas where combat takes place.

The description of the necklace and how to deal with the summoning (or non-summoning) of Juma Urlirel and

her consorts is dealt with in Appendix Three: Dealing with Juma Urlirel and her consorts. Read it carefully before judging this module.

Troubleshooting

There are of ways that things can go very wrong in this module, especially given that the hook will not beat them over the head or be particularly compelling to some parties. Following are some hints on how to deal with problems that may arise. Use them as guidelines and ideas rather than dogma to follow religiously.

- You might have some difficulty in the transition from the Introduction to Encounter One. Some parties may want to go to the village of Seh about a mile and a half away or look for some living Ducal Guard members nearby (do not give this information to the players, but be prepared to give them the impression that going to the village Seh is NOT part of the adventure if they bring it up). Other groups may be frightened away by all the death and not want to go in the castle. The surest way to make sure players know that the flow of the adventure leads into the castle is to focus attention on the castle. Emphasize that the front gate is open, that the only fresh tracks are from the fallen Ducal Guardsmen, and that nowhere else is relevant or convenient. After the first pulse of the Necromantic Engine, feel free to have the zombies on the first tier come out and attack the party, or have the zombie wyverns fly from the castle to attack. If this still doesn't draw the party into the castle (or have them run screaming), feel free to subtly hint that staying close to the castle seems like a bad idea. You can do this by having them roll a will save (which really means nothing but makes the players think that something happened) and then having them get a really bad feeling about staying close to the castle or a premonition of imminent doom. If they still don't leave and are within a mile an hour after the first pulse, they will die. Unfortunately, Juma Urlirel is busy destroying the nasty Ur-Flan artifact, so can only warn the party if they come see her.
- For problems with dealing with Juma Urlirel or her consorts, see Appendix Three.
- Encounter Seven may be very difficult, especially for new judges. It requires a lot of improvisation, because each party will think of a different way to get out of the castle. Look over the judges map with the key on it carefully. Keep it fresh in your mind before-hand where the zombies are. Feel free to make them more or less obvious by having the guards on the curtain walls directly up against the towers or if the party goes on the main floor have half or so of them mulling around behind buildings.
- Don't think you need to map out the entire area. This would be quite the daunting task. Instead, players already have a map of the general castle area (Player Handout #1), so only draw small areas where combats occur on your battle map. Similarly, if PCs think of a good way to get through an area full of zombies, there is no reason you can't just tell them it worked, but if possible, I would make a few die rolls, ask questions about whether or not they took some precaution, make more die rolls, then think for a minute, and then tell them they got through, with some minor damage to equipment (if relevant) or just say something like "It seems to have worked fine."
- Novice players may also get quite stuck. Feel free to point out things like "The carriage in the stable of the monastery looks very stable and sturdy" or "The stairs up to the curtain wall seem to have no zombies in them at all" or "though you notice that the gate from the middle tier is open, no zombies seem to have come up yet." Little clues like this can give characters a step up on formulating an escape plan. Either by using the wagon as a kind of armored vehicle with people attacking out of it from behind cover or attacking the zombies on the curtain wall with the ballistas to clear a path to the next tower or merely closing the door to get time to gather all the supplies they need from the main keep. Most parties will be all right once you get them started on a plan, but sometimes getting that start can be difficult when it's open-ended.
- The Not-So-Happy conclusion might make some characters quite angry. It's not often that failing a mod leads to death. There are a number of ways to handle this, but none of them are particularly easy. First, don't be afraid to give a little leeway on the time. Give the escape time as an approximate, not a specific, so if they need ten more minutes of game time to escape you can give it to them. Really, the Not-So-Happy ending should only apply to parties who come up with a truly incompetent plan (All six of us arcanist diviners should run through both layers of the keep and take all the AoOs and get partial charged and surrounded!) or possibly just a bad combat with horrible luck where people refuse to leave their injured companions behind. For the case of bad luck, there are a few things you can do, but these are only in extreme situations and only to give a chance or brief respite from bad luck. You can have a living animal like an eagle fly close by and distract the zombies for a round, or even have an animal wander in if it's on the main floor. This may give the PCs a round to regroup or pick up a fallen companion or get that critical Cure Light Wounds spell off, but it should not be done except in cases that deserve it. Characters die, but if you think that some major delay due to exceptionally bad luck will cause them to be killed by the explosion of the

Necromantic Engine, do what you can. In the most dire of circumstances, you could even have a ducal guard patrol of light cavalry come by and pick up the party, increasing their speed enough to get away in time, but make sure it's barely in time and only in extreme circumstances.

- This module deals with the undead and has a little gore in it. Use your discretion based on the age and disposition of the party at your table when making descriptions.

Introduction

Introduction

Fall has hit the Eastern Abbor-Alz, and on your way to Castle Seh the rain has fallen heavily and consistently, drenching the landscape and coating everything with a thick, heavy clay mud. Unlike you, most of the animal denizens have decided to sit this one out, as all you've seen for a couple miles now are a couple of drenched, miserable rats foraging for food.

The PCs may be here for a variety of reasons, possibly including any of the following:

- Flan bandits have been very active in the Abbor-Alz and have been attacking both Ducal Guard scouts and even some farmers. They must be stopped.
- They could be on their way to any of the bordering regions to the east for a variety of reasons, and just happened to be traveling with the rest of the party for the sake of safety.
- Castle Seh hosts a cathedral which contains the crypts of many ancient Suel Urnstians, going back almost a thousand years. It is a common pilgrimage for worshippers to come and pay respect to their dead ancestors, and visitors are common and welcome.
- The heavy rains often wash out deposits of amber, quartz and turquoise, which can be sold.
- The Abbor-Alz mountains are a dangerous place, and adventure often comes to those who are there, even if they aren't looking for it specifically.
- Recent sightings of undead scouring the countryside may be more than the mindless drivel of addled dirt farmers.
- Ducal Guard members: Due to recent changes in troop allocations in the Abbor-Alz March, you have been ordered to bolster the troops at Castle Seh, performing guard and other duties as needed. Officers will be in charge of supervising these forces.
- A Flan High Priest of Pelor was seen traveling through the Abbor-Alz on his way East, and is supposed to be staying over at Castle Seh, visiting distant relatives that live in the castle. He is said to be a kind and wise priest who can read the fortunes of those who are in the worship of Pelor. He is known as Bledri the Wise, or sometimes as Bledri the wanderer. He is a virile man who travels the breadth of the Flanaess, healing all and staying with his Flan brothers and sisters.
- Rumor has it that you can get mercenary work at Castle Seh, doing scouting expeditions into the Bright Desert. Pay is very good.

Now would be a good time to do character introductions.

As they get to the edge of visual range of Castle Seh, read the following:

Atop a crag in the distance, you can see the daunting walls of Castle Seh, it's high, sturdy fortifications barely visible through the downpour.

In front of you though is a much clearer sight. On the ground lies a mount and its rider. The horse has light chain barding and is sprawled in an unusual pose, with two legs rigidly sticking up into the air, almost as if they were frozen in mid-gallop. The rider lies half trapped under his mount, but the surcoat and markings of the Ducal Guard are apparent even through the pelting storm.

Closer investigation will reveal that they are in fact both dead. A DC 10 Heal check will reveal that death did not come due to any external physical injuries. A DC 15 Heal check will reveal that they died of some kind of disease, and a DC 20 Heal check will reveal that the disease was not normal, but probably of a supernatural or magical form. No matter how high the Heal check made, the specific disease cannot be identified. A DC 20 Knowledge (Local MetaRegion 4) or a DC 25 Knowledge (Nobility) check will reveal that both the barding and the armor of the downed soldiers bear the markings of a Ducal Guard member stationed at Castle Seh. Members of the Ducal Guard can tell this automatically, as well as identifying the soldier as a Guard-At-Arms (he bears the insignia of a vertical lance with a pennant). He is wearing studded leather armor, has a long sword at his belt, a standard issue soldiers uniform and nothing else to speak of.

He has been dead for a day at least. Castle Seh is within visible range so the natural choice would be to return the body to its outpost. The only tracks available return to the Castle as well and no predators have molested his body.

The logical next step is to return the body to Castle Seh and do whatever possible to direct them there. The castle is about 500 feet away.

If players ask if there is anything else nearby, tell them that the only other village is miles away and there is no obvious trail to get there. If the party detours for more than an hour (see Encounter Seven and the conclusion as well as the Troubleshooting section at the beginning of the module to get ideas on how to avoid and deal with this kind of situation), then the adventure is over.

Encounter One: Castle Seh Lower Tier

Castle Seh – Lower Tier

You have arrived at the hulking spectre of Castle Seh. It looms over you, gigantic granite walls strong and unflinching under the torrent of rain that has pelted you all afternoon. Strangely, nobody moves to check your advance or greet you at the heavily fortified front gates.

A Track check (DC 42) (due to excessive rain and time) is required to tell that nobody but the single rider the party found has exited Castle Seh in the last 24 hours. Party members may easily enter through the gap in the doors. A Track check (DC 20) will find the trail of Farrok and Bikkell and the Flan Cultists, which range in number from 3 to 12 depending on APL from Encounter 6, as they only arrived a few hours ago.

After the party enters, read them the following:

As you make your way through the doors, the reason for your lack of welcome becomes readily apparent.

Everyone here is dead. Sprawled about are approximately 40 soldiers and 20 horses. They all appear to have been trying to get to the gate, but none appear to have made it more than ten feet after whatever they were fleeing from got to them. None of them have any obvious wounds, but their faces betray the past to you for within their glazed eyes the frenzied terror that was etched into their psyche as they passed is still visible.

Give out Player Handout #1, Overall Map of Castle Seh.

The same Heal checks from the introduction can be made here, and the results are consistent for both the soldiers and the animals. 20 more bodies reside within the buildings, not even making it out of their homes before death struck them. Out of these 20, half are women and half are children, mostly the families of the soldiers outside.

This lowest level was the quarters of the forts skirmishing and scouting units, mostly light infantry and light cavalry. The large buildings on each end are stables where most of the horses were kept. There is also a blacksmith, leathersmith, and a number of homes and barracks for the soldiers. It is obvious that the force that remained here is much smaller than what was originally

intended to be here. Any member of the Ducal Guard will know the reason for this (see the Preparations for Play notes on Castle Seh), or a Knowledge (Local Metaregion IV) (DC 25) or Profession (Soldier) check (DC 20) will give this information as well. There are plenty of supplies for horses and people here, with any general equipment thought of being available.

There is no access to the towers or the curtain wall from this level. Reaching the top will require a Climb check (DC 30: 25 for natural rough wall +5 for a slippery surface).

If the party looks for tracks, the same DCs from outside still apply. If following Farrok and Bikkels trail, they will notice that they have walked around and looked in buildings, but largely avoided most everything.

If the party members climb up to the top or do recon via a number of methods and make a Spot check (DC 10), they can see that there are 8 dead soldiers in each section of curtain wall, as well as 4 dead soldiers in each tower. By the looks on their faces, they appear to have died in the same way the other soldiers did.

Encounter Two: Castle Seh Middle Tier

Castle Seh – Middle Tier

The death seems to have continued here as well, but these appear to have been townsfolk more than soldiers as none of them are armed or armored. Still, whatever killed them did not seem to care much, nor did it seem to have less of an impact on these poor souls as they went.

This is the area of support troops. There were additional craftsmen here (armorer, leathersmith, weaponsmith, carpenter, tailor, and stonemason) as well as an open shrine which has a number of statues of most of the Suel pantheon (Lendor, Kord, Lydia, Phaulkon, Wee Jas, Phyton, Norebo and Fortubo) as well as small but well maintained shrine to Saint Cuthbert.

There are 25 dead villagers and craftsmen here. In most of the buildings there are an additional 5 adults and 10 children, all dead.

The six buildings to the left are in a distinctly different style than the other buildings. A DC 10 Knowledge (Architecture and Engineering) or simply being Flan will recognize these buildings as being the homes of Tribesmen, and very different from the other buildings in the Castle. A Track check (DC 20) externally will reveal Farrok and Bikkels tracks, as well as the tracks of the Flan Cultists that went into these buildings.

Inside the buildings, the Flan who lived here have been dragged in, their bodies hacked into fist-sized chunks and spread maliciously through the room. The

contents of their body cavities have been spread out in a kaleidoscope of meat. It is like they walked into a room that was wallpapered in human bodies as blood and chunks stick out everywhere.

It is up to the judge whether they want these chunks to animate and come after the party after Encounter Six. The most they can do is quiver, undulate and awkwardly flop about in a clumsy, squishing crawl. They have no effective attacks and should only be used for flavor and to set the mood.

Encounter Three: Castle Seh Main Tier including Main Keep

Castle Seh – Main Keep

When the party moves on through the gate to the upper tier, read them the following:

As you enter the upper tier of the castle, there is a distinct difference here.

There are no bodies. No crawling trails of innocents desperately fleeing some unknown evil. No soldiers, battle hardened and trained to kill, grasping at filthy mud as if it were their only hope for survival.

The heavily fortified walls of the main keep stand solemn and lacking the companionship of the dead that litter the previous levels below. The entry portcullis is currently open, as are the inner doors.

The rain though, is still here to keep you company.

The main keep is the only structure here. It is a stone two story building, with three foot thick walls. All doors are steel reinforced wood. Brief descriptions of each room are given. Though it is tempting to gloss over these rooms to save time, it is very important that the party be aware of some of the supplies that are held here as they could prove very useful in escaping the undead hordes that await them below. It is very clean and well kept except as noted. Occasional splotches of a mystery fluid, probably bodily, can be seen smeared along the floor as if something were dragged through it. A Craft (Alchemy) check (DC 20) will reveal that these substances are some by-product of necromantic effects on the human body.

The entrances to the curtain walls are on this level through the two towers in the back of this area. All of the curtain walls and towers are accessible once you are on them, but the towers have a five foot section that must be climbed over to get to them and the ballistas. Each tower has four dead guards in them, and each section of curtain wall (ten total) have eight dead guards on them.

It is important when first exploring this Main keep that it be done as rapidly as possible. It is easy to get bogged down giving pointless details, especially with

paranoid parties. The important aspects that the party needs to discover are as follows:

- That all the dead that were in here have been dragged off somewhere.
- That the logs and necklace in Area 20 be found.
- Resources that may be used to escape later from the various storage and armory rooms.

Main Keep – Main Floor

A Track check (DC 12) will reveal that a large number of bodies have been dragged out of the keep and towards the cathedral. This has happened within the last 24 hours. If you wish, you may give the players the map and just explain to them where everything is, but only do this if you have to save time as it can diminish the feel of desolation and emptiness that searching the area and finding it empty can bring. Of course, this can also seem tedious and bore your players, so if you're getting that impression feel free to paraphrase this section.

Feel free to include details as appropriate to your table showing the telltale signs of the massive death that occurred here, giving signs of blood and phlegm pools streaked with drug heels through them, scratches of fingernails on wooden surfaces (or even fingernails embedded in them with a slight trail of blood and no finger), or whatever else you think of that gives the impression of the desperation and fear that was invoked by the release of the necromantic death that was encapsulated under the cathedral for a millennium.

All of the keys to the armories and locked rooms in the main keep are in Encounter Six.

All items found in the various armories are sized for medium characters where applicable.

Area 1 – Entrance

This area is empty and clear.

Area 2 – Main Meeting/Mess hall

This area, though currently deserted, looks to be recently used. It was the main meeting area and mess hall for the troops stationed here. There are many plates of long cold food sitting in a variety of stages of consumption on the tables, but most of the cups are empty, having long ago evaporated.

Area 3 – Kitchen

The coals in the stoves and ovens here are long cold, though much of the food has not spoiled yet, only being here about 24 hours unattended.

Area 4 – Pantry

There are a wide variety of staples here, including salt, flour (both wheat and rye), rice, a wide variety of spices,

Area 5 – Barracks

This area has six sets of bunks and 4 sets of three-drawer chests. It appears to be the quarters of a dozen soldiers, though it is empty of any of them. Their general equipment is still here (summer uniform, off duty clothing, a variety of knick-knacks and personal items that you can make up as you wish), though it takes a DC 20 Open Locks check to get them open as they are currently locked.

Area 6 – Barracks

This area is identical to Area 5.

Area 7 – Barracks

This area is identical to Area 5.

Area 8 – Barracks

This area is identical to Area 5.

Area 9 – Barracks

This area is identical to Area 5.

Area 10 – Melee Weapons Storage

This room has a sign displaying what it is, but the door is locked (DC 20 Open locks). This area stores a wide variety of melee weapons, including 40 long swords, 40 long spears, 40 daggers, and two of every other melee weapon listed in the *Players Handbook*.

Area 11 – Missile Weapons Storage

This room has a sign displaying what it is, but the door is locked (DC 20 Open locks). This area stores a wide variety of missile weapons, including 200 javelins, 50 slings, 1,500 sling bullets, 200 bolts for the ballistae on the towers, 20 light crossbows, 20 heavy crossbows, 1,000 bolts, 20 short composite longbows, 20 long composite longbows, 30 quivers, and 2,500 arrows.

Area 12 – Stairs to Upper Floor

These are carved stone stairs. There are doors with bolts at the top and bottom, but they are currently open.

Area 13 – Special Weapons Storage

This room has a sign displaying what it is, but the door is locked (DC 20 Open locks). Inside are where the keeps alchemical and special weapons are stored including 20 vials of alchemists fire, 20 thunderstones, 20 vials of acid, 10 vials of stonebreaker Acid*, 40 flasks of verminbane*, 100 Alchemist's Arrows*, 40 Thunder Arrows*, 20 vials of anti-toxin, 10 tanglefoot bags, 20 smokesticks, 50 healing kits, and 100 sunrods.

*See *Appendix Two – New Rules Items*.

Area 14 – Armor Storage

This room has a sign displaying what it is, but the door is locked (DC 20 Open locks). There are a wide variety of

suits of armor here, including 10 suits of studded leather, 10 chain shirts, 10 suits of chain mail, 5 suits of half plate, 2 suits of full plate, 20 light wooden shields, 20 heavy wooden shields, 10 light steel shields, 10 heavy steel shields, and 10 bucklers.

Main Keep – Upper Floor

Area 15 – Barracks

This area is identical to Area 5.

Area 16 – Barracks

This area is identical to Area 5.

Area 17 – Stairs to Lower Floor

These are carved stone stairs. There are doors with bolts at the top and bottom, but they are currently open.

Area 18 – Barracks

This area is identical to Area 5.

Area 19 – Officers Quarters

This is the quarters of the Lance Colonel Girmo Lorinar (as labeled on the door). These quarters appear to have been occupied recently, but are currently vacant. There are personal effects here, but nothing of interest.

Area 20 – Officers Quarters

This is the quarters of the Colonel Ellani U'moreal (as labeled on the door). There is a large portrait of her (labeled) on the wall in full dress uniform, showing that she was a slightly plain Suel woman with a reckless, possibly playful glint in her eye. It is masterfully depicted.

The room itself is largely in order, save for a brief area that is in disarray. The command log is on the desk and closed. It is largely dull reading, reports and duty logs and such tedium, but there are two entries that are of interest and they have been reproduced as *Player Handout #4*.

As she was dying, Colonel U'moreal was attempting to get the necklace mentioned in the journals. This can be ascertained in a number of ways. First, a DC 15 Track check will determine that in her dying moments, Colonel U'moreal was attempting to crawl towards the chest in her room, but didn't quite make it before she died. Second, a DC 20 Spot check will see a few slight ink marks on the chest, where her hand brushed against it as she died. Third, a *Detect Magic* will reveal a large source of magic of the Conjuraton school within the chest.

The description of the necklace and how to deal with the summoning (or non-summoning) of Juma Urlirel and her consorts is dealt with in *Appendix Three: Dealing with Juma Urlirel and her consorts*. Read it carefully before judging this module.

There is nothing else of interest in this room besides the Colonel's personal effects.

A DC 25 Profession (Soldier) check will reveal that the Battle for Silver Falls is a very obscure skirmish fought with Flan raiders that has little or no known documentation as there were very few survivors and those that lived had very little information on the actual tactics of the battle. It has largely been a mystery to military tacticians.

Area 21 – Officers Quarters

This is the quarters of the lord Captain Moren Grek (as labeled on the door). It is neat and tidy, but has obviously been vacant for at least a week, as nothing is here.

Area 22 – Officers Quarters

This is the quarters of the March Warden Lord Commander Margren Waithek (as labeled on the door). It is neat and tidy, but has obviously been vacant for at least a week, as nothing is here.

Area 23 – Storage

This room contains dry rations and barrels of water to withstand a siege if necessary. None of the stores have been opened or tampered with in any way.

Area 24 – Storage

This room contains dry rations and barrels of water to withstand a siege if necessary. There is also a quantity of lumber here consisting of 20 2" x 4" x 8' pieces of lumber. None of the stores have been opened or tampered with in any way.

Area 25 – Storage

This room contains 40 flasks of lamp oil, 250 tindertwigs, 400 feet of hemp rope, 100 feet of silk rope, Masterwork blacksmithing tools, Masterwork stonemasons tools, Masterwork carpentry tools, 400 candles, 50 winter blankets, tens sets of manacles, 2 sets of Masterwork manacles, 300 torches, a barrel of nails, 10 pounds of soap, 4 block and tackles, 10 hooded lanterns, and 5 bullseye lanterns.

Area 26 – Kitchen

This is the backup kitchen, and not as well stocked as the ground floor kitchen which is used to prepare food for the majority of soldiers stationed here. Other than that, it is exactly the same as Area 3 on the main floor.

Area 27 – Meeting Room

This is the officers meeting room. There are a number of maps of the area here, as well as a slate board, chalk, paper, ink, a large table (made of stone) and reasonably comfortable chairs. There are no hints to anything unusual happening in the area on any of the maps, and none of them have been marked on or notated in any way.

Area 28 – Safe Room

This room can be sealed off with a two foot thick wall that drops and matches the wall in Area 27, the meeting room. The lever to activate and deactivate the sliding wall is only inside of the safe room, and it cannot be deactivated from the outside. There is a small chest with dry rations for 20 meals and a small cask of water here.

Encounter Four: The Great Maure Cathedral and Temple of Wee Jas

When the players enter the upper level, read the following:

As you enter the final tier of the castle, what once appeared to be the top of this gigantic crag now reveals itself to you. Carved out of the very mountaintop is a large building. There are a large set of open double doors and above them, carved in the very granite, is a 25 foot statue of a beautiful Suel lady, garbed in what must have been the finest robes available a thousand years ago. Her stern look stares out towards the Duchy, looking over the people that reside there.

Standing in front of the doors are a number of Flan Tribesmen, apparently awaiting your arrival. With a snarl and a bellow they move to attack.

A Knowledge (Religion) check (DC 15) will determine that this is a statue of Wee Jas. A Knowledge (Local Metaregion IV) (DC 10) or Knowledge (Nobility and Royalty) check (DC 20) will allow knowledge that this is an ancient and very holy temple of Wee Jas and crypt that has held the families of noble Suel from the Duchy of Urnst for over a thousand years.

There is approximately sixty feet between the front double doors of the cathedral and the gate into the upper level. If the party runs, the flan tribesmen will pursue vehemently and aggressively until the entire party is dead.

APL 2 (EL 4)

☛ **Flan Kyuss Cultist Skirmisher (2):** hp 17; see Appendix One.

☛ **Flan Kyuss Cultist Archer:** hp 10; see Appendix One.

APL 4 (EL 6)

☛ **Flan Kyuss Cultist Skirmisher (4):** hp 17; see Appendix One.

☛ **Flan Kyuss Cultist Archer (2):** hp 10; see Appendix One.

APL 6 (EL 8)

🔥 **Flan Kyuss Cultist Skirmisher (8):** hp 17; see Appendix One.

🔥 **Flan Kyuss Cultist Archer (4):** hp 10; see Appendix One.

After the tribesmen guards are defeated, the party is free to explore the rest of the cathedral.

If captured, the Flan will only speak Flan (that is the only language they do speak). They will explain that they are on a glorious mission for that dreaded power Kyuss, who will reward them in death with the power of undeath, becoming one of his sons and spreading disease and pestilence throughout the land. They will only speak of Kyuss as their leader, but gladly explain that his agents are everywhere. Given the opportunity, they will spit towards the statue of Wee Jas, denouncing her for the lawful harlot that she is.

Cathedral – Main Floor

If the party is following the drag marks from Encounter Three, they lead through the entrance foyer and down the stairs in the main entrance to the crypts (all the way down to the third crypt level). If they are not following the drag marks, a DC 15 Search check will easily find them. In addition, there are drag marks from all inhabited areas in the cathedral that also lead down the spiral staircase.

The entire cathedral is carved out of the natural granite at the top of the crag, and has been polished to a mirror like finish. It is difficult to move silently unless special precautions are taken, but this will be evident from the loud echoes of the footsteps (consider it a -2 circumstance penalty to Move Silently checks). All doors are of highly polished red marble and are at least two inches thick. The ceilings are all fifteen feet high.

Area 1 – Entrance Foyer

This is the entrance foyer, and both sets of large, red marble doors are ajar though not currently open. Inside there are two painted murals. On the right side is a mural depicting a number of Suel youth studying what appears to be arcane teachings while a beautiful Suel woman watches over them. On the left hand side is a mural depicting a ragged contingency of Suel refugees, with overstuffed wagons meandering through a darkened black tunnel while the same beautiful Suel woman watches over them. The expression on her face is the same in both paintings.

Both paintings have had excrement, blood and some unidentifiable viscous fluid smeared over them, and various curses and epithets in Flan and Orc belittle and curse “that vain wench” (as they put it).

Cleaning off the murals and restoring them will grant a minor boon from the Stern Lady, and they will have the Blessing of Wee Jas. It will take approximately

one person one round to do a reasonably decent job of cleaning off each 5' section of mural (there are a total of nine 5' sections per side).

Area 2 – Main Entrance to Crypts

This area has a large red skull made of red marble inlaid in the natural granite floor, behind which is a cold iron spiral staircase leading down into Encounter Five. There is a small curtained doorway as well as a door leading into Area 8. Doors also lead off to Areas 3, 4 and 9. The room is empty other than that. The drag marks from the outside go directly to the staircase and down.

Area 3 – Stables (with Wagon)

This is the stables of the cathedral. Though it is currently vacant of all equine presence, there are obvious signs that horses were in fact here, including a variety of harnesses, tack, and saddles. There is also a wagon here in complete operating order, though it is not covered. There is a small living chamber in the Southwest corner that appears to have been the stable boys, though there is nobody in there currently.

Area 4 – Memorial Hall

This hall has a number of portraits lining it of various sizes, though all are of the highest quality. They are all of Suel nobles, and most noble houses are represented and labeled. Most of them were prominent citizens or heroes and a DC 15 Knowledge (Local Metaregion IV) or Knowledge (Nobility and Royalty) check will give the players this information.

Area 5 – Main Priests Quarters

This is the main resident priest of Wee Jas, Vindac Iinal's (that's two “i”s, not a lower case “l”), quarters. It is currently vacant save for a dozen books on Suel History and religion, most with notes of a purely academic nature. None of the books are rare or exceptional in any way.

A Search check (DC 20) will find a notation in the priests notes that says a *Commune* spell was cast and told them not to add another crypt. This occurred about 50 years ago and was cast by a previous priest.

Area 6 – Storage Closet

This area is mostly personal storage, and includes a number of changes of clothing, candles, lamp oil (4 flasks), and a box with 50 sheets of parchment.

Area 7 – Study

This is Vindac's study and contains his desk and more books on history and religion. There are also records of all people buried here, including who they were, where they were from, who their current family was, and a wealth of other genealogical information. There are a total of 30 books and another 40 scrolls.

Area 8 – Closet

This is a small closet with a number of hooks for hanging cloaks and small ledges for storing boots.

Area 9 – Temple Entrance

This is the entrance to the temple proper. It is empty except for the red marble that coats the entire area and four censers burning (they are actually equivalent to *Everburning Torches*).

Area 10 – Privy Disposal Area

This is a small pit that empties down deep into the mountain. Approximately 50 feet down it ends in a pile of refuse that you don't want to know how deep it is. Suffice it to say that you could possibly drown in it.

Area 11,11a – Acolytes Quarters

Area 11 has a bunk bed, two desks and a dresser. It is vacant, but has personal effects of the two acolytes that lived here, none of it is distinct or of interest. Area 11a is a storage closet which appears to currently be empty, and has been for quite a while given the thick layer of dust there.

Area 12 – Acolytes Quarters

Similar to area 11, this is the quarters of a pair of acolytes.

Area 13 – Kitchen / Dining Area

This is the small kitchen and dining area for the acolytes and priest of the temple. The fires are cold and besides the foodstuffs, there is nothing of interest.

Area 14 – Pantry

This area contains staples such as flour, salt, rice and barrels of water. There is nothing else of interest here.

Area 15,15a – Main Temple

This is the temple proper. Like the rest of the main temple area, it is of red marble. The temple itself is simple and dignified, with a large, beautiful statue of Wee Jas, with actual rubies for eyes (Value 10,000 gp each). The rubies themselves are warded with a *Miracle* spell similar to a *Glyph of Warding*, triggered to discharge if anyone attempts to remove them that is not a member of the Church of Wee Jas meta-org. There are a number of silver candelabras that have red candles on them that have burnt to the bottom and not been replaced. There are no benches, but there are 20 red silk prayer mats in Area 15a, which is all that is in that area.

All APLs (EL 10)

↗ **Miracle Glyph of Finger of Death:** CR 10; magical; touch trigger; does not reset; Fortitude save DC 27 resists death, successful save for 3d6+20 damage; Search DC 34; Disable Device DC 34. If the trap is triggered and not disabled, the rubies turn to worthless glass.

Area 16,16a – Storage / Temple Supplies

Area 16 has general supplies for the temple including ink, paper, blankets, and firewood, and a number of red candles. Area 16a is a small closet with hooks on it. It is currently empty.

Area 17,17a – Library

This is the main temple library, and it contains a number of history, prayer and simple genealogical books as well as a few general treatise' on magical theory and tradition. There are a number of very comfortable red velvet chairs to sit in and the room is lit from a large *Everburning Chandelier*, which is really just a series of 20 *Everburning Torches* set in a beautiful and intricate chandelier crafted from cold iron

Encounter Five: Crypt Level One to Three

The first three levels of the crypt are all the same:

The staircase descends into the warmly lit recesses under the cathedral. Around you in a circular 40' diameter room are a number of what appear to be drawers, all with writing in an ancient tongue upon them, some with symbols added. A few are blank. The entire room is finished in scarlet marble, even the floors and ceilings seem to soak up the warm light that fills the room.

These are the final resting place of hundreds of Suel nobles. The writing is in Ancient Suloise, and is simply the name of the person interred in each crypt. If anyone from a noble house bothers to look, they can easily find old relatives that have been buried here, though it has been over 50 years since the newest additions have been added as every area is full.

All of the ceilings are 15' high.

A Listen check (DC 15) will hear faint singing and laughter from down below. The DC goes down by 5 for each level the PCs travel down after the first.

The crypts have all been sealed and will require a Strength check (DC 30) to get them open. A Disable Device check (DC 15) will halve the DC to open a crypt. A *knock* spell or similar magic would also work. There are only the properly prepared bodies in each crypt, with no valuables.

The light does not come from any obvious source, but provides the equivalent of torchlight throughout the crypts under the cathedral.

The crypt is very humid and the rock is damp to the touch.

Encounter Six: Crypt Level Four and the Necromancy Engine

Though the sinkhole is obvious, the Necromancy Engine itself is only visible when peering through the mist from the edge, even with Darkvision. As the party begins descent of the fifteen foot spiral staircase into the room, read the following:

The spiral cold iron staircase descends into this, the final crypt. The walls here are unlike the upper levels that were covered in a brilliant scarlet marble. These seem to be covered with a thick, gooey tar like substance that seems to pulse slightly. Maybe the beautiful marble lies underneath, but it is impossible to tell from the top of the stairs.

Sitting ten feet away from the bottom of the staircase are two figures. One is obviously an orc with his face painted in a death's head grimace. At his belt are a number of fetishes fashioned from a wide variety of badly preserved humanoid body parts. He also wears a mithral embroidered silken cloak that has obviously seen better days. Next to him is a Flan wearing half plate. The face plate of his helmet has been replaced with the skin of some unfortunate past victim, and tied onto his armor is similar patchy skin which was obviously not tanned properly. Between them are a number of empty wine bottles, and they both are lying on the ground, laughing heartily as they notice you.

Dominating the north side of the room is a large sinkhole, approximately fifteen feet wide, with a greenish black mist floating on it. The smell of death is imminent and forces its way into your lungs, lying in your chest like a lead weight.

In the south end of the room is a huge pile of torn and bloody clothing.

Bikkel and Farrok will, of course, immediately attack the PCs, but they are laughing and fairly drunk (a -2 circumstance penalty should be applied to all of their attack rolls, Dexterity, Concentration checks, and any Wisdom or Intelligence based skill rolls during this combat – these have not been included in the stat blocks). They will joke and laugh the whole time, even if badly beaten, joking about how Kyuss has sent them a present, and they were lucky enough to open it, despite the fact that it was not either of their birthdays. Feel free to ad lib any other banter you want for these nutty necromancers.

Bikkel will start the combat by throwing his bag of animated Halfling hands at someone (a standard action), preferably at someone bearing an obvious holy symbol of a good deity. This is a ranged touch attack. If it hits the target, the bag opens and the dozen animated Halfling hands will immediately grab onto the target. This does no damage, but having the hands crawling all over you

and pinching you is a bit distracting, resulting in a -1 circumstance penalty to all attack and damage rolls, and requiring a Concentration check (DC 10) to cast any spells. The hands are each AC 7 and have 1 hit point. A successful Strength check versus them (They have a Strength of 4, so -3 on their check) will brush all of them off. If the ranged touch attack misses, the hands have a move of five feet, and if they end their turn in an opponents square, they are assumed to have attached themselves to that person. They all move in unison. If their numbers are depleted down to 4 or less, they no longer have an effect on their victim.

After Bikkel and Farrok are dealt with, the rest of the room can be investigated. If they are subdued or otherwise captured, they will drunkenly insult and berate the party, waiting for the Necromancy Engine to fire off. If questioned with a *Speak with Dead* spell, they will answer per the Adventure Background at the beginning of the module.

To see into the sinkhole requires that a person be within five feet of it. At that point, they can peer into the greasy mists:

It is obvious that the limestone under the floor here has been dissolving for centuries, and what was hidden behind it is just as noticeable now that you can peer deeper into the mists.

At the bottom of the sinkhole is a large object, what described as an engine with a huge mouth. Sitting in a soup of dissolved flesh, translucent tentacles at its base pulse in the rich nutrient soup. The tentacles are connected to the bottom of a large cylinder made of what appears to be a hollowed out bone. At its top is a huge mouth lined with cilia saturated tentacles that are about six inches long. Outside of these are about a dozen large bone spikes which clatter and stab upwards at you. The entire mechanism seems to be held together with finely wrought adamantite wires, bolts and straps. It seems extremely sturdy, and undulates gently. It is difficult to make out, but it appears that the soup of processed flesh is being pumped through the tentacles into the cylinder.

Then, almost too quick to notice, a large pulse of black light grows around the top of the cylinder and erupts, blasting you in negative energy.

The pulse of negative energy has two effects:

First, living creatures are effected in a way very similar to an *Enervation* (in that it gives 1d4 negative levels) spell, but with a few major differences:

1. The effect only lasts two rounds and it will not kill you if it drops you to 0 levels. People dropped to 0 levels take twice as long to recover and appear to be dead during that time unless a DC 20 Heal check is made, so feel free to make those who do not drop sweat it out a little bit.

2. Second, all dead creatures within a mile of the base of the pulse are immediately animated, as if by an *Animate Dead* spell with no hit dice limitations. These animated dead will attack anyone that comes within their visual range. Fresh bodies become zombies and skeletons become animated skeletons of the appropriate type. This includes PCs killed in previous encounters unfortunately as well as any food animals that are relatively intact (though these should just be used to distress players, not do actual damage – the gist being that you ask if anyone has any fresh meat in their pack, like a rabbit or squirrel, and if it they do, tell them something is crawling at them from their pack or wherever they keep it stored – good fun).
3. When the effect wears off, all spell slots and hit points return the way they were before the pulse hit them.

If the party has not previously summoned Juma Urlirel or does not within two rounds of the pulse firing, she will eventually arrive. See the *Appendix Three* for details on how to handle that encounter.

The Necromancy Engine is immune to all magical effects fourth level or lower and has DR 15/- and 777 hit points. It has a +25 bonus to all saving throws. Allow the party to try to destroy it if they insist (before Juma arrives), but they will have no effect on this artifact level, Ur-Flan magical device. A Spot check (DC 10) combined with a Knowledge (Arcana) (DC 15) or a Knowledge (Religion) (DC 15) will allow the PCs to deduce that the pulse will fire again in about an hour.

If the clothes are searched (they were spit out by the necromancy engine as the zombies were consumed), all of the keys to the locked doors in the main keep will be found.

APL 2 (EL 5)

🔥 **Bikkel the Halfling Hater:** hp 19; see Appendix One.

🔥 **Farrok of the Withered Skin:** hp 24; see Appendix One.

APL 4 (EL 7)

🔥 **Bikkel the Halfling Hater:** hp 31; see Appendix One.

🔥 **Farrok of the Withered Skin:** hp 38; see Appendix One.

APL 6 (EL 9)

🔥 **Bikkel the Halfling Hater:** hp 43; see Appendix One.

🔥 **Farrok of the Withered Skin:** hp 52; see Appendix One.

Encounter Seven: Escape

After Juma has arrived and taken over duties of destroying the Necromancy Engine (with or without the party's blessing), the only thing left to do is escape.

This can be accomplished in a number of ways, and whichever way the PCs decide on, it is up to you to figure out how they interact with the newly re-populated Castle Seh.

The only guaranteed direct combat is when they leave the cathedral and get attacked by the freshly animated zombies of the Flan cultists they killed on the way in. If they burned the bodies, they are skeletons, otherwise they are zombies.

All generic statistics have been provided in *Appendix One*.

None of the animated zombies or skeletons will use missile weapons. If any of the bodies below were burnt, they will be brought back as skeletons only and will only attack with claws.

A Knowledge (Nobility and Royalty) or Knowledge (Local Metaregion IV) (both DC 15) will let the PCs know that any Suel family would be appreciative if at least some of their relatives were released from the pain of undeath and their remains returned.

If the party is leaving after being in Encounter Six, they will hear the scratching of the skeletons in all three areas of the crypt. Though the skeletons cannot escape unless some of the crypts were opened and left that way, there is no reason they have to know that. Tell the players that they hear cracking and sounds of clawing as they progress up. Have dust filter down from the various crypt doors shaking and trembling with the agitated attempts of the skeletons to get out and get at the PCs. Feel free to have them make a Knowledge (Religion) (DC 15) or a Knowledge (Local Metaregion IV) check (DC 20) to know that traditionally coffins are built to keep people out, not in. This can work in a number of ways, either to scare the PCs into thinking a threat could come from anywhere, or by lulling them into a sense of security and thinking that they can just walk out of there. Either way, they will have an idea that corpses have been re-animated, and considering what they passed on the way up here, that should be enough to give them pause for concern. Use statistics for the generic skeletons in *Appendix One* if the players open any crypts.

The zombie wyverns are the result of a recent incursion on the crag and they were killed by the resident griffons that reside on its 600' sheer walls, amongst the occasional shelf and crag there. They have been animated by the pulse and will usually only attack flying characters that go above the level of the curtain walls or attempt to climb down the crag walls (but use them as you need within the limitations spelled out elsewhere). They are 75' above the curtain wall and can

be spotted with a Spot check (DC 15). The griffons left when the poison gas sunk down the side of the crag and will not return for a number of days.

Climbing down the crag is a daunting task. It is a sheer 600' climb straight down in all areas around the castle, requiring a Climb check (DC 30: 25 +5 for being slippery due to the rain). An Intelligence check (DC 15) will realize the difficulty of the climb if the Players do not. In addition, there are large magical glowing wards and runes surrounding the entire cliff face which can be easily seen. A Spellcraft check (DC 15) will not determine the exact nature of the wards, but they are obviously protective and meant to stop people from climbing the steep outer face.

The Curtain walls have a number of recently animated zombies on them. They are only accessible through the towers on the upper level (but all of the towers are currently vacant on the inside – zombies only reside on the outside on the roof). Recently animated zombies cannot climb into the towers (they are effectively confined to the section of curtain wall between each tower), and each tower has 20 ballista bolts (as well as four zombies) in it.

The number of zombies in each section is listed in the tier descriptions (effectively take each corpse and convert them into a zombie or skeleton if the corpses were burned) as well as on Judges Aid #4, Castle Map With Key. PCs may come up with a wide variety of plans to allow them to escape, but use the following general rules when determining how the zombies react to it:

- These zombies will attempt to break presented cover for at least two actions before they try to pull it away.
- These zombies will not open doors. They will only attack any obviously living targets that they can see.
- These zombies are notoriously stupid, and will chase after summoned creatures as long as they stay visible to them, providing ample distraction for their undead hunger.
- These zombies will be easily confused by bright lights, fire or any other distractions. Have them respond appropriately.
- This final encounter should result in a total of 3 ELs at APL 2, 5 ELs at APL 4, and 7 ELs at APL 6. If the party has fought about that much, then by all means take it easy on them. If they have not, feel free to add zombie wyverns (or have the existing ones attack) or have a zombie encounter outside of the walls of Castle Seh as everything dead within a mile has been animated if they get out easily and don't encounter the ELs necessary to get full XP.
- Don't punish ingenuity, but rather reward it and have it work, and then throw more creatures at them

later as they make haste to escape the one mile blast radius as Juma blows up the engine.

- PCs can figure out that they have about 40 minutes to escape the confines of the castle in order to get a safe distance away (It takes about 20 minutes to travel a mile). This gives them about 240 rounds to make it out of the castle. Feel free to be lenient on this. Nobody should die for being a minute too long, but don't let them know it's not that close either.

Conclusion: Seh Goodbye

There are two basic endings.

The Happy Ending

If the party gets a mile away, they get to enjoy the spectacle from a safe distance. Read the following box text to the players:

Looking behind you, Castle Seh looms ominously. You can see a ripple in the ground come towards you, a wave of blackness peaking out under the desolate mud that coats the hills of the Abbor-Alz. Rising into the sky, barely visible from this distance, you see two black figures rise up into the sky, small tentacles buried in their flesh from a large object they carry. Directly behind them, you see a smaller figure wreathed in a glowing crimson skull that cascades in flames around it.

The skull explodes, dividing into what must be thousands of little skulls which immediately fly about, taking small chunks out of the object the two black figures are carrying. Before too long, they have reduced it to a miniscule speck on the horizon. The two black figures are sucked into it, and in a fiery explosion the smaller figure disappears.

For a second, all is quiet, but then the item pulses in a massive black globe, returns into itself, and lets out a gigantic blast of purest black energy, crackling with small crimson flames around it.

For at least a mile the energy spreads out quickly, decimating land and air. When it is finished, the crag that held Castle Seh sits, flattened to a crater. The area surrounding it is flattened as well, but seems otherwise intact, save for the complete loss of all life within it.

Eventually, the Lord Commander will come back and meet up with the party, expecting a full de-briefing. If they do so truthfully and fully, they gain the favor of the March Warden and he makes sure they get enough gold to fulfill the cap. If not, they gain the enmity of the March Warden and are charged an extra TU for the adventure as he detains them for questioning under less than polite circumstances. If the PCs used magic or treachery to abandon fallen, injured, or slower party members, he will trump up charges and incarcerate them

for an additional TU. He hates cowards. Double all penalties for any Suel characters, as they should know better. Quadruple all penalties for members of the Ducal Guard.

Though it is unknown if Juma Urlirel survived, she will be in their debt if they were helpful or summoned her and respond appropriately.

If the party managed to save any of the corpses from the crypts they will receive the influence of the noble house to which it belonged.

If the party managed to save the rarer journals and books from the temple area or cleaned the mural off, they will receive the Blessing of the Church of Wee Jas.

The March Warden will insist any supplies garnered from the Keep be returned, but will make arrangements so characters may buy them in the future. In addition, if any PCs were turned into undead by the negative energy pulse, he will personally pay the difference between a *Raise Dead* and a *Ressurrection*, including the cost of the more expensive material component. This means that even though a PC may require a *Ressurrection* because they were turned into undead, they can be brought back to life for the same cost as a *Raise Dead*.

All of the APL specific item access is due to the March Warden allying PCs to buy from the Ducal Guard. All of the spell access is due to Juma Urlirel making spells available in thanks. Feel free to delete items if the PCs are not cooperative at all. If they anger both Juma Urlirel AND the March Warden, then by all means delete all the item access.

The Not-so-happy Ending

If the PCs do not get a mile away from the Castle when it explodes, read the following box text to the players:

Looking behind you, Castle Seh looms ominously. You can see a ripple in the ground come towards you, a wave of blackness peaking out under the desolate mud that coats the hills of the Abbor-Alz. Rising into the sky, barely visible from this distance, you see two black figures rise up into the sky, small tentacles buried in their flesh from a large object they carry. Directly behind them, you see a smaller figure wreathed in a glowing crimson skull that cascades in flames around it.

The skull explodes, dividing into what must be thousands of little skulls which immediately fly about, taking small chunks out of the object the two black figures are carrying. Before too long, they have reduced it to a miniscule speck on the horizon. The two black figures are sucked into it, and in a fiery explosion the smaller figure disappears.

For a second, all is quiet, but then the item pulses in a massive black globe, returns into itself,

and lets out a gigantic blast of purest black energy, crackling with small crimson flames around it.

The energy engulfs you, pulling the very life force from your body and then burning the empty shell with a purifying flame that leaves you in a form which resembles a hunk of charcoal for a moment, but quickly crumbles into an emaciated heap on the ground.

The PCs are in fact dead. If they need a mechanic to show it, the damage works out to 40d6 of negative energy damage, DC 40 Will save for ½ damage. They may be raised as normal, including using the Blessing of the Church of Wee Jas (if they earned it) now to help lower the costs. They may still acquire the influence for saving the items in The Happy Ending above, but only if they can afford to be raised somehow.

The End

Experience Point Summary

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

Encounter Four

Defeating the flan cultists

APL2 120 xp

APL4 180xp

APL6 240 xp

Encounter Six

Defeating Bikkell and Farrok

APL2 150 xp

APL4 210 xp

APL6 270 xp

Encounter Seven

Exiting the Keep

APL2 120 xp

APL4 180 xp

APL6 240 xp

Story Award

Gathering information to give to the March Warden

APL2 90 xp

APL4 130 xp

APL6 180 xp

Discretionary roleplaying award

APL2 90 xp

APL4 130 xp

APL6 180 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create

items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four: The Great Maure Cathedral and Temple of Wee Jas

All APLs: L: 23 gp; C: 0 gp; M: 0 gp – studded leather armor (2 gp each), +1 mighty composite shortbow (13 gp each), short sword (1 gp each), misc equipment (1 gp or 2 gp each).

Encounter Six: Crypt Level Four and the Necromancy Engine

All APLs: L: 78 gp; C: 0 gp; M: 667 gp – periapt of wisdom +2 (333 gp), cloak of charisma +2 (333 gp), heavy mace (1 gp), masterwork half plate (63 gp), masterwork heavy steel shield (14 gp)

Conclusion: Seh Goodbye

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

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

APL 6: L: 0 gp; C: 133 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 101 gp; C: 0 gp; M: 667 gp - Total: 450 gp

APL 4: L: 101 gp; C: 0 gp; M: 667 gp - Total: 650 gp

APL 6: L: 101 gp; C: 133 gp; M: 667 gp - Total: 900 gp

Special

Favor of the Abbor-Alz East March Warden Lord Commander Margren Waithek: If the log book is recovered and details are fully and convincingly given, then the March Warden is appreciative and will do what he can to help you out. This counts as influence with a noble house.

Favor of Juma Urlirel: If the PCs were polite or friendly with Juma, she will gladly do what she can to help them find items of value. This results in her procuring any Wondrous Item, Rod, or Wand for the PCs at normal costs from any valid campaign source. The maximum value cannot be more than 8,000 gp. Instead of an item, she could be convinced to upgrade a weapon or piece of armor from masterwork to +1 or from +1 to a +2. This may only be used once.

Enmity of the March Warden: If the log book is not recovered and the party refuses to divulge details of what happened, the March Warden is very unhappy with you. He makes sure that your time is wasted in a variety of ways over the next week and this adventure costs you an additional TU, or two TUs for out of region characters. These penalties are doubled for Suel characters and quadrupled for members of the Ducal Guard.

Enmity of Juma Urlirel: If the PCs were rude, attacked Juma, or generally bothered her and made it more difficult for her to perform her duties, she will mark them as a target of opportunity, and should they get in the way of future plans, their lives may very well be forfeit.

The Blessing of Wee Jas: This results in a one-time discount of 20% off the total cost (including material components) of any spell cast by the Church of Wee Jas. This blessing will also cancel out one enmity of the Church of Wee Jas.

Favor of House _____ (to be filled in for any of the bodies that were destroyed as animated skeletons which came from the crypts and then are returned to the families of a noble house afterwards)

- Upgrade any one Cloak of Resistance from +1 to +2 or from +2 to +3 (Regional; DMG; 3,000 gp or 5,000 gp)

Items for the Adventure Record

Item Access

APL 2:

- Verminbane (Adventure; A&EG; 20 gp)
- Arrow, Alchemist's (Adventure; A&EG; 75 gp)
- Wand of Cure Light Wounds (Regional; DMG; 750 gp)
- Lesser Meta-magic Rod of Extend Spell (Regional; DMG; 3,000 gp)
- +1 to +2 upgrade on any one weapon (Regional; DMG; varies)
- +1 to +2 upgrade on any one suit of armor or shield (Regional; DMG; varies)

APL 4 (all of APL 2 plus the following):

- Add Light Fortification to any one suit of Armor (Regional; DMG; varies)
- Add Seeking to any one weapon (Regional; DMG; varies)
- Lesser Meta-magic Rod of Silent Spell (Regional; DMG; 3,000 gp)
- Eyes of the Eagle (Regional; DMG; 2,500 gp)

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

- Access to buy any one light or one-handed weapon or up to 50 arrows or crossbow bolts made out of adamantite (Regional; DMG; varies)
- Add Holy to any one weapon (Regional; DMG; varies)
- Lesser Meta-magic Rod of Empower Spell (Regional; DMG; 9,000 gp)

Appendix One – All APLs

Generic Undead Types

Zombie Commoners: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach: 5ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Zombie Warhorse: CR 1; Large Undead; HD 8d12+3; hp 39; Init +0; Spd 35 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk/Grp: +4/+12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, hoof) or +2 melee (1d4+2, bite) or +7 melee (1d8+5, slam); Space/Reach: 10ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +2, Ref +2, Will +4; Str 20, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: Chain Barding.

Basic Ducal Guard Zombie – One Handed weapon w/shield: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft. (can't run); AC 17, touch 9, flat-footed 17; Base Atk/Grp: +1/+2; Atk +5 melee (1d8+3/19-20, longsword) or Atk +5 melee (1d6+3, shortspear); Full Atk +5 melee (1d8+3/19-20, longsword) or Atk +5 melee (1d6+3, shortspear); Space/Reach: 5ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 16, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: Chain Shirt, light steel shield, longsword or shortspear.

Basic Ducal Guard Zombie – Two Handed weapon: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft. (can't run); AC 17, touch 9, flat-footed 17; Base Atk/Grp: +1/+2; Atk +5 melee (1d10+4/x3, halberd) or Atk +5 melee (1d8+4, longsppear); Full Atk +5 melee (1d10+4/x3, halberd) or Atk +5 melee (1d8+4, longsppear); Space/Reach: 5ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 16, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: Splint Mail, halberd or longsppear.

Flan Skirmisher Zombie: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft. (can't run); AC 13, touch 10, flat-footed 13; Base Atk/Grp: +1/+2; Atk +5

melee (1d6+3/19-20, shortsword) or Atk +5 melee (1d10+4, greatclub); Full Atk +5 melee (1d6+3/19-20, shortsword) or Atk +5 melee (1d10+4, greatclub); Space/Reach: 5ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 16, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: Studded Leather Armor, shortsword or greatclub.

Zombie Wyverns: CR 4; Large Undead; HD 14d12+3; hp 94; Init +0; Spd 20 ft. (can't run), Fly 60 ft (poor); AC 20, touch 8, flat-footed 20; Base Atk/Grp: +7/+16; Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); Space/Reach: 10ft./5 ft.; SQ Single Actions Only, DR 5/Slashing, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Generic Commoner Skeletons: CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk/Grp: +0/+1; Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d4+1, 2 claws); Space/Reach: 5ft./5 ft.; SQ Immunity to cold, DR 5/bludgeoning, Darkvision 60 ft., Undead Traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved initiative.

Juma Urlirel and Her Consorts

The Keeper of the Ruby Flame, Lady Juma Urlirel: Female Suel Cle17 of Wee Jas; CR 17 Medium Humanoid (Human); HD 17d8+17; hp 105; Init +3; Spd 30 ft.; AC 28, touch 17, flat-footed 25; BAB/Grp: +12/+11; Atk: +12 melee [1d4,19-20 Dagger]; Full Atk: +12/+7/+2 melee [1d4,19-20 Dagger]; Space/Reach 5 ft./5 ft.; SA Death Touch 1/day, Rebuke Undead (11/day +6/2d6+22 HD); SQ None; AL LN; SV Fort +14, Ref +11, Will +21; Str 8, Dex 16, Con 12, Int 14, Wis 26, Cha 24.

Skills and Feats: Concentration +20, Knowledge (arcane) +22, Knowledge (history) +22, Knowledge (religion) +22, Spellcraft +24; Extra Turning, Improved Turning, Spell Penetration, Quicken Spell, Quicken Turning, Divine Metamagic (Quicken Spell), Domain Spontaneity (Magic).

Possessions: Bracers of Armor +8, Vest of Resistance +3, Ring of Protection +3, Dusty Rose Ioun Stone (+1 AC), Orange Ioun Stone (+1 Caster Level), Lesser Rod

of Extension (2 uses left), Rod of Extension (1 use left), Lesser Rod of Empower, Rod of Maximize, Gloves of Dexterity +4, Periapt of Wisdom +6, +1 Adamantine Axiomatic Spell Storing Returning Dagger (Wrack), Strand of Prayer Beads, Cloak of Charisma +6, Hewards Handy Haversack, Gloves of Storing (x2), Pearls of Power (5x 1st level, 5x 2nd level, 5x 3rd level, 4x 4th level, 3x 5th level, 2x 6th level, 1x 7th level).

Physical Description: Juma Urlirel is a beautiful, slight and friendly figure. She is obviously pure Suel, with almost white blonde hair and bright blue eyes, framed by porcelain pale skin that appears to have never been blemished. She wears a perfectly fitted red velvet dress which emphasizes every aspect of her slight frame that should be, and is perfectly complemented by her black velvet boots, elbow length gloves, and matching haversack, which more closely resembles a stylish bag than an adventurer's tool. Around her neck is a holy symbol of Wee Jas, with an onyx skull set in platinum, actual flames surround it and flicker at the air. Overall her demeanor is friendly, though she can be stern when needed. When she gets angry, actual flames come out of her hair.

Spells Prepared (6/7/7/7/7/5/5/4/3/2; base DC = 18 + spell level, all cast at 18th level caster due to Ioun stone): 0— Cure Minor Wounds (2), Detect Magic (2), Mending, Purify Food and Drink; 1st— Bless, Cause Fear*, Cure Light Wounds, Endure Elements, Hide from Undead, Remove Fear, Sanctuary, ~~Shield of Faith~~; 2nd— Aid, Align Weapon, Bear's Endurance (± 1), Death Knell*, ~~Resist Energy~~, Silence, Zone of Truth 3rd— Animate Dead*, Bestow Curse, Cure Serious Wounds (3), Invisibility Purge, ~~Magic Circle Against Chaos~~, Remove Blindness/Deafness 4th— Cure Critical Wounds (2), Death Ward*, Dimensional Anchor, Dismissal, ~~Freedom of Movement~~, ~~Neutralize Poison~~, ~~Tongues~~ 5th— Break Enchantment, Disrupting Weapon, Flame Strike (2), Raise Dead, Slay Living 6th— Dispel Magic - Greater, Harm, Heal, Quickened Death Knell*, ~~Spell Resistance~~, Word of Recall 7th — Blasphemy, Dictum, Finger of Death*, Quickened Searing Light 8th— Dimensional Lock, Quickened Death Ward*, Quickened Divine Power, Spell Immunity - Greater, 9th— Miracle, Mordenkainen's Disjunction*.

*Domain spell. **Domains:** [Death - Death Touch once per day. If you touch your victim, roll 17d6. If this at least equals the victim's hit points, it dies]; Magic - Use spell completion or spell trigger devices as a 9th level Wizard].

Nightwalker: CR 16; Huge Undead; HD 21d12+42; hp 178; Init +6; Spd 40 ft., Fly 20 ft.; AC 32, touch 10, flat-footed 30; Base Atk/Grp: +10/+34; Atk +24 melee (2d6+16, slam); Full Atk +24/+24 melee (2d6+16, 2 slams); Space/Reach: 15ft./15 ft.; SQ Aversion to daylight, DR 15/silver and magic, Immunity to Cold, SR 29, Telepathy 100, Darkvision 60 ft., Undead Traits;

SA Crush Item, Desecrating Aura, Evil Gaze, Spell-like Abilities, Summon Undead AL CE; SV Fort +11, Ref +11, Will +19; Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +28, Diplomacy +6, Hide +18*, Knowledge (Arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 to follow tracks); Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (unholy blight).

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—contagion (DC 18), deeper darkness, detect magic, greater dispel magic, haste, see invisibility, and unholy blight (DC 18); 3/day—confusion (DC 18), hold monster (DC 19), invisibility; 1/day—cone of cold (DC 19), finger of death (DC 21), plane shift (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Appendix Two – Tiered Combat Statistics

Encounter Four

Flan Kyuss Cultist Archers: Male Flan War 2; CR 1; Medium Humanoid; HD 2d8+2; hp 10; Init +3; Spd 20 ft.; AC 16, touch 13, flat-footed 13' BAB/Grp: +2/+3; Atk: +3 melee (1d6+1, 19-20/Short Sword) or +5 ranged (1d6+1, x3/Mighty +1 Composite shortbow); Full Atk: : +3 melee (1d6+1, 19-20/Short Sword) or +5 ranged (1d6+1, x3/Mighty +1 Composite shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ None; AL CE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb+1, Handle Animal +1, Intimidate +1, Jump -6, Ride +5, Speak Language (Flan), Swim -3; Point Blank Shot, Precise Shot.

Possessions: Studded Leather Armor, Mighty +1 Composite Shortbow, 40 arrows, shortsword, holy symbol of Kyuss, rations, waterskin, small mammal skulls, much love for Kyuss.

Flan Kyuss Cultist Skirmishers: Male Flan War 2; CR 1; Medium Humanoid; HD 2d8+6; hp 17; Init +1; Spd 20 ft.; AC 14, touch 11, flat-footed 13' BAB/Grp: +2/+5; Atk: +5 melee (1d10+4, Greatclub) or +5 ranged (1d6+3, x3/Thrown Throwing axe); Full Atk: : +5 melee (1d10+4, Greatclub) or +5 ranged (1d6+3, x3/Thrown Throwing axe); Space/Reach 5 ft./5 ft.; SA None; SQ None; AL CE; SV Fort +6, Ref +1, Will -1; Str 16, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +2, Jump -4, Ride +3, Speak Language (Flan), Swim -1; Quick Draw, Toughness.

Possessions: Studded Leather Armor, Great Club, 2 throwing axes, holy symbol of Kyuss, rations, waterskin, small reptile skulls, much love for Kyuss.

Encounter Six

APL 2

Bikkel the Halfling Hater: Male Orc Sorcerer 3; CR 3; Medium Humanoid (orc); HD 3d4+9; hp 19; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB/Grp: +1/+4; Atk: +4 melee (+4, 1d3+3, Unarmed Strike) or +3 ranged (per spell, ray); Full Atk: +4 melee (+4, 1d3+3, Unarmed Strike) or +3 ranged (per spell, ray); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision 60', Orc Traits, Light Sensitivity, Rat Familiar; AL NE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int 6, Wis 6, Cha 15.

Skills and Feats: Concentration +9, Listen +1, Spot +0, Combat Casting, Improved Unarmed Strike.

Possessions: Cloak of Charisma +2, Holy Symbol of Kyuss, Bag of Animated Halfling Hands, Wand of Animate Dead (0 Charges).

Spells Known (6/6; base DC = 12 + spell level): 0—Daze, Detect Magic, Mage Hand, Read Magic, Touch of Fatigue; 1st—Cause Fear, Magic Missile, Ray of Enfeeblement.

Farrok of the Withered Skin: Male Flan Cleric of Kyuss 3; CR 3; Medium Humanoid (Flan); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed 19; BAB/Grp: +2/+1; Atk: +1 melee (1d8-1, Heavy Mace); Full Atk: +1 melee (1d8-1, Heavy Mace); Space/Reach 5 ft./5 ft.; SA None; SQ Rebuke Undead 9/day, Spontaneous Casting (inflict); AL NE; SV Fort +5, Ref +2, Will +7; Str 8, Dex 12, Con 14, Int 8, Wis 18, Cha 15.

Skills and Feats: Concentration +8, Knowledge (Religion) +6, Extra Turning, True Believer.

Possessions: Periapt of Wisdom +2, Holy Symbol of Kyuss, Heavy Mace, Masterwork Half Plate, Masterwork Heavy Steel Shield.

Spells Prepared (4/3/2; base DC = 14 + spell level): 0—Cure Minor Wounds, Detect Magic, Detect Poison, Purify Food and Drink; 1st—Cause Fear*, Cure Light Wounds, Hide from Undead; 2nd—Death Knell*, Silence.

*Domain spell. *Domains:* [Death (Death Touch 1/day. If you touch your victim roll 3d6. If this at least equals the victim's hit points, it dies. This is a death effect.); Evil (You cast Evil spells at +1 caster level)].

APL 4

Bikkel the Halfling Hater: Male Orc Sorcerer 5; CR 5; Medium Humanoid (orc); HD 5d4+15; hp 31; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB/Grp: +2/+5; Atk: +5 melee (1d3+3, Unarmed Strike) or +4 ranged (per spell, ray); Full Atk: +5 melee (1d3+3, Unarmed Strike) or +4 ranged (per spell, ray); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision 60', Orc Traits, Light Sensitivity, Rat Familiar; AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 16, Int 6, Wis 6, Cha 16.

Skills and Feats: Concentration +11, Listen +0, Spot +0, Combat Casting, Improved Unarmed Strike.

Possessions: Cloak of Charisma +2, Holy Symbol of Kyuss, Bag of Animated Halfling Hands, Wand of Animate Dead (0 Charges).

Spells Known (6/7/5; base DC = 13 + spell level): 0—Daze, Detect Magic, Ghost Sound, Mage Hand, Read Magic, Touch of Fatigue; 1st—Cause Fear, Mage Armor, Magic Missile, Ray of Enfeeblement; 2nd—Command Undead, False Life.

Farrok of the Withered Skin: Male Flan Cleric of Kyuss 5; CR 5; Medium Humanoid (Flan); HD 5d8+10; hp 38; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed

19; BAB/Grp: +3/+2; Atk: +2 melee (1d8-1, Heavy Mace); Full Atk: +2 melee (1d8-1, Heavy Mace); Space/Reach 5 ft./5 ft.; SA None; SQ Rebuke Undead 10/day, Spontaneous Casting (inflict); AL NE; SV Fort +6, Ref +2, Will +8; Str 8, Dex 12, Con 14, Int 8, Wis 18, Cha 16.

Skills and Feats: Concentration +10, Knowledge (Religion) +7, Extra Turning, Empower Turning, True Believer.

Possessions: Periapt of Wisdom +2, Holy Symbol of Kyuss, Heavy Mace, Masterwork Half Plate, Masterwork Heavy Steel Shield.

Spells Prepared (5/4/3/2; base DC = 14 + spell level): 0—Cure Minor Wounds (x2), Detect Magic, Detect Poison, Purify Food and Drink; 1st—Cause Fear*, Cure Light Wounds, Hide from Undead, Shield of Faith; 2nd—Death Knell*, Silence, Spiritual Weapon; 3rd—Animate Dead*, Wrack.

*Domain spell. *Domains:* [Death (Death Touch 1/day. If you touch your victim roll 5d6. If this at least equals the victim's hit points, it dies. This is a death effect.); Evil (You cast Evil spells at +1 caster level)].

APL 6

Bikkel the Halfling Hater: Male Orc Sorcerer 7; CR 7; Medium Humanoid (orc); HD 7d4+21; hp 43; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB/Grp: +3/+6; Atk: +6 melee (1d3+3, Unarmed Strike) or +5 ranged (per spell, ray); Full Atk: +6 melee (1d3+3, Unarmed Strike) or +5 ranged (per spell, ray); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision 60', Orc Traits, Light Sensitivity, Rat Familiar; AL NE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 16, Int 6, Wis 6, Cha 16.

Skills and Feats: Concentration +13, Listen +0, Spot +0, Combat Casting, Improved Unarmed Strike, Craft Wondrous Item.

Possessions: Cloak of Charisma +2, Holy Symbol of Kyuss, Bag of Animated Halfling Hands, Wand of Animate Dead (0 Charges).

Spells Known (6/7/7/5; base DC = 12 + spell level): 0—Daze, Detect Magic, Ghost Hand, Mage Hand, Prestidigitation, Read Magic, Touch of Fatigue; 1st—Cause Fear, Mage Armor, Magic Missile, Ray of Enfeeblement, Shield; 2nd—Command Undead, False Life, Glitterdust; 3rd—Ray of Exhaustion, Slow.

Farrok of the Withered Skin: Male Flan Cleric of Kyuss 7; CR 7; Medium Humanoid (Flan); HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed 19; BAB/Grp: +5/+4; Atk: +4 melee (1d8-1, Heavy Mace); Full Atk: +4 melee (1d8-1, Heavy Mace); Space/Reach 5 ft./5 ft.; SA None; SQ Rebuke Undead 11/day, Spontaneous Casting (inflict); AL NE; SV Fort +7, Ref +3, Will +9; Str 8, Dex 12, Con 14, Int 8, Wis 18, Cha 18.

Skills and Feats: Concentration +10, Knowledge (Religion) +7, Extra Turning, Empower Turning, Quicken Turning, True Believer.

Possessions: Cloak of Charisma +2, Periapt of Wisdom +2, Holy Symbol of Kyuss, Heavy Mace, Masterwork Half Plate, Masterwork Heavy Steel Shield.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—Create Water, Cure Minor Wounds(x2), Detect Magic, Detect Poison, Mending, Purify Food and Drink; 1st—Bane, Cause Fear*, Cure Light Wounds(x2), Hide from Undead; 2nd—Cure Moderate Wounds, Death Knell*, Silence, Spiritual Weapon; 3rd—Animate Dead*, Invisibility Purge, Wrack; 4th—Unholy Blight*, Revenance.

*Domain spell. *Domains:* [Death (Death Touch 1/day. If you touch your victim roll 7d6. If this at least equals the victim's hit points, it dies. This is a death effect.); Evil (You cast Evil spells at +1 caster level)].

New Spells

Revenance (*from the Complete Divine*)

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V,S,DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Wrack (*from the Complete Divine*)

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V,S

Casting Time: 1 standard action

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

Target: One Humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is visibly shaken and suffers a -2 penalty on attack rolls, saves, and

Appendix Two – New Rules Items

checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

New Feats

Quicken Turning [General] (*from the Complete Divine*)

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still only make one turning attempt per round.

True Believer [General] (*from the Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship..

New Equipment

Stonebreaker Acid (*from the Arms and Equipment Guide*)

This special form of acid affects only stone. You can throw stonebreaker acid as a grenadelike weapon. Acid ordinarily deals half damage to objects (see Attack an Object in Chapter 8 of the Player's Handbook). A direct hit on a stone surface ignores hardness and deals 3d10 points of damage. On the round after a direct hit, stonebreaker acid deals a further 2d10 points of damage.

Verminbane (*from the Arms and Equipment Guide*)

This tightly sealed flask contains a pale green smoke. When released into the air, the smoke fills a 5-foot-square area. Most creatures are unaffected by the smoke, although humanoids generally find the smell unpleasant. Vermin, however, find the smoke almost intolerable. To pass through an area filled with verminbane, vermin must succeed on a Fortitude save (DC15). Verminbane lasts for 1 minute, although strong winds may decrease this duration.

Arrow, Alchemist's (*from the Arms and Equipment Guide*)

Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a

target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Arrow, Thunder *(from the Arms and Equipment Guide)*

Thunder arrows are tipped with thunderstones (see Chapter 7 of the Player's Handbook). A hit from a thunder arrow deals no damage but trigger the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the Player's Handbook)

Appendix Three – Dealing with Juma Urlirel and her Consorts

First, here is the physical description of Juma, reproduced from Appendix One:

Physical Description: Juma Urlirel is a beautiful, slight and friendly figure. She is obviously pure Suel, with almost white blonde hair and bright blue eyes, framed by porcelain pale skin that appears to have never been blemished. She wears a perfectly fitted red velvet dress which emphasizes every aspect of her slight frame that should be, and is perfectly complemented by her black velvet boots, elbow length gloves, and matching haversack, which more closely resembles a stylish bag than an adventurer's tool. Around her neck is a holy symbol of Wee Jas, an onyx skull set in platinum, actual flames surround it and flicker at the air. Overall her demeanor is friendly, though she can be stern when needed. When she gets angry, actual flames come out of her hair.

Necklace Description: The necklace is an intricate platinum holding a pendant of carved ivory inlaid in onyx, with a simple border of cut red glass around it.

There are a number of ways that Juma will arrive, and all of them will change the way she interacts with the party. Following all of the scenarios in which the party may interact with Juma is a list of general information she is willing to share and information about her. Depending on the situation, she may politely chat (especially with Suel nobles) though she may only say what seems immediately relevant to getting the party away safely, even if they aren't Suel. Slot time may also weigh into this, as if you are running short on time feel free to cut this interaction short.

Under all circumstances, she will have the following spells pre-cast before arriving:

- Extended Shield of Faith (+5 deflection bonus to AC)
- Magic Circle Against Chaos
- Extended Freedom of Movement
- Neutralize Poison
- Tongues
- Extended Spell Resistance (SR 30)

Additionally, one of the first questions will be about the well being of March Warden Lord Commander Margren Waithek and his immediate detachment. She is aware that they were leaving on inspections, but she wants to be sure they weren't here and died with the

rest of the soldiers and workers (assuming the PCs told her of the carnage they passed on the way in).

Summoning Scenarios

1. The Party summons her before they get to Encounter Six by activating the amulet. This will result in her arriving alone at first. She will appear concerned and immediately ask the PCs for a rundown on what they know after she realizes that there is no immediate danger. She will listen to the PCs intently, asking for clarification if they are vague as well as getting as many details as possible. After that, she will politely request that they search the cathedral, as she thinks that might be where the source of the problem is. She must go and retrieves her consorts (who she slyly warns are a bit gruff, but perfectly harmless) and will meet them at the lower level of the crypts. She has a feeling that something is very wrong, and will instruct the PCs to approach with caution. After that, she will disappear and then meet the PCs again after they have completed Encounter Six. She will then tell the PCs that the Necromancy Engine is an ancient Ur Flan artifact that she had read about many, many years ago and that she is capable of destroying it. The destruction of it is a necessity, but doing so will cause a huge explosion that will kill everything within a mile. There are no villages or towns within a mile, so the PCs are safe to escape in whatever direction they deem best, as long as they get at least a mile away. She will then dismiss them and begin working to destroy the Engine with her consorts. The party may receive her favor in this scenario if they are polite and helpful.
2. The Party summons her after they have finished Encounter Six. At this point she will again arrive without her consort, but seeing the Necromancy Engine there, will be much more abrupt. She will give them a very brief rundown of what it is, and that they will have to leave immediately if they want to live (exactly as in scenario 1). She will be polite but abrupt, as seeing the actual Engine will give her a sense of urgency she does not have in scenario 1 above. Her patience before she starts ordering difficult PCs is much shorter in this scenario, and it is not unlikely that at some point she will tell them to shut up, get away as quickly as possible, or stay and die. The party may receive her favor in this scenario if they are polite and helpful.

3. The Party does not summon her at all. In this case, she will arrive shortly after Encounter Six is concluded at the lower level of the crypt or 10 rounds after the first pulse. She arrives with her consorts in this scenario, knowing that the Necromancy Engine is there and ready to destroy it. She will be extremely blunt with the party in this scenario, and order them to leave immediately. She will explain what she is doing and why, nothing more. If they do not leave and escape, she will occasionally remind them that the engine will blow up and they will be destroyed as time goes on. It is unlikely that the party will receive her favor in this scenario, but if they are polite, helpful and follow orders obediently, she will probably consider them helpful if there are at least two Suel among them.

If the party ever attacks Juma, she will use one of her Divine Metamagic uses first to do a combination Quickened Blasphemy and Flame Strike (both at 18th level caster) in her first round, which should kill most everyone or at least scare them away. She will warn them first that if they don't allow her to destroy this blatantly evil and sacrilegious artifact, she will have no qualms about killing them so she can continue to obliterate this blight on Oerth and even delay if necessary to give them a chance to reconsider, but if they do not leave her be so she can do it, she will not let them stand in her way and will view them as an obstacle to be destroyed.

Here is some information she may share and background on Juma:

Background

- Juma died about 1,000 years ago and was True Ressurrected by House Urlirel about a year ago to be one of their PR people, making social contacts within the Duchy nobility.
- In life she was a devout Wee Jas worshipper and cleric, and served as a support role within the Imperium for many years before migrating to the Duchy of Urnst to join the rest of her family which left before her.
- She is 38 years old, but looks like she is in her mid 20s. She will not divulge her age or her birth date.
- She tends to be patient and tolerant, but this can quickly be eroded for those who do not respect Wee Jas, the laws of the Suel people, or necromancers of other religions.
- She will take an instant dislike of anyone who criticizes her looks or devotion.
- She will temper any dislike for members of Suel noble houses.

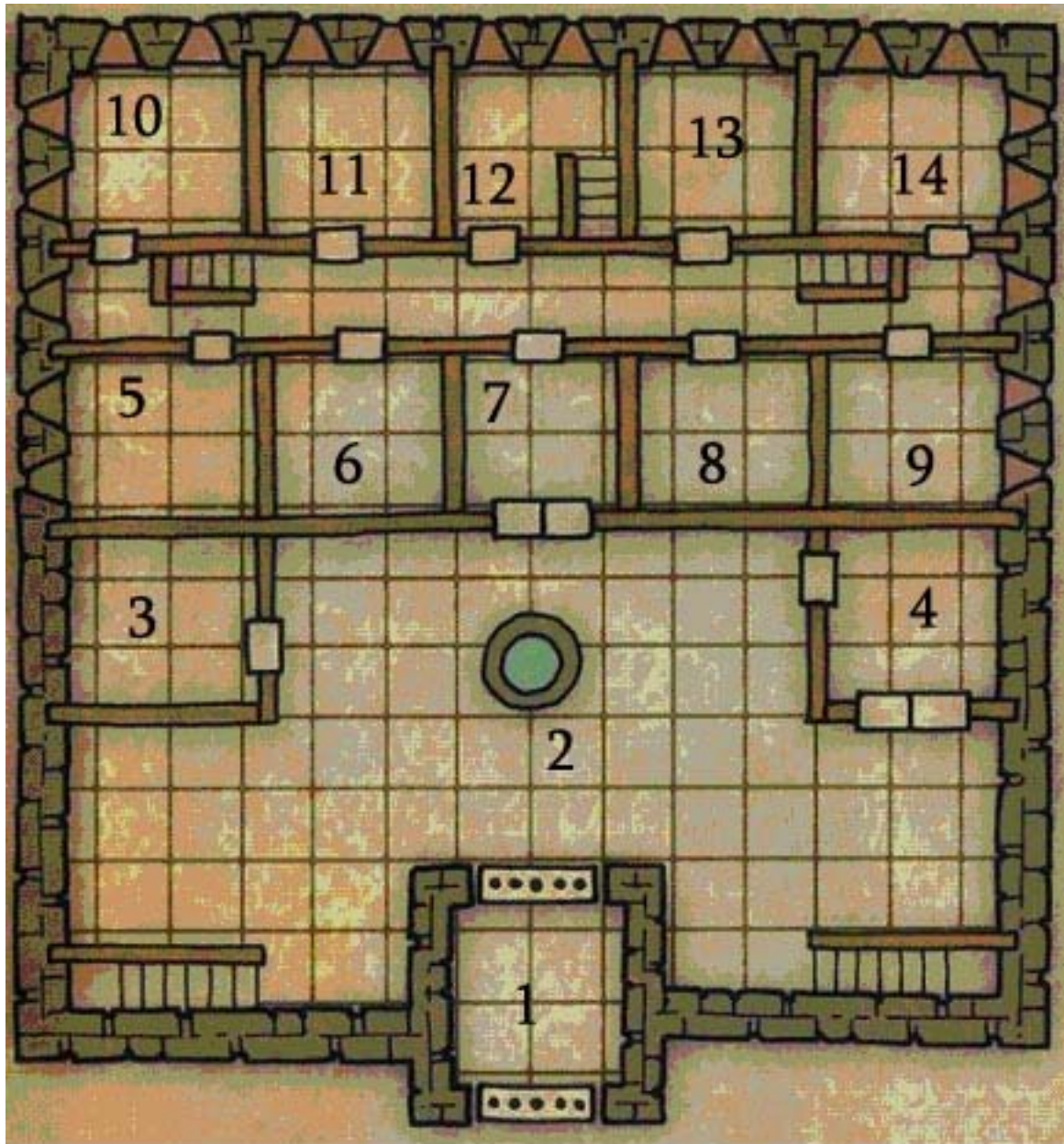
- She is not married, but will politely decline any offers as she is devoted to the church, and she could never give a man what he deserves in a wife due to her responsibilities to the church and her house.

Information Juma will share

Adjust any of this depending on when and where the PCs interact with Juma.

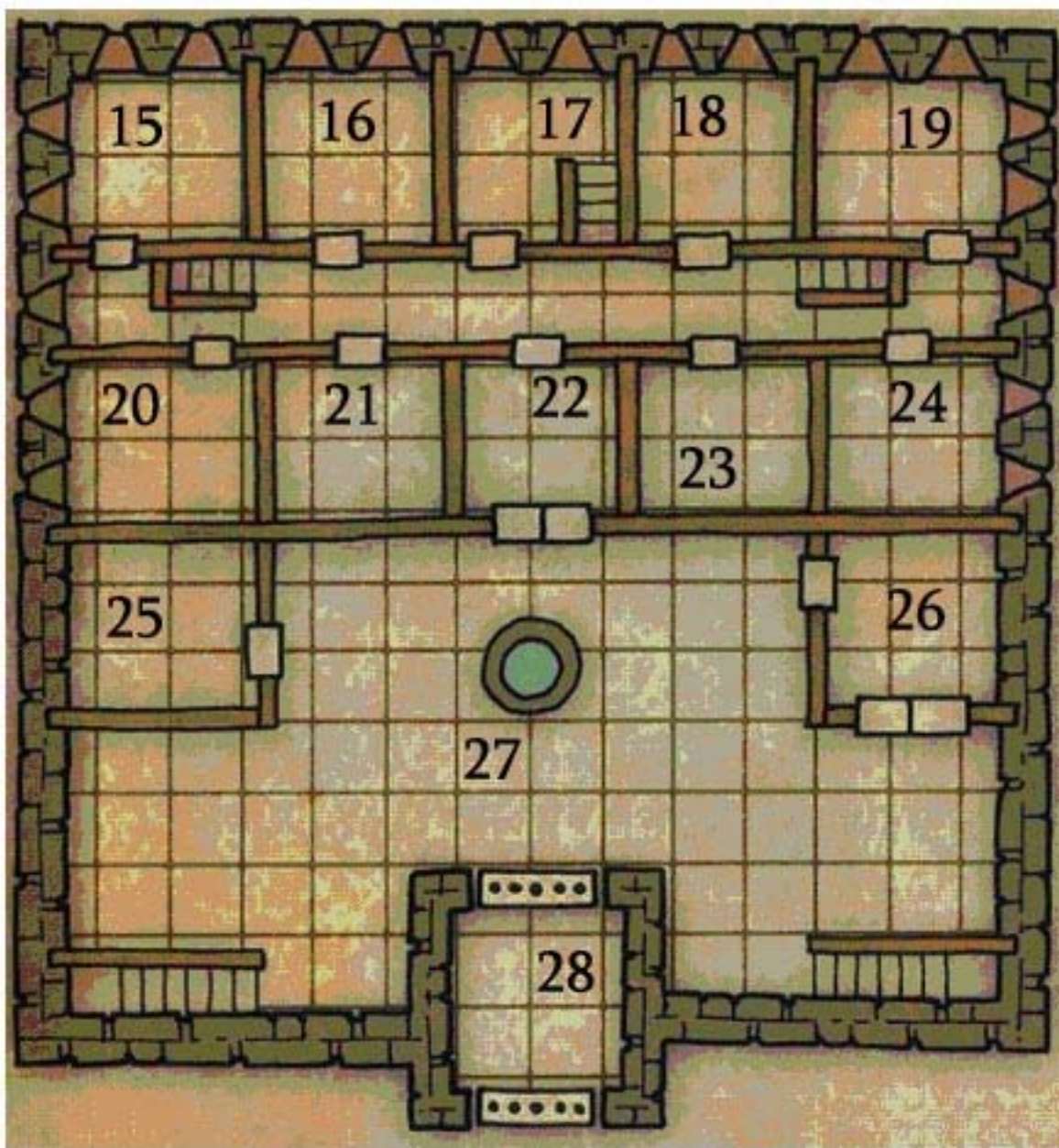
- First and foremost, the party has one hour to get at least a mile away to not be consumed by the blast when she destroys the Engine.
- Unfortunately, everything within a mile will likely be destroyed during the explosion. It is sad but an unavoidable necessity. Luckily, there are no villages nearby that are threatened, so no further innocent lives will need to be destroyed.
- The Necromancy Engine is an ancient Ur-Flan device that she had read of but it had been lost for years and every reference she's aware of had it listed as probably destroyed. Unfortunately that did not turn out to be true.
- She will have little to say about her noble house, only that they have returned and wish to find a peaceful way to be part of the country they love so dearly again, in whatever capacity seems best for the good of the Duchy. She will not elaborate on this, but instead will merely repeat that statement and get to work on destroying this evil artifact or getting her consorts.
- If asked if there are Liches in House Urlirel, she will only comment that they have many powerful members who have a wide array of arcane magics at their disposal.
- If asked how she will destroy the Engine, she will respond that between the power that Wee Jas grants her and the item destruction abilities of her consorts that she is sure she can perform a miracle and finally rid Oerth of this evil, chaotic device.
- If she is asked about her consorts, she will merely say that they are absolutely obedient to her will and a gift from the Ruby Goddess herself, not to be questioned but rather to be appreciated and used for the protection of the Urnst states.
- If asked if she can help the party to escape, she will sadly respond that it will take all of her focus and ability to destroy this menace and she must start immediately. She will then recommend that the party leave now and get as far away as possible before it explodes or state that she must do some quick research and retrieve her consorts.

Judge Aid #1 – Main Keep Ground Floor



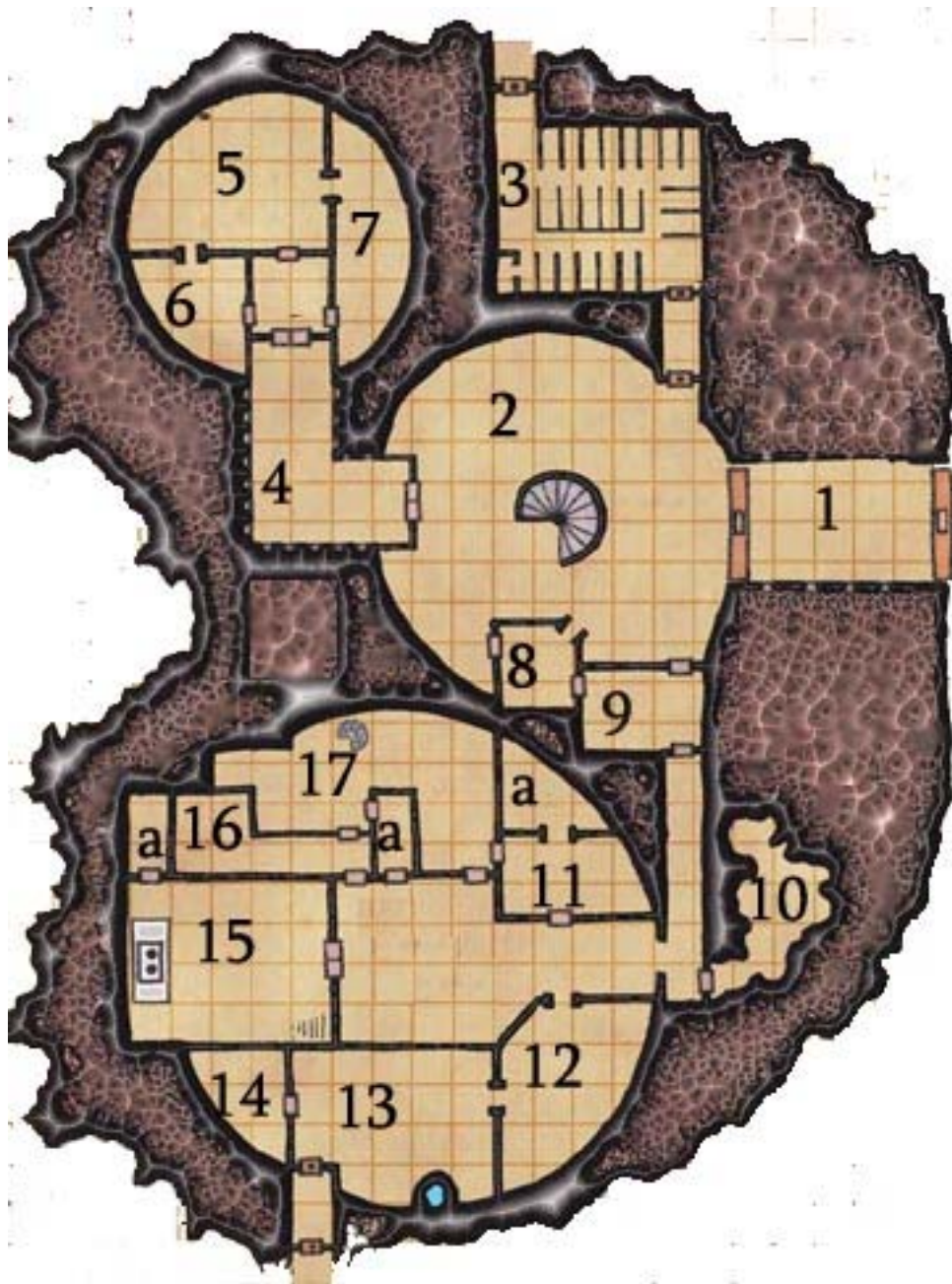
One square = five feet

Judge Aid #2 – Main Keep Upper Floor



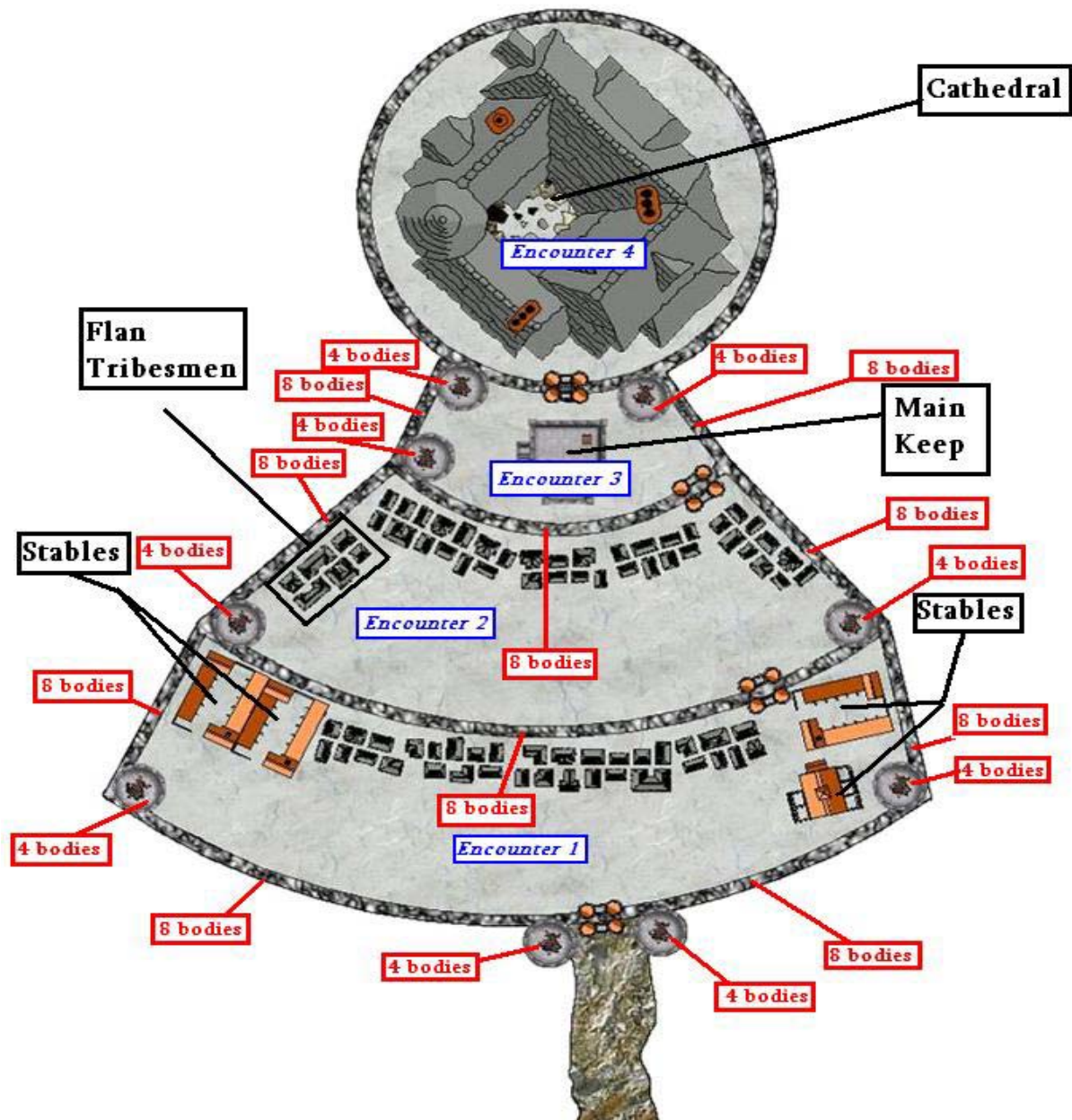
One square = five feet

Judge Aid #3 – Cathedral Main Floor



One square = five feet

Judge Aid #4 – Castle Map with Key



Please note that buildings are not completely to scale.

One inch is approximately 50'

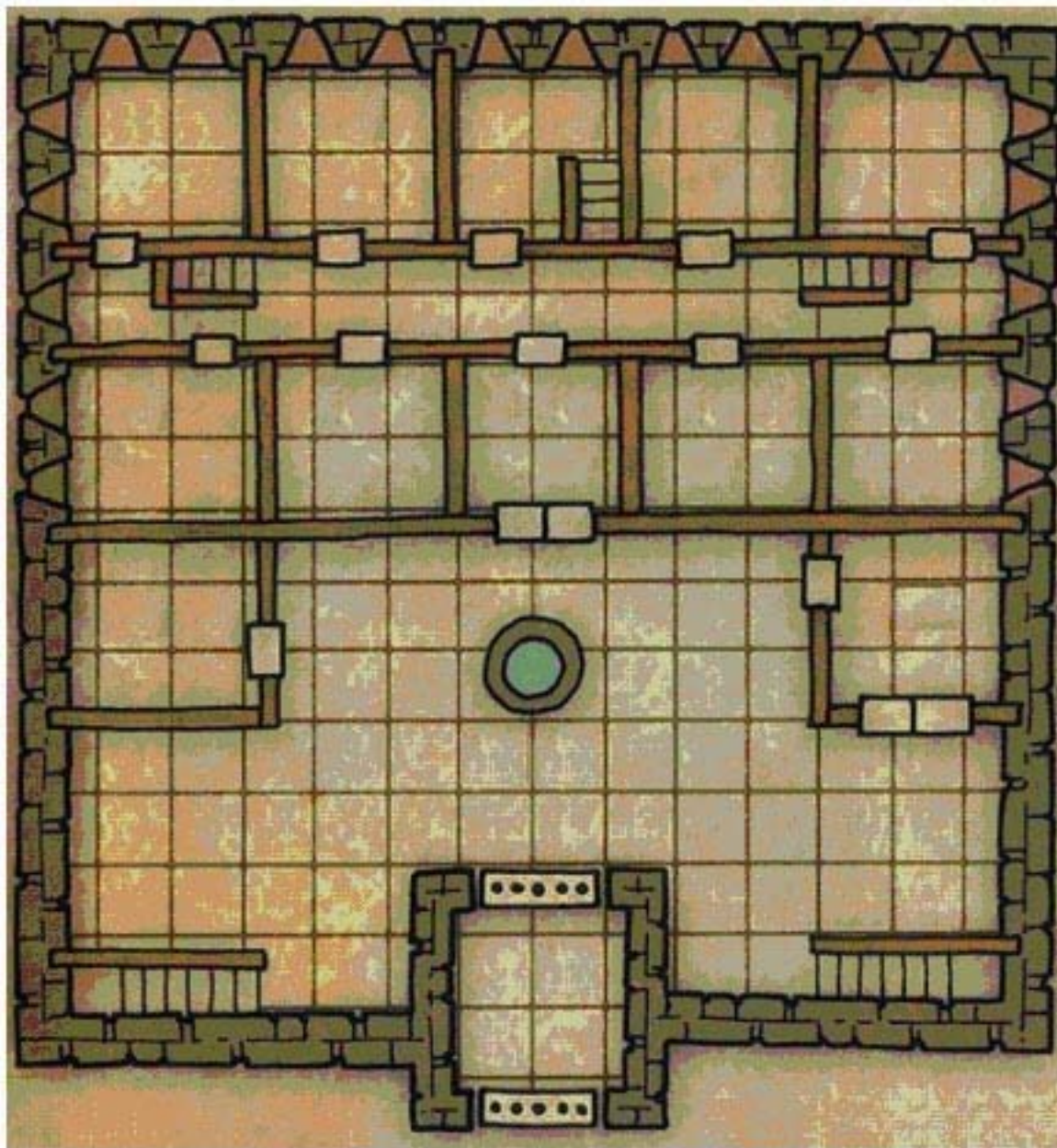
Player Handout #1 – Overall Map of Castle Seh



Please note that buildings are not completely to scale.

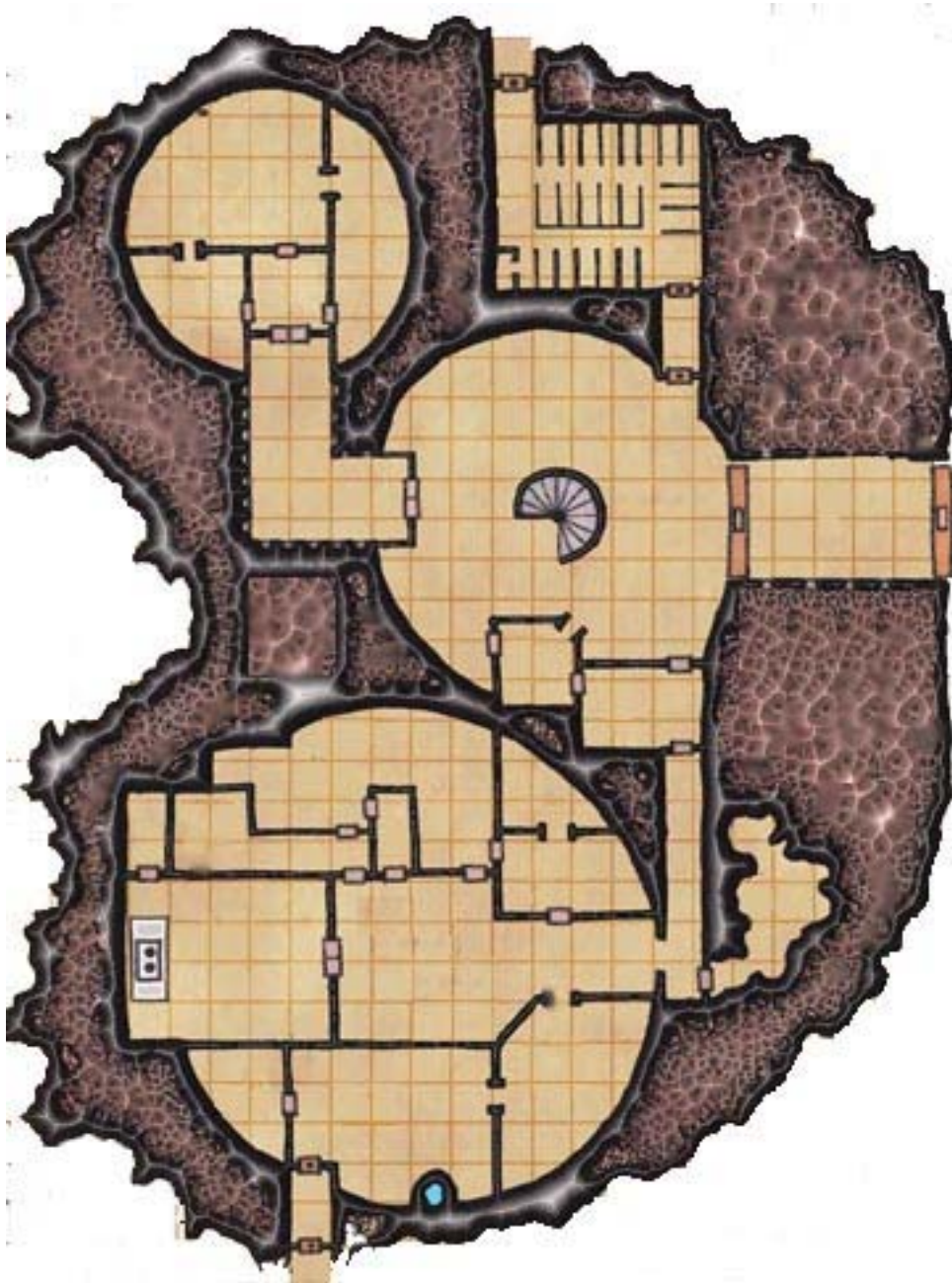
One inch is approximately 50'

Player Handout #2 – Main Keep Map



One square = five feet

Player Handout #3 – Map of Cathedral



One square = five feet

Player Handout #4 – Journal Remnants

Entry #1

...and then afterwards we had tea. The conversation escaped the mundane nature of our previous discussions and led into discussions that were more esoteric, and pleasantly so. Her knowledge of events of the Imperium and early Urnst states is astounding. She even remembered how the battle of Silver Falls resolved itself and cleared up a number of tactical questions I had. Truly remarkable considering it occurred almost a thousand years ago.

When she departed, she left me a stunning platinum and sapphire necklace, saying that if ever there was urgent need for her help that I should just focus on it and she would arrive as soon as possible.

Part of me fears what form that help may arrive in, but it is without any doubt that she has the best interests of the Duchy at heart. Hopefully it will never be necessary to call on her for aid, though I know she will be there if needed. I will have to inform the March Warden of this development when he returns, but as he introduced us I don't see it being a problem.

Entry #2

The March Warden is due back the day after tomorrow from his inspections. The contractors we've hired for the new forts seem to be of the highest quality and I expect positive... <illegible scribbling> There has been a large explosion in the Cathedral. A black cloud is forming and flowing out of the doors. <blurred writing – apparently the ink has smeared from some sort of liquid>

Player Handout #5 – Map of the Duchy showing Castle Seh

