

KEO5-01

For Want of a King

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

Version 1.1

by Christian J. Alipounarian

Playtested by Harry Burger, Aaron Dulgar-Tulloch, Lisa Dulgar-Tulloch, Ben McFarland, Matt McNally, Matt Resnick, Steve Schaeffer, Todd Turchin, Andrew Zorowitz, and Steve Zwanger.

Dedicated to my father, Achadur Alipounarian. I miss you, Pop. - CJA

Chaos reigns in the Kingdom of Keoland; the King has been assassinated and the Oeridian heartlands have erupted into civil war. Even as opposing forces begin to form battle lines, House Neheli ponders that which has occurred. It would seem that the die has been cast for the fate of the Lion Throne – or has it? A Keoland regional adventure for APLs 2-6, and Part Two of the “All Good Things” series that began with KEOI4-01 *Hide and Seek*.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

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

type, and animals with different CRs are added separately.

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

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Many of the prior events in the Kingdom of Keoland in the past year (594 CY) are vital to the understanding of this module, and so they are discussed here in detail.

The King of Keoland, Kimbertos Skotti, received a prophecy from the black dragon Aulicus, the Prophet of the Hool. It warned the King of a gathering threat to the Lion Throne. The King sent agents far and wide across Keoland in an attempt to discover who or what the threat was. The threat alluded to one thing amongst a gathering of three that would bring ruin to the Lion Throne (Keoland Interactive "Winter's Passing" at Genericon XVII).

It was not long afterward that a herald brought the king news of an excavation by the Seekers into the tomb of Tibbett the Seven-Fingers. What made the tomb of this thief significant is that he was a member of the Iron Company, a group of adventurers that successfully recovered three weapons of power from the clutches of Keraptis, the wizard of White Plume Mountain (see the original 1st edition module S2 WHITE PLUME MOUNTAIN). Worried about the coincidence of the Seekers suddenly looking for three artifacts, the King dispatched a group of neophyte heroes to the site of the dig. There, the party discovered the location of the resting places of the three weapons of White Plume, which had been scattered across the Kingdom (KEO14-01, *Hide and Seek*)

The first weapon, a dwarven hammer called Whelm, was recovered from beneath the dwarven town of Curget (Keoland Interactive "New Arrivals and Old Rivals," Weekend in Keoland) and returned to the King. The second was a trident called Wave, and it was wrested from the sahaugin off the Gradsul coast by Duke Luschan and presently being held "in trust" for the Lion Throne (Keoland Interactive "Run Silent, Run Deep," Diplomatic Immunity).

The third weapon lay in the ruins of Steffenmoor, in the County of Linth. Blackrazor was in the hands of a cult of demon-worshipping blackscale lizardfolk and their lich-druid leader. The King sent a number of teams of adventurers into the ruins to make easier the impending assault by Keoish forces that would retake Steffenmoor once and for all. The weapon was recovered, but during the presentation of Blackrazor to the King, the presenter, Holphin Neheli, struck him down. The assassin was immediately spirited away by an

agent of the Silent Ones (Keoland Interactive "Bane of the Black Blade," UNYCon 2004).

While the killer could not be interrogated, *divinations* on the subject have revealed the casters that the assassin was not a willing participant and was somehow controlled. Blackrazor was a sword known to consume souls; several attempts to *resurrect* the King from the dead have met with failure, and the ancient Lion Throne now sits vacant within the still halls of the King's palace.

The death of the King has left Keoland in turmoil. Keoland is not a true monarchy; the Court of the Land in the capital city of Niole Dra must decide on a successor. In the meanwhile, a pogrom against the Oeridians in the County of Linth by the Knights of the Watch has led to a peasant uprising in that land; it has begun to spread to other areas of the Oeridian Heartlands and threatens to send the Kingdom spiraling out of control.

Within the Neheli family, Duke Cedrian was the foremost in terms of political power. In his absence (see KEO4-03 *Lasting Deeds*) Count Orloc is now in control of the branch of the Neheli that make their home in their ancestral lands. With his cousin in Dilwych because of his insanity, and his own son Holphin accused of regicide, the Count has decided to take matters into his own hands. He does this not out of altruism – Orloc is as evil as nobles in Keoland come – but because he fears the complete ruination of his family's line. He intends to clear the name of his family and prove by any means necessary that his son Holphin was not directly responsible for his actions.

As a powerful wizard, Orloc possesses many tomes and bits of history. As can be expected by a family whose principal agents are the Knights of the Malagari, Orloc has a great deal of lore about *Blackrazor*. The foremost authority on the weapon was a renegade elf witch named Cjaian (pronounced *SHAY-ahn*) who specialized in the study of swords of necromancy and extra-planar energy, and who made her home within Keoland.

Orloc knows the approximate location of where Cjaian's tower stood. He has used magical scrying to verify that it still stands, although his magic was unable to penetrate the interior. He is not sure what this means, but assumes that the tower is still occupied. He hopes that there may be clues about the creation of the weapon and, perhaps, a means by which the King might be restored – or at least, what manner of madness overtook his son.

Orloc is not the only member of his family with an interest in what is going on. Stoakdor Neheli is the brother to Baron Jharmok Neheli of the Barony of Shelspring. He is an accomplished diviner in the Redlee branch of the family. He feels that the power of the likes of Cedrian and Orloc are waning, and that a new attitude and face must be presented by their House to the world. Furthermore, Stoakdor is interested in supplanting his brother Jharmok as the Baron of Shelspring.

Stoakdor has also come upon the same information as Orloc, and has devised a scheme much the same as his cousin, independent of each other. The two men are determined to wrest the information from the tower of Cjaian and use it to the advantage of themselves and their House. Both men will attempt to hire the PCs to recover the information; with whom the PCs decide to lend their services could have critical consequences for House Neheli.

As always, of course, there are complications. A powerful force known as the Cabal opposes the PCs; they are the ones that set in motion the recovery of *Blackrazor* in the first place (first mentioned in KEOI4-01 *Hide and Seek*). The Cabal is allied with one who would rise to replace Kimbertos on the throne, and they have a vested interest in seeing that the dead king stays that way. To this end, they have used their considerable influence to lay a number of roadblocks against the PCs, which includes guarding the tower against intrusion and protecting the secret crypt below it. The Cabal's agents have been unable to enter it to date. So instead, they have settled for guarding the tower to protect anyone from entering it. Capturing some of the Seekers hired by the Cabal to guard the tower will allow the PCs to glean some information about it; although they have been kept deliberately in the dark to prevent them from revealing too much.

Once the crypt is penetrated, the PCs must contend with Cjaian herself; she is revealed to have been a *drow* elf that is now a drider-lich. (This is a role-playing encounter; a drider-lich is a bit much for PCs to handle at these APLs) Through several possible methods, the PCs can recover a collection of papers, notes and formulae that their patron can review in the hopes of undoing *Blackrazor's* curse.

The Iron Cabal

The Iron Cabal (also called simply the Cabal) is a group of worshippers of the arch-devil Dispater. A

few centuries ago, the original cult conducted their ceremonies within a heavily defended, subterranean tomb of their founder. Called the Crypt of Sekhel (a bastardized hybrid of the words "second hell" – the level of Hell that Dispater rules), it was located in the desolate plains of the northwestern portion of the Earldom (now County) of Linth. The cult was rooted out and the Crypt sealed. The tomb was eventually looted by Countess Sera Linth, who made the mistake of recovering the cult leader's prized possession – a necklace and focus of pure evil known as the *Nethernight* (see KEO4-05 *A Last Dance at Midnight*).

The Iron Cabal survived and flourished in secrecy, and now it has an eclectic, powerful membership across the Kingdom of Keoland. Their machinations to put one of their own on the Throne have led to the assassination of the King of Keoland. While some details about the Iron Cabal come to light in this module, they are for the moment a shadowy, building, barely-perceived threat to the Kingdom.

The cleric in this adventure, the Olman named Atzuzu, and his half-orc bodyguards are *not* members of the Cabal; they simply work for them. This Olman is the same individual mentioned by the ghost of Tibbett in the introductory adventure KEOI4-01 *Hide and Seek*.

Adventure Summary

Introductions (A & B)

The PCs receive requests to meet with two prominent members of House Neheli - Count Orloc and Stoakdor Neheli. Depending on which the PCs choose to meet, their patron explains his motivations and desires. The PCs then receive instructions about where Cjaian's tower lies.

Encounter One

PCs arrive at the tower and find that it is occupied by hirelings of the Cabal as well as some weird undead creatures. The PCs can assault the place using stealth or force, and must wrest control of it from the inhabitants. The PCs find clues indicating that the tower contains a crypt below; the PCs must puzzle out how to access it.

Encounter Two

Within the Crypt, the PCs must do battle with Cjaian's tomb's guardian and deal with Cjaian herself to take possession of her notes. This done, they can return the information to their patron.

Encounter Three

The PCs are met by agents of the Silent Ones, who ask that the PCs turn over the notes to them. They cite reasons why neither man can be trusted with the notes. This is a role-playing encounter meant to get the PCs debating the wisdom of handing over the books to the family of the King's assassin – or to the group who spirited that same assassin away.

Conclusion

The PCs return the notes (to one of their patrons, report their failure to obtain it, or admit that they turned over the notes to the Silent Ones). Of course, the conclusions are different depending on what the PCs do.

Starting the Adventure

Begin by distributing copies of Player Handouts #1 and #2 to the players and inform them that each of their PCs receives both.

The DM should inform the players that they are limited to serving one patron and must decide as a group whom they wish to serve. In making this decision, the PCs may want information about both of their potential patrons. A simple Knowledge (nobility & royalty) or Bardic Lore check (DC 10) gleans the following information about them:

Count Orloc: The Count is very old and rumored to be an evil man, but one fiercely dedicated to the Neheli and their continued success. He was until recently the chief power rival of Cedrian Neheli, who has since succumbed to some kind of madness and has since been consigned to Dilwyck. Orloc is also known to be exceptionally generous to those that serve him well, and his goodwill is doubtless worth earning.

Chancellor Stoakdor Redlee Neheil: Baron Jharmok's brother Stoakdor has joined his brother in the governance of the barony. While Jharmok is the fighting type, Stoakdor is a scholarly, contemplative and accomplished diviner. Rumors spread by some of the nobles in Shelspring and Dorlin say that Stoakdor is plotting to usurp his brother's power through evil magicks.

Introduction A: Count Orloc

You have arrived in the Duchy of Dorlin, the ancestral home of the powerful House Neheli. This powerful noble family has been rocked by

events of the previous year. First, Duke Cedrian Neheli, leader of his family, was found to suffer from some sort of dementia. To make matters worse, the Duke's nephew, Holphin Neheli, was the man who murdered the King of Keoland with the necromantic greatsword known as Blackrazor. Holphin was spirited away from the scene of the crime by an agent of the Silent Ones, and has become a renegade.

You have come because you received a message from Count Orloc, Holphin's father and now the reigning power in House Neheli. Even now you and several others stand in his presence within his chambers in Dorglast Castle.

Allow players to describe and introduce their characters to one another before continuing.

The Count is very old, and he seems impossibly thin. The barest hint of wispy platinum hair can be seen on his crown. His face is narrow and rodent-like, and his fingers are almost unnaturally slender and long. His pasty skin and sunken pink eyes betray him as an albino. He reclines in his chair, seemingly less for comfort and more in an attempt to prop himself upright. His voice is a strained whisper which you find yourself leaning forward to hear clearly.

Despite his appearance, Count Orloc is human.¹

“As you are aware, my beloved son Holphin was presenting the necromantic sword called Blackrazor to the King when something seized him to strike His Majesty down.” A brief cough rattles in his chest. “We have long been allies with the Silent Ones, and one of their agents present there spirited him to safety following the assassination. The weapon has been confiscated by them and they have begun the task of analyzing it.”

¹ This description of Count Orloc should be reminiscent of his namesake, the vampire portrayed by actor Max Schreck in the 1922 film *Nosferatu*. Clearly, Orloc Neheli has been affected by the inbreeding that has been known to plague his House!

“In the meantime, I am determined to clear the name of House Neheli by finding a way to restore the King to life. Blackrazor is a weapon that consumed souls, but whether or not the weapon actually destroys them is in contention. As the weapon is not available for me to study – the Silent Ones will let no one near the thing, as you might imagine – I have perhaps another means of gleaning information about it.”

“A renegade elven sorceress named Cjaian was considered a foremost authority on Blackrazor. It is said that only Blackrazor’s forger knew more about the weapon. This elf inhabited a large tower in the northernmost extreme of the Dreadwood, about twenty miles south of the Barony of Sayre’s city of Woodsage. I want you to go there and sack the place for notes, papers... anything that might give me information about Blackrazor. Find it and bring it to me. I will reward you well based on the value of the lore you recover.”

Count Orloc will take questions that the PCs might have. Some common question and his suggested answers are listed below.

Where is Holphin now? / Have you had any contact with Holphin? Etc. (Orloc will dismiss any attempts at discourse on Holphin unless they directly relate to the mission at hand. The subject of his son is a sore point for him and he won’t speak of it.)

Why would she build her tower in the Dreadwood, of all places? “Cjaian had no fear of the mundane beasts of the Dreadwood; she was a potent arcanist. As a sage her specialty was the study of extra-planar energies, so the presence of creatures from other dimensions – such as the Dreadwood is rumored to contain – would have only added to the appeal of the location.”

Would you be willing to share this information with other groups (Silent Ones, National Academy of Wizardry, etc.)? “No. Not until I have reviewed the research, at least. The current political climate is so poisoned against my House that I can trust no one. I would in all honesty not even trust any of you if it were not so imperative.” <He will eyeball any Dreadwalkers amongst the PCs for emphasis on this particular point.>

Do you have a map of the area? “The location I have given you is the best that I can manage. If one of you is a Dreadwalker, perhaps you have even seen the tower during your patrols. If not,

you will have to search the area of the wood I have described until you find it.” (Dreadwalkers will indeed know of the place.)

What kind of compensation can you offer us for our aid? “Imagine the goodwill of my House as a key. That key opens the vaults of Neheli magic and lore. You will also receive coin and gems for your efforts.”

Did you know that we were also contacted by Stoakdor Neheli? “That miscreant diviner seeks to use the upset in our home to advance his own political agenda. I will deal with him appropriately, and when the time comes.”

Orloc honestly does not have much more information of relevance than what is listed above. He isn’t inclined to speculate for the PCs about anything he doesn’t know for certain.

Assuming that the PCs accept Orloc’s task, proceed to Encounter One. Should the PCs ask for time before they leave, Orloc won’t brook any needless delays and will tell the PCs that they must leave at once, or he’ll find heroes that will.

Introduction B: Stoakdor

Redlee Manor is the name of the small town that has grown up around Redlee Keep. All but a few of the buildings are obviously of recent construction.

The older buildings are made of fieldstone, while the newer construction has made use of lumber imported from the edges of the Dreadwood. Foundations and frames for more buildings surround a completed interior village.

Sitting atop a hill to the east of the village is an impressive keep. From the size and construction, it looks as though it could easily hold the entire population of the town four times over and withstand a siege for weeks if necessary.

The keep is not ornate or austentatious, and the interior shares the same sparse but utilitarian design and decoration. A Knight of the Malagari escorts you to see Stoakdor, and on their way to his meeting chambers you notice a variety of diverse activities: female adepts of Lydia preparing food and mending clothes, dour knights dressed in black talking in whispered conversations, and children singing songs and learning Keoish history.

The guards all wear heavy armor and shields emblazoned with a unique coat of arms: a pair of owl wings flanking an upright longsword. A Knowledge (History, Nobility, or Local: Sheldomar) or Bardic Knowledge check (DC 15) reveals this is the coat of arms of the Knights of the Malagari, known to the general populace as the Darkwatch. PCs that are Darkwatch or belong to the Dorlin military automatically make this check.

Within the keep, most of the people are either connected to the Darkwatch (dressed in dark colors) or they are female followers of Lydia (wearing brightly colored robes and clothing, even multicolored garb in some instances). Many of these females also wear a holy symbol: a fist grasping a rainbow-colored shaft of light. A Knowledge: Religion check (DC 15) reveals that this is very similar to the holy symbol of Lydia, but it is altered slightly: the normal holy symbol of Lydia has a multi-colored shaft of light spraying forth from an open palm. Again, Darkwatch and Dorlin military PCs automatically make this check.

Stoakdor Neheli is a Sueloise man of learned mein and deliberate speech. He wears his reddish-blond hair long and back in a ponytail. His pale green eyes are red-rimmed from a lack of sleep. He greets you cordially before getting down to business.

“As you are aware, my cousin Holphin was presenting the necromantic sword called Blackrazor to the King when something seized him to strike His Majesty down. House Neheli have long been allies with the Silent Ones, and one of their agents spirited him to safety following the assassination. The weapon has been confiscated by them and they have begun the task of analyzing it.”

“In the meantime, I am determined to clear the name of House Neheli by finding a way to restore the King to life. Blackrazor is a weapon that consumed souls, but whether or not the weapon actually destroys them is in contention. As the weapon is not available for me to study – the Silent Ones will let no one near the thing, as you might imagine – I have perhaps another means of gleaning information about it.”

“A renegade elven sorceress named Cjaian was considered a foremost authority on Blackrazor. It is said that only Blackrazor’s forger knew more about the weapon. This elf inhabited a large tower in the northernmost extreme of the Dreadwood, about twenty miles

south of the Barony of Sayre’s city of Woodsage. I want you to go there and sack the place for notes, papers... anything that might give me information about Blackrazor. Find it and bring it to me. I will reward you well based on the value of the lore you recover.”

Stoakdor will take questions that the PCs might have. Some common questions and his suggested answers are listed below.

Where is Holphin now? / Have you had any contact with Holphin? Etc. “I know nothing of his whereabouts. I have my suspicions, but you will understand if I keep them to myself.”

Why would she build her tower in the Dreadwood, of all places? “Cjaian had no fear of the mundane beasts of the Dreadwood; she was a potent arcanist. As a sage her specialty was the study of extra-planar energies, so the presence of creatures from other dimensions – such as the Dreadwood is rumored to contain – would have only added to the appeal of the location.”

Would you be willing to share this information with other groups (Silent Ones, National Academy of Wizardry, etc.)? “No. Not until I have reviewed the research, at least. The current political climate is so poisoned against my House that I can trust no one. I would in all honesty not even trust any of you if it were not so imperative.” <He will eyeball any Dreadwalkers amongst the PCs for emphasis on this particular point.>

Do you have a map of the area? “The location I have given you is the best that I can manage. If one of you is a Dreadwalker, perhaps you have even seen the tower during your patrols. If not, you will have to ask the Dreadwalkers for aid.” (Dreadwalker PCs and members of the Sayre Militia will indeed know of the place.)

What kind of compensation can you offer us for our aid? “Imagine the goodwill of my House as a key. That key opens the vaults of Neheli magic and lore. You will also receive coin and gems for your efforts.”

Do you know that we were also contacted by Count Orloc? “Yes, of course... not that he actually told me, but I *am* a diviner, you know. Not surprising, really. I imagine that he is looking to take advantage of what’s happened to strengthen his grip on Dorglast Castle. Orloc’s reputation for treachery knows no bounds; he is the source of the wicked libel you’ve no doubt heard about me.”

Stoakdor is a careful man who will answer few, if any, other inquiries put forth by the PCs. This is in equal measure due to his secretive nature and his genuine ignorance about anything else relating to the situation that he hasn't already shared.

Assuming that the PCs accept Stoakdor's task, proceed to Encounter One. Should the PCs ask for time before they leave, Stoakdor won't brook any needless delays and will tell the PCs that they must leave at once, or he'll find heroes that will.

Encounter One: Cjaian's Tower

General DM Notes about the Tower

The tower is in a roughly circular clearing in the Dreadwood, about eighty feet in diameter. A small, functional well is found about fifteen feet from the main structure; it is twenty feet deep and four feet in circumference. It looks to have seen regular use in recent days.

The tower is square, forty-five feet on a side, and is made of a drab stone commonly found in the nearby Good Hills. The tower was clearly designed primarily as a dwelling, as opposed to a defensible structure. Each story has four windows per side, evenly spaced (not shown on the map). Metal shutters cover them, and they are all barred and locked from the inside.

The ground floor was the one first penetrated by the Cabal. They managed to circumvent the trapped statue in Area One, but they lost two of their number to the skin kites (see Appendix) nesting in Area 3. The Cabal decided to leave the ground floor and instead concentrate on making defensible the upper floors of the tower.

The interior of the tower is lit by *continual flame* spells (13th level caster) regularly placed throughout the structure.

Reactions to a PC Assault

If the PCs do not attempt to penetrate using stealth and simply opt for an open assault, the Cabal will gather their forces together and attempt to keep the attackers from climbing the stairs from Area Two to Area Nine. If the PCs should penetrate further, the DM will need to revise their tactics on an *ad hoc* basis.

It is possible – indeed likely – that a careful group that makes a minimum of noise can penetrate into the Cabal-held upper levels.

Arriving at the Tower

Note that any PCs that are Dreadwalkers or members of the Barony of Sayre's military can escort the rest of their group to the tower. In this case, omit the read-aloud text in [brackets] below.

Your journey from (Dorglast Castle / Redlee Manor) is dull. [Upon your arrival in Woodsage, you avail yourself of an elderly local hunter who was known as being a Dreadwalker in his youth. He agreed to escort you to the tower in exchange for your solemn oath not to penetrate any deeper into the woods.]

Thanks to your escort, you eventually find yourself at the edge of the enormous Dreadwood. The place has a fearsome reputation. Darker rumors say that pits to other worlds open up within the place, snaring unwary heroes and spewing into the woods creatures not of this world.

It was less than a day's travel from the woods' edge when you finally arrived at the tower. It is in a roughly circular clearing in the Dreadwood, about eighty feet in diameter. A small well is about fifteen feet from the main structure.

The tower is square, forty-five feet on a side, and is made of drab stone. Each story has four windows per side, evenly spaced. Metal shutters cover them, and they all appear barred and locked from the inside.

(DM Note: The windows aren't shown on the map.)

The edifice is surrounded by a large and supernaturally thick wall of thorns, but a large hole has been hacked and burned through it.

A pair of iron-bound wooden doors is inset into the center of the lowest floor's northern face. One of the doors appears to be broken. A large silver glyph on the front door appears to have been magic and activated in some fashion as there is a deep scorching on the portal.

The *wall of thorns* and the blast marks are protections placed by the Dreadwalkers against intruders; the Cabal mercenaries have since compromised these defenses.

Refer to DM Aids # 1-3 for the surface levels of the tower described in Encounter One.

Area One (Entry Foyer)

The hinges on one of the great doors has rusted and snapped, leaving one of them hanging at an angle. From the hole thus created, you can see an entry foyer beyond. The hall has long since come to ruin. Animal droppings are seen inside along with leaves blown in by the wind. In the room's center is a stone statue of a female elf, some nine feet in height. She is lovely but has a cold, cruel countenance. The statue holds a carved spellbook in one hand, while the other appears to gesture for visitors to enter.

The statue is trapped. The hand gesturing for approach is the right hand; this is also the safe route to pass the statue. Should the PCs step to the statue's left side (designated by the 'x' on the map), the statue will suddenly pivot and the arm holding the book will extend, possibly smashing anyone standing in the area. The statue will not reset.

The room is otherwise bare aside from the detritus mentioned earlier.

APL 2 (EL 1)

Statue / Pressure Plate Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 melee (1d6+3/x2); Search DC 20; Disable Device DC 20.

APL 4 (EL 3)

Statue / Pressure Plate Trap: CR 3; mechanical; proximity trigger; manual reset; Atk +20 melee (2d4+2/x2); Search DC 22; Disable Device DC 22.

APL 6 (EL 5)

Statue / Pressure Plate Trap: CR 3; mechanical; proximity trigger; manual reset; Atk +20 melee (2d8+11/x2); Search DC 22; Disable Device DC 22.

Area Two (Staircase)

This fifteen-foot hallway ends in a narrow ascending spiral staircase. A single softly glowing ball of light illuminates this room.

PCs that have alerted the Cabal to their presence will find enemy forces will attempt to prevent them from ascending this staircase.

Area Three (Laboratory)

Scattered about the floor of this room are piles of smashed shelving, destroyed glass and pottery and other bits of trash. The walls are blackened as if by great heat. More ominously, you see the body of a human male lying just off to the left of the doorway. Another corpse lies in the center of the room. The latter is supine, and you can see that the flesh from the corpse's face has been ripped away. A blanket of flies and maggots has busied itself on the bodies; the corpses are clearly not those of the tower's original occupants.

This room was once a laboratory where a number of alchemical reagents were stored. Over time, one of the shelves rotted and gave way, causing some of the more volatile contents to explode when they came into contact. The blast demolished the contents of the room and it has remained so to this day.

At APL 2 only, there are four vials of alchemist's fire in this room; these can be recovered with a Search check (DC 20 + APL). These flasks might save a party – especially a low-APL one – against the guardian of Cjaian's tomb (see Encounter Two).

One or more *skin kites* (a new monster; see Appendix B) lair in this room.

APL 2 (EL 3)

Skin Kite: hp 24; see Appendix B.

APL 4 (EL 5)

Skin Kites (2): hp 24 each; see Appendix B.

APL 6 (EL 7)

Skin Kites (4): hp 24 each; see Appendix B.

Tactics: The kites lie motionless (the DM should randomly determine their positions, although none will be closer than ten feet away from the eastern door), looking a great deal like tan rags or some other discarded clothing scrap. They possess a rudimentary intelligence and will not attack unless subjected to an offensive action or until someone has entered the room. At that point, they will launch at the target, attempting to tear her flesh away to create more skin kites.

Area Four (Library)

This long-forgotten chamber contains a modest, but well-stocked library. The room is dry and many of the books appear to be in reasonably good shape. They do not appear to be magical tomes but rather the foundation of a reference library.

There is a secret trapdoor in the floor that allows entry into Cjaian's crypt. The mechanism and hinges of the door are not accessible and it is unlikely (Search DC 28 + APL) that the PCs will even be aware of the door in the first place.

One of the books on the shelf is titled "The Properties of Flame." One of the passages in this tome is the verbal trigger for the trapdoor; it must be read aloud in Common from anywhere in the room. If this is done, the secret door will drop open from the bottom, revealing a dark tunnel of worked stone below (see Encounter Two).

The words that unlock the door are not marked in any way; the PCs must find the clue within the tower to discover how to open it. Barring finding the trapdoor and physically smashing their way through, the PCs will need to discover those clues if they wish to get into the crypts. The passage from the book is delineated in a clue found within the fireplace in Area Nineteen.

If the PCs are absolutely stuck, they could read the entire book aloud. Assuming they start from the beginning of the book, they will take a little over two hours to stumble on the correct passage.

Area Five (Shrine)

This room appears to have been used for worship. Three pews on either side of the chamber form a narrow black-carpeted row which leads up to a statue. The statue is one of a rotting corpse-like figure bereft of hand and eye; this is clearly a shrine to Vecna.

The room appears ominous but there is little of interest here. The statue is carved of the same stone as the walls and the one in Area One. The statue radiates very faint evil. At its feet is a large basin whose bottom is caked with very old ash (scrolls of spells were burned in Vecna's honor as a god of magic). The statue is not trapped.

Note that this shrine was present for the benefit of her apprentices; Cjaian herself worshipped Lolth (see Encounter Two).

Area Six (Lecture Hall)

A lectern is seen at the eastern end of this room. Four chairs form a center aisle. This looks like a small lecture hall, akin to those seen in wizard's academies and chapterhouses.

Notes on the lectern, written in feminine cursive script in Elven, speak about the nature of the relationship between positive and negative energy. The notes are valueless, but they do provide a sample of Cjaian's writing for the PCs to compare to others they may find in the tower.

Area Seven (Apprentice's Dining Hall)

A table with four chairs sits in this room's center. Metal flatware still sits on the table, as do a pair of beaten pewter mugs. A single moldering tapestry ten feet in width depicts a cruel-looking female elf with deep ebony skin and white hair. It stretches across the eastern wall.

The tapestry does indeed depict Cjaian. This is the first indication to the PCs that Cjaian was actually more than a renegade elf; she was a renegade dark elf. This room is where the apprentices would take their meals. The utensils left behind in this room are worthless.

Area Eight (Storage / Kitchen)

This area looks like it may have been used for food storage and preparation. A long-cold cooking hearth lies directly opposite the door. A food preparation table with a collection of kitchen utensils can be seen on your right, while a cabinet and discolored cask of great size lies on the left.

The cask once contained cheap cooking wine which has long evaporated. The chimney cannot be climbed; a metal flue operated from area 11 prevents ascension. The flue grate could be destroyed; it has hardness 8 and 10 hit points. There is nothing of interest to the PCs to be found here.

Area Nine (First Floor Landing)

The staircase from the ground floor terminates here. This chamber is bare except for a door set into the center of the northern wall.

Unless actively being defended by Cabal forces, the door will be locked (Open Locks DC 20 + APL). The door can also be bashed open or broken through.

Reinforced Wooden Door: 1 in. thick; hardness 5; hp 20; AC 5; Break DC 20.

Area Ten (Central Chamber)

A number of tattered and long-faded banners crisscross this ceiling from east to west. This room appears to be a decorative central chamber from which other parts of the tower's floor are accessed. To this end, doors are set into the northern, western and southern walls. A thick grey seal can be seen around the perimeter of the northern door; spatters of a dull grey metal's drippings are seen beneath it.

A Track check (DC 20) will reveal that from this point forward within the tower (excepting Areas 11 and 12), there is a large amount of recent foot traffic moving through this and the remaining areas of the tower.

The northern door has been sealed shut with molten lead, some of which has dripped to the floor. A Craft (alchemy or metalworking-related specialty) (DC 10) can determine that this was recent work. This sealing treatment keeps the door from being opened in ways like a *knock* spell or an Open Locks roll.

Atzuzu, the Olman warlock in charge of the Cabal forces here, determined the presence of undead in Area Eleven and ordered that the room be sealed for the protection of himself and his men.

Lead-Sealed Reinforced Wooden Door: 1 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

Area Eleven (Apprentices' Quarters)

You feel a vague sense of unease and disquiet as you peer into this room. A hearth sits along the eastern edge of the northern wall. Arrayed against the eastern and southern walls are beds, four in total. Two armoires are also in the room. Each of the beds has upon it corpses wearing yellow robes that sport on them enormous dark discolorations.

Cjaian murdered her four apprentices in this room. At APL 2, some of the robes (and at APL 4, all of them) that they still wear have become undead themselves, creatures known as raiments (see

Appendix B). At APL 6, the room is home to a quartet of ghosts – deliberately created from her apprentices' corpses by Cjaian as guardians.

APL 2 (EL 3)

Raiment (2): hp 18 each; see Appendix B.

APL 4 (EL 5)

Raiment (4): hp 18 each; see Appendix B.

APL 6 (EL 7)

Ghosts (4): hp 38 each; see *Monster Manual* page 118.

Tactics – APL 2 & 4: The raiments are effectively mindless, and will simply leave their beds and assault the PCs as quickly as possible. Raiments will attack as many different PCs as possible, only ganging up on a single PC if there are more raiments than there are targets.

Tactics – APL 6: The ghosts were in a torpor from their lack of meat, but the presence of potential victims (first the Cabal, and now the PCs) has brought them back to activity. The ghosts will use cunning tactics and will move on to another target once they have paralyzed or dropped a foe – preferring to eat the victim alive later.

Development: If any of the Cabal on the third floor is alerted by the noise of battle, they will assume a defensive stance in Area 16. They will *not* journey downstairs to see what the source of the disturbance is; they are initially fearful of the released undead.

It is possible that the PCs might withdraw and leave the undead to attack the Cabal members. The raiments are spiritually bound to this room and do not leave. However the ghosts are another matter. If released and left to their own devices, they will indeed engage the Cabal. However Atzuzu will gain control over them and will command the undead and set them to patrolling the lower floors, and Atzuzu will bolster them against turn attempts as well. Thus it is better for the PCs to deal with the undead now (though they may not realize this) rather than later.

Area Twelve (Apprentice's Summoning Chamber)

This sizable chamber was clearly used for thaumaturgical purposes. A pair of magic

circles can be seen inside the room, along with a library stack against the eastern wall. A layer of dust makes it difficult to see the exact nature of the circles. The place looks long unused.

The dust on the floor makes it impossible for the circles to be identified unless it is brushed aside. (This is harmless as there is no creature bound within the confines of the circle to worry about being released should that circle's markings be broken – then again, the PCs don't know that). If inspected, the circles can be identified as being used in the summoning of evil outsiders and good outsiders. This requires a Knowledge (arcana) DC 10) check.

The circles do not radiate any magic. The library stack deals with the summoning and binding of creatures from the outer planes. While many of the books are dated, five of them are worth 100 gp apiece to a collector of arcana.

Area Thirteen (Bath)

A bathing tub sits in the northwest corner of this room. Against the eastern wall, an empty armoire holds the tattered remains of robes of deep blue.

This room was used as a common bath by the apprentices. Unlike the raiments in Area Eleven, these articles of clothing are inanimate. This room appears to have been recently used; Atzuzu and the other minions of the Cabal use this chamber to bathe and wash clothing.

Area Fourteen (Staircase)

A winding circular staircase ascends upwards from the center of this otherwise-empty room.

If the Cabal has been alerted to the presence of the PCs by any noise generated on this floor, they will attempt to stop the PCs from progressing any further than the head of these stairs.

Area Fifteen (Apprentices' Library)

Four book stacks reveal this room to be a modest library. It is clear something recently came through this room because it is in a complete shambles. Two of the bookcases have been toppled and almost none of the books have been returned to the shelves. The

tomes instead lay on the floor. In some cases, the binding of the books have been deliberately slashed, separated or split.

Atzuzu tore this room apart in his attempt to find any clues as to how to uncover Cjaian's final resting place.

One or more of Cjaian's traveling spellbooks made its way down here thanks to a bit of larceny on the part of one of her apprentices. It will take a Search check (DC 23 + APL) to recover the book from this mess. (Note that the book does not radiate magic and so *detect magic* is of no aid in finding it). At APL 2, Volume One will be recovered; if APL 4 Volume Two will also be found, and if APL 6 all three volumes can be obtained (see the AR for this scenario for more details).

Area Sixteen (Second Story Landing)

The staircase terminates within a room fifteen feet on a side. The walls are decorated with tapestries that depict a lightless underground. All feature a band of ebony-skinned elves battling a variety of weird creatures; in one instance, a vaguely humanoid creature with the head vaguely resembling a squid.

The tapestries are lovely but are mold-ridden and too fragile to be removed without destroying them.

Area Seventeen (Fresh Water Storage)

Water collected from a small cistern on the roof was stored and barreled here. The water has long since evaporated.

Area Eighteen (Cjaian's Dining Room)

This elegant chamber is appointed with fine silverware and china. Although there is seating and service for four, only once place is currently set. The chairs and tables are of lush sablewood with intricate decorative carvings.

This chamber was where Cjaian would take meals and (rarely) entertain guests to the tower. The cutlery and china are worth 100 gp.

Area Nineteen (Cjaian's Bedchamber)

This area is where Atzuzu and his two half-orc heavies have taken up residence while the Olman tries to discover the whereabouts of Cjaian's tomb.

If the PCs have not alerted the Cabal to their presence in the tower: The thugs begin in positions “a” and “b” on the map, while the cleric begins at “c.” The PCs will have a surprise round if they burst in on the trio.

If the PCs have alerted the Cabal to their presence in the tower: The Cabal will normally attempt to isolate the PCs to the lower floors; however, they will attempt to make their final stands here. The DM must adjudicate what tactics the Cabal will use in defending the tower. If they fall back to this room, they will assume the positions noted on the map.

The DM will need to make ad hoc changes to the read-aloud text below if the PCs find the three Cabal agents in this room.

The fine furnishings in this chamber can be taken by the PCs; they are worth 250 gp.

This is a lavishly appointed bedchamber. It contains a large library rack, a plush bed, dresser, table, large fireplace and chairs. The room has a definite feminine décor to it. There is a fresh smell of sweat here that leads you to believe this room is not vacant.

APL 2 (EL 5)

Atzuzu, male human Clr 3: hp 22; see Appendix A.

Atzuzu’s Bodyguards (2): hp 13 each; see Appendix A.

APL 4 (EL 7)

Atzuzu, male human Clr 5: hp 37; see Appendix A.

Atzuzu’s Bodyguards (2): hp 29 each; see Appendix A.

APL 6 (EL 9)

Atzuzu, male human Clr 5 / Stormlord 2: hp 58; see Appendix A.

Atzuzu’s Bodyguards (2): hp 43 each; see Appendix A.

Tactics: The half-orcs will use their spiked chains to anchor the doorway and keep foes from proceeding in (note that even if the PCs surprise the half-orcs and rush in, they are still subject to attacks of opportunity for crossing the fighters’ threatened areas, thanks to their Combat Reflexes feats). Atzuzu will use his offensive spells and

focus on bringing down as many targets as he can. Note that at the highest APL, should his guards go down or his life be in jeopardy, he will use his *elemental vortex* spell and take the damage himself (see the spell description in Appendix B); note that he will make the blasts electrical and will gain the benefit of his resistance 5 to that energy type. Also remember that as an evil cleric he can spontaneously cast *inflict* spells as needed.

Development: Atzuzu’s notes are found on the table in this room; see Player Handout #3.

If any of the three are taken alive, they will be found to know little. They are actually Seekers, but ones ostracized by the rest of their group for their very brutal methods. They were contacted months ago by a group called the Iron Cabal with orders to travel to the March of Sedenna, to the tomb of Tibbett the Seven-Fingered, and find the resting place of Blackrazor (see KEOI4-01 *Hide and Seek*). Following that task, they did not hear from the Cabal for a few months, but then were contacted and told to come here to find the resting place of the mistress of the tower and loot the place for any information about Blackrazor. On both occasions, they were contacted by a female voice – educated and with a Keoish accent – that sent the message via magic. When the Cabal has paid him, it has been through anonymous messengers and random drop points at various places in the Kingdom.

If the PCs specifically search the fireplace in this room (the location is hinted at in the title of the book “The Properties of Flame”) they will find a loose brick within it. Behind it on a carefully rolled vellum scrap are the words (in Common):

PAGE 107 – PARAGRAPH 4 – SENTENCES 3-5

In “The Properties of Flame” this corresponds to:

“When certain vapors are introduced to flame, their combustion can cause the flames to turn a different color. Alchemists have found flames that burn red, orange, blue or even white. When burned, branches of trees native to Nessus, the lowest layer of the Nine Hells, even give off an eerie, emerald-colored flame.”

Area Twenty (Cjaian's Bathing Chamber)

This room's floor is tiled deep blue and contains a bathing basin and an armoire. The room looks to have seen recent use.

There is nothing of interest in this chamber.

Area Twenty-One (Cjaian's Library)

Four library racks in this otherwise-bare chamber have been stripped clean and picked over. The books lie in a torn, haphazard mess on the floor and the once-fine chamber is now in deplorable shape.

This room is where Atzuzu *expected* to find the book he was looking for, and so he tore this place apart even worse than he did the apprentices' library. Unfortunately, anything magical or valuable that might have been found here was gutted and ruined.

Area Twenty-Two (Cjaian's Summoning Chamber)

Every square inch of the floor of this room has been used to contain either the circumference of three magical circles, or a laboratory table against the eastern wall. This room is still and quiet. Ominously, enormous claw marks can be found on the wall nearest the pentagram.

The claw marks were made by a demon that didn't take kindly to being summoned. The lab table contains smeared bloodstains all over it; Cjaian had a curiosity about the internal biology of outsiders and would often summon them, slaughter them and dissect them for her own edification. There is nothing of interest or value here.

Area Twenty-Three (Necromancy Room)

This room reeks of death and embalming fluid, even after years of disuse. Place at haphazard angles within the room are a number of coffins and metal tables with corpses upon them; all are in a variety of decomposition. A single corpse carefully mummified in white linens rests against the center of the western wall. Atop one of the coffins is a book.

If the PCs examine the book, give them Player Handout Four.

The mummy noted in the description was nearly complete before Cjaian decided to start using a different guardian (see Encounter Two). This should give the PCs a hint that they might be tangling with a mummy within Cjaian's tomb. The corpses appear to be that of humans, four males and one female (the mummified one). All appear to have been killed by being burned alive – Cjaian hypothesized that killing the victim that would become a mummy by using fire might make the charred corpse more resistant to flame in their undead state, but this proved not to be true.

Encounter Two: Cjaian's Tomb

Refer to DM Aid #4 for this part of the adventure.

The renegade drow witch still has a few surprises left for those who would pierce her tomb and unlock its secrets. The tomb is protected by a fierce mummy, and Cjaian herself stands ready to challenge the adventurers as a lich. (Note: The latter encounter is untiered and is NOT meant to be a combat encounter, but rather a role-playing one)

Note: These areas are unlit; the read-aloud text assumes that the PCs are able to see. If not, you will need to modify the descriptions accordingly. The chambers are located two hundred feet below the surface.

Area Twenty-Four (Tomb Antechamber)

The passage from above drops down a great depth – two hundred feet by your best estimation – and terminates in this chamber, less than twenty feet in width and less than thirty in length. A large stone door is inset into the southern wall. Engravings on the western walls show a lovely elf with ebony skin summoning all manner of other-planar creatures; on the eastern walls, she is crafting what look like mummies and ghouls.

The great door operates on cunning counterweights that allow even the smallest or weakest of PCs to push the door inward with but a gentle touch. The engravings are not magical, but they again hint at the threat that might be lurking behind the great stone door.

Area Twenty-Five (Cjaian's Tomb)

DM Note: This can be a particularly HARD encounter for APL 2 groups. Hints about the presence of a mummy in the crypt, its weaknesses, as well as the flasks of alchemist's fire present in Area Five, were provided in the hopes of mitigating the difficulty of the encounter for them. The PCs always have the option of retreating, as the mummy will not pursue them out of the tomb (Areas Twenty-Four and Twenty-Five).

Note that at APL 4 and 6, the mummy is completely immune to turn attempts, thanks to its Tomb Warden levels.

You have found the resting place of the witch who made her home in the tower above. This room is roughly octagonal in shape, with a sharply-vaulted ceiling that arcs high over your heads. Positioned in the center of the chamber is a sepulcher at rest on a short marble dais. Against the western wall is a statue of a lovely dark elf, different from the pictures you have seen of Cjaian. Scuttling all around her body are spiders of every shape and size, and she seems to take great joy in their presence. The chamber is deathly still.

Resting atop the sepulcher is a human female, partially wrapped in linens. A palpable feeling of despair emanates from her, and a long-dry throat gives a tortured moan in response to your presence as she begins to sit up...

Note: The mummy hasn't moved in some time, and it will take a round for it to move itself from its supine position atop the sepulcher lid to its feet. Once it is on its feet, it moves and attacks normally.

At APL 2, the creature is an imperfect and incomplete mummy with reduced (though still dangerous) capabilities.

APL 2 (EL 5)

Proto-Mummy: hp 74; see Appendix A.

APL 4 (EL 7)

Advanced (12 HD) Mummy Tomb Warden 1: hp 129; see Appendix A.

APL 6 (EL 9)

Advanced (12 HD) Mummy Tomb Warden 3: hp 148; see Appendix A.

Tactics: The mummy begins atop the sepulcher. After taking a full-round action to get to its feet, it will move to engage the first target that it can. It is reasonably intelligent and if it can push past to a target that is especially damaging to it (such as a druid flinging *produce flame* spells) it will attempt to reach her. The mummy will fight until totally destroyed.

Development: The mummy was created from the remains of an unfortunate Dreadwalker who was caught too close to the tower. The mummy still wears a badge on its tattered clothing that is an old symbol of the Dreadwalkers (automatically recognized by that number, otherwise a Knowledge (local: Sheldomar Valley) or Bardic Knowledge check (DC 13) is required. PCs that think to deliver her badge back to the Dreadwalkers are entitled to the *Influence Point with the Dreadwalkers* listed on the AR; the DM should *not* suggest this to the PCs. Let them think of it themselves.

As noted, the ceiling is exceptionally high, beyond the range of even the illumination of a *daylight* spell. Watching from above is Cjaian's lich, who has observed the progress of the intruders thus far with interest. She will drop down and engage them in conversation...

The mummy lies defeated, and you pause a moment to take in your surroundings. Without warning, descending rapidly from a web, is at first what appears to be a great spider. But as the creature lands you see that this creature bears only the thorax and legs of that arachnid. A drow's torso emerges, centaur-like, from the spider's dorsal side. Rotted flesh dangles off the body and hateful red pin-pricks of light gleam from now-vacant sockets. The voice that comes from the drider-lich is sweet and feminine.

"Flies in my web," she chuckles. "Still, you have come far, and for that I commend you. What brings you here? Greed, surely. For gold, adventure or... knowledge, perhaps?" She cocks her head towards you. "Tell Cjaian what it is you seek. Perhaps I can help you."

STATISTICS FOR CJAIAN ARE NOT PROVIDED AS UNDER NO CIRCUMSTANCES IS SHE TO BE FOUGHT BY THE PCs, NOR CAN SHE BE AFFECTED BY THEM! If she is attacked, she will seem unaffected and, frowning sadly and shaking her head, will use a *quicken* teleport spell to leave the PCs. (She is intelligent

enough to realize that with the secrecy of her tomb compromised, she must find another lair).

Cjaian is surprisingly gregarious; she has been starved for company and is genuinely eager to talk to the PCs. She is also curious about what has brought them to the lair. She has an uncanny ability to determine falsehoods (a vital trait in drow culture) and will frown and refuse to speak with the PCs if they lie to her. If it's clear that the PCs don't intend to speak with her on a meaningful level, she will *teleport* away as noted above.

Some common questions that the PCs might ask, and Cjaian's replies, are noted below.

Who and what are you? "I was once a drow witch who fled the depths of Under-Oerth for the surface where I could continue my studies into other planes and necromancy uninterrupted. But every drow must ultimately face a test of the Spider-Queen, the goddess you surfacers call Lolth. In fleeing, I doomed myself to the fate those that fail the test endure, and I was transformed to... this. In a rage, I killed my four apprentices and employed earth elementals to create a tomb for myself. I continued my labors alone, and when I sensed the approach of Nerull, I took on this form and cheated him of the prize."

(Upon any mention of Blackrazor) "Ah... it has had many names over the years, but Blackrazor always seemed most appropriate. I should have assumed that even now, those that would seek to gain that prize would still be searching for it."

Can the soul of someone imprisoned be released from the weapon? <There will be a pause as Cjaian suddenly stills and the smile vanishes from her face.> "Yes. But only as long as another soul does not displace the one within it. But you will of course ask me how to *release* that soul... and only I can deliver the knowledge that you seek."

Cjaian's Bargain

"Here is my bargain. I will give you your notes. Sometime in the future, I will task you to aid me... nothing evil or objectionable to noble heroes such as yourself, but something that I am simply unable to do myself. Renege on my bargain, and my wrath will be uncompromising. There is no place you can hide from me. As a show of good faith, I will even remove the unholy rot of the mummy should any of you suffer from its effects. Are we in agreement?"

It isn't important whether or not the PCs are sincere if they accept her bargain; whether they fulfill their side of the deal will be dealt with in another tale. *All* of the PCs must agree to accept the bargain.

Good PCs, especially paladins, may be balking at this point. Cjaian is adamant that she will not ask the PCs that would be an evil task; she will even agree (if the PCs insist) that such a request from her will void the deal. Divinations spells cast with regards to this issue will determine it favorable to deal with Cjaian.

Lastly, some PCs suffering from mummy rot might have no other choice but to accept, since the disease is especially difficult for a low APL group to cure. The PCs may not be able to live long enough to make it back to town to have a higher-level caster make the attempts!

Accepting the Deal:

If they accept, read the following:

Cjaian scuttles towards her sarcophagus and lifts the stone lid with a single spider's leg. This done, she retrieves a bound bundle of notes from within it. Clutching it, she says, "I leave these for you. You have dealt with me honorably; something admittedly that I am unused to in my own childhood." She places the notes on the sarcophagus lid and scuttles a few feet backwards.

At this point, true to her word, Cjaian will use *break enchantment* and/or *remove curse* to remove the effects of mummy rot from any PCs that have it. Assume that she successfully makes her level check on the first casting of each spell, and can remove the malady from all the PCs if need be.

"Until next we meet... heroes." With no other word or gesture, she fades from view.

Cjaian will leave the notes on the sarcophagus lid and will *teleport* away. The bundle will *not* be cursed (this is for groups that take the notes without having made a bargain with Cjaian; see below). All the PCs gain the *Debt of Cjaian* AR item.

Refusing to Deal with Cjaian

If the PCs refuse to deal with Cjaian and hear her offer, and she *teleports* away (either because the PCs attacked her or because she refused to parley), they are free to examine her chamber. Her sarcophagus lid can be lifted with a bit of effort.

Inside will be found a collection of historical journals and notes about the summoning of all kinds of outsiders, as well as the bundle of notes about Blackrazor that is the goal of the PCs. However, the bundle is cursed. The first PC that touches it gains the *Curse of Cjaian* AR item.

If the PCs attack Cjaian when she retrieves the bundle and *after* agreeing to her bargain, she will *teleport* away in disgust, taking her notes with her. In this instance, the PCs will be unable to complete their mission; the DM should skip to the Conclusion. All of the PCs gain the *Curse of Cjaian* AR item.

The Bundle: The bundle's contents are thick with arcane terminology and will be beyond the capacity of even the most erudite arcanists amongst the PCs to understand. PCs will glean nothing of value from studying them, and they are simply too thick with foreign arcane lore and formulae to be copied with any veracity.

Encounter Three: The Silent Ones

About two days before their arrival at their destination (Dorglast or Redlee Manor, depending on the chosen patron of the PCs), they will be approached by an emissary from the Silent Ones who seeks to gain the notes that the PCs carry. She will not resort to the use of force but will do her best to persuade the PCs to let her have the bundle.

Ahead of you in the road you see a striking-looking woman in the road. She has fiery red hair that cascades down to her waist, and sheer robes designed to show off her figure. You recognize her robes as those worn by the Silent Ones.

She raises her hand in a gesture to indicate that she is not a threat. "My name is Amaretta. I have come seeking to parley about the bundle you recovered from the drow witch's tomb. I mean only to speak with you and will not attempt to take it by force. May I approach?"

All APLs (EL 4)

Amaretta, Aspirant of the Silent Ones: hp 15; see Appendix A.

Amaretta may have been encountered by some of the PCs in the introductory regional module

KEOI3-02 *Stuck Between a Rook and a Hard Place*. She will look slightly relieved to see any familiar faces, hoping that it might make things easier for her.

"Accept my thanks for hearing my words. You have no reason to trust me, I understand this, and the Silent Ones have come under a cloud of suspicion following the events of this winter. But consider this. The Silent Ones have always stood by to protect the Kingdom of Keoland, and the Sheldomar Valley, from threats both within and without. We had nothing to do with the King's assassination. As for the actions of our agent, Minister Down, know that he suspected Lord Holphin had been somehow seized by Blackrazor, and acted to return him to a place where he could be studied rather than leaving him to be pole-axed by the King's Royal Guards."

"But as the dual missives you received may have revealed to you, a power struggle is going on within House Neheli. Although we have long been allies of the Neheli, we cannot ignore the possibility that the notes you carry may not be used to the purpose our Order wishes – that is, to unlock Blackrazor's mysteries and see if, hope beyond hope, that our sovereign might be restored."

"To this end, I have been commanded by the Wyrd² himself to ask you to turn the notes you carry over to us. We have always acted with neutrality and impartiality and will do so again in this matter. If you refuse, I will leave and you will incur no ill-will from our Order. I beg you to consider my words. What say you?"

Amaretta really doesn't have any more information, or any more of an argument she can make, beyond what she's already espoused. She will answer any questions as best she can but in truth she is telling the PCs all that she knows. If the PCs ask about a reward for their efforts, she tells them that such is not hers to offer but that she believes that the Silent Ones would look favorably on the PCs for their actions. If a PC earned the *Curse of Cjaian*, Amaretta promises that curse can surely be removed for the PC if they agree to her

² The title of Mogrhyr the Old, the leader of the Silent Ones. Pronounced "weird."

terms. She cannot accept a promise to return the notes to the Neheli after the Silent Ones review them; the Wyrd wants the notes away from the Neheli just as much as he wants them in the possession of the Silent Ones.

Development: If the PCs agree to turn over the notes, Amaretta will take possession of them. She will then produce a tree branch and break it across her knee and disappear. The PCs earn the *Favor of the Silent Ones* AR item, as well as the *Disfavor of House Neheli* AR items. At this point, if they return to their patrons proceed to the Conclusion.

PCs that turn over their notes to Amaretta may not wish to return to their patrons. Instead of gaining the *Disfavor of House Neheli*, these PCs earn the *Wrath of House Neheli* instead. You may proceed to the Epilogue. This is also what happens to PCs that decide not to turn the bundle over to *anyone*.

If the PCs refuse, Amaretta will wish them well and will *teleport* away as described above. Proceed to the Conclusion.

If they should assault her, she will attempt to flee by *teleport* via her one-shot item (see her Possessions in the Appendix) and will report the actions of the PCs to the Silent Ones. Whether or not she manages to escape, all PCs earn the *Wrath of the Silent Ones* AR item.

Should a PC break the branch in her possession and *teleport* himself into the Silent Tower, *that PC is instantly slain*. Consider this death an unrecoverable one, collect the players' ARs for that PC, and contact the Triad to inform them of this event.

Conclusion A: Count Orloc

Having at last made your way back to Castle Dorglast, you stand once again before your patron. If it was possible, Orloc looks even more tired and withered than when you first saw him. "Tell me of your exploits. What did you find?"

Orloc will listen to the PCs tale with interest, interrupting occasionally with a rattling cough or with a quick question. Once they are done explaining what happened, he will of course ask them for the bundle.

If the PCs return the bundle to Orloc:

You hand the bundle to Orloc and he clutches it to his chest. You wonder if he ever showed that kind of loving embrace to Holphin when

he was a child. "Excellent. You have done well. House Neheli thanks you." He claps his hands twice, and a servant appears carrying a number of small velvet bags. "One for each of you. You have been rewarded. Now... leave me."

The pouches contain an amount of gp per PC equal to the gp cap of this adventure by APL, as noted on the AR. Proceed to the Epilogue.

If the PCs announce that they turned over the bundle to the Silent Ones:

The Count just stares at you when you tell him that you turned the bundle over to the Silent Ones. He looks almost catatonic. But then, his withered finger extends and points towards the door. With a hiss, he says, "Leave. Now. While I am still inclined to let you do so."

If the PCs don't leave immediately, Malagari knights show them the door by crossed halberd. Proceed to the Epilogue.

Conclusion B: Stoakdor

Having at last made your way back to Redlee Manor, you stand once again before your patron. Stoakdor can barely contain his excitement. "What happened? Tell me everything."

Stoakdor will listen with rapt attention to the PCs retelling of the events, without interruption. He will of course then ask if the PCs recovered the notes. If they turn over the notes to him:

Stoakdor Neheli clutches the notes to his chest and breathes a sigh of relief. He motions to a table in his chamber where small velvet bags sit. "One for each of you... gems and jewels. Now, leave me. I have much reading to do."

Stoakdor leaves with the bundle. The pouches contain an amount of gp per PC equal to the gp cap of this adventure by APL, as noted on the AR. Proceed to the Epilogue.

If the PCs turned over the notes to the Silent Ones:

Stoakdor at first taps his ear as if to doubt his own hearing, staring at you slack-jawed before he explodes into a frothing rage. "Out! OUT! Get out of my sight! OUT!" He is incoherent with rage and he stands with balled fists, trembling.

Guards will arrive and usher the PCs out at halberd-point. Proceed to Epilogue.

Epilogue

“They’ve disappeared. Both of them.”

The Wyrd of the Silent Ones looked up at the hovering image of a distinguished-looking Suel man. His face was taut with the burden of delivering the grim news. Mohrgyr the Old hadn’t seen Wilmot so stiff since his beloved steam mephit familiar, Kettle, had been slain by cloakers.

“Wilmot, how could this be?”

“I don’t know. Wave and Whelm were in the most secure of the King’s vaults. Whoever took them didn’t get in by mundane methods, that’s for certain. I was barely able to pierce it using the best magic at my disposal. When I found them both gone, I feared the worst and contacted you.”

Mohrgyr rose with a speed that belied his advanced age. “Follow up on it. And be careful not to alert anyone in the palace of your affiliations; we are not the most popular people in the Kingdom of late.”

Wilmot nodded, and the image faded. The Wyrd moved quickly through the corridors of the tower to the uppermost chambers of the Lonely Tower. Through a window with open shutters he spotted a thin trail of smoke to the south. The evil of the Countess – or more importantly, its source – was one that was weighing heavily on the mind of Mohrgyr.

That is, until Wilmot’s message.

He ascended the last short stair and gazed at the great bronze door in disbelief. The portal had been reduced to a shapeless blob of metal and hurled aside like a child’s toy.

With some trepidation, the Wyrd stepped into the Chamber of Holding. The case of enchanted crystal had been sundered. Blackrazor was nowhere to be found.

The sorcerer looked down at his feet. As he did, he let out a hiss. He stood upon a handprint three feet in width, seared into the rock of the Lonely Tower by the palm of an efreet. With a curse, Mohrgyr spoke a single name with as much venom as he could muster.

“Nix.”

The End

Experience Point Summary

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

Encounter One

Defeating the skin kite(s)

APL 2 – 90 xp.

APL 4 – 150 xp.

APL 6 – 180 xp.

Defeating the raiments/ghasts

APL 2 – 90 xp.

APL 4 – 150 xp.

APL 6 – 180 xp.

Defeating Atzuzu and the Atzuzu’s Bodyguards

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

Avoiding, disabling or surviving the statue trap

APL 2 – 30 xp.

APL 4 – 90 xp.

APL 6 – 150 xp.

Encounter Two

Defeating the mummy

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

Story Awards

Gaining access to Cjain’s tomb via the spoken magical trigger

APL 2 – 30 xp.

APL 4 – 35 xp.

APL 6 – 40 xp.

Obtaining the bundle from Cjain

APL 2 – 60 xp.

APL 4 – 100 xp.

APL 6 – 120 xp.

Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 2: L: 385 gp; C: 0 gp; M: None.

APL 4: L: 548 gp; C: 0 gp; M: +1 *shortspear* (192 gp); *brooch of shielding* (125 gp); *scroll of cure serious wounds* (31 gp); two *potions of cure moderate wounds* (total 100 gp).

APL 6: L: 356 gp; C: 0 gp; M: +1 *full plate* (221 gp); +1 *shortspear* (192 gp); *periapt of wisdom* +2 (333 gp), two +1 *spiked chains* (total 388 gp), two *potions of cure moderate wounds* (total 100 gp).

Encounter Two:

APL 2: L: 0 gp; C: 0 gp; M: None.

APL 4: L: 0 gp; C: 0 gp; M: *Cloak of resistance* +1 (83 gp).

APL 6: L: 0 gp; C: 0 gp; M: *Bracers of armor* +1 (83 gp); *cloak of resistance* +1 (83 gp).

Conclusion (A or B):

APL 2: L: 0 gp; C: 450 gp; M: None.

APL 4: L: 0 gp; C: 650 gp; M: None.

APL 6: L: 0 gp; C: 900 gp; M: None.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 385 gp; C: 450 gp; M: 0 gp) – Total: 835 gp (450 gp).

APL 4: L: 548 gp; C: 650 gp; M: 531 gp) – Total: 1729 gp (650 gp).

APL 6: L: 356 gp; C: 900 gp; M: 1400 gp) – Total: 2656 gp (900 gp).

Special

Cjaian’s Spellbook, Volume One: 1st – *cause fear, chill touch, disguise self, mage armor, ray of enfeeblement*; 2nd – *command undead, false life, ghoul touch, spectral hand*; 3rd – *gentle repose, halt undead, vampiric touch*. Cost: 2200 gp.

Cjaian’s Spellbook, Volume Two: 4th – *animate dead, enervation, Evard’s black tentacles, phantasmal killer*; 5th – *blight, magic jar, symbol of pain*; 6th – *circle of death, create undead*. Cost: 4300 gp.

Cjaian’s Spellbook, Volume Three: 7th – *banishment, control undead, plane shift*; 8th –

create greater undead, greater planar binding; 9th – wail of the banshee. Cost: 4500 gp.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Cjaian's Spellbook, Volume One (Adventure, AR)*

APL 4 (all items from APL 2 plus):

- ❖ *Cjaian's Spellbook, Volume Two (Adventure, AR)*
- ❖ *Brooch of shielding (Adventure, DMG)*

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

- ❖ *Cjaian's Spellbook, Volume Three (Adventure, AR)*

Special

Curse of Cjaian: Your theft of Cjaian's notes from her tomb has not gone unnoticed. Henceforth, you will suffer a -6 to any saving throw made to resist the poison of spiders or arachnid-like creatures (such as phase spiders, driders, etc). You also suffer a -6 penalty on any saving throw against *web* spells or effects that replicate that spell. If you possess any natural methods of freedom of movement (such as the spell or a ring of the same name, or the special ability granted by the Travel Domain), they no longer function when you are caught in a *web* effect. This curse may only be broken by a spellcaster of 15th or higher level casting a *break enchantment* spell.

Debt of Cjaian: You are indebted to the drider-lich for an undisclosed favor in the future. You have been assured this favor will not involve you performing an evil or objectionable act.

Disfavor of House Neheli: You have earned the disfavor of the powerful Keoish House of Neheli. If you possess at least one influence point with a member of House Neheli (such as Holphin Neheli), the Knights of the Malagari, or of House Neheli itself, void one such influence point and then void this *Disfavor of House Neheli* AR item. If you do not possess any Neheli or Malagari-related influence points, you must void the next one you receive and then void this *Disfavor of House Neheli* AR item.

Favor of the Silent Ones: You may expend this influence point to purchase one NPC casting of the *wish* spell (CL 21st) at standard PHB costs. It costs the PC 12 additional TUs to get the spell cast, and it may only be used for the purpose of removing curses, negative spell effects, or other similar problems. Mark an "x" through this favor when it is consumed and notify the Keoland Triad of its use as well. Alternatively, expending this AR item at the end of this adventure will allow a PC to void the *Curse of Cjaian* if it was earned by her. If this is done, the PC pays no gold or TU cost for this use of the favor.

Influence Point with Count Orloc Neheli / Stoakdor Neheli: You have earned the favor of this powerful patron (circle the name of the patron in question). You may expend this influence point to gain one-time access (*Frequency: Adventure*) to your choice of one of the following from the *Libris Mortis* book. In the case of upgrades to existing items, pay the difference between the old cost and the new cost of the item:

- Feats: Ghost Scarred, Requiem, Sacred Vengeance, Sacred Vitality, Spurn Death's Touch, Unquenchable Flame of Life, or Vampire Hunter.
- Armor Enhancement Upgrade: Ectoplasmic Feedback, Ghost Ward
- Weapon Enhancement Upgrade: Ghost Strike
- Spells: *ectoplasmic armor, ectoplasmic feedback, ghost touch armor, ghost touch weapon, ghost trap, mass restoration, protection from negative energy, sheltered vitality, spawn screen, or undead bane weapon.*

Influence Point with the Dreadwalkers: You have earned the favor of the Dreadwalkers for your effort. You may expend this influence point to gain one-time access (*Frequency: Adventure*) to your choice of one of the following from the DMG. In the case of upgrades to existing items, pay the difference between the old cost and the new cost of the item:

- Armor: Mithril buckler.
- Armor Enhancement Upgrade: Shadow (includes Improved or Greater), Silent Moves (includes Improved or Greater), Wild.
- Weapon Enhancement Upgrade: Bane (aberrations only), Distance, Keen, Seeking.

Wrath of House Neheli: You have enraged the Neheli with your actions. Void any and all influence points, favorable notices and/or favors you have earned with House Neheli, with one of their members (such as Holphin Neheli) or with the Knights of the Malagari (also known as the Darkwatch). If you are a member of the Knights of the Malagari, you are immediately demoted one rank. If this would place you below the lowest rank in the meta-organization, you instead lose 12 TUs being “re-educated.” If you cannot pay this expense out of your allotment for this year, you must pay the balance on your first AR for the next calendar year.

Wrath of the Silent Ones: You have enraged the Lonely Tower. Void any and all influence points, favorable notices and/or favors you have earned with the Silent Ones or one of their members. If you are a member of the Silent Ones, you are immediately demoted one rank. If this would place you below the lowest rank in the meta-organization, you instead lose 12 TUs being “re-educated.” If you cannot pay this expense out of your allotment for this year, you must pay the balance on your first AR for the next calendar year.

Appendix A: Monsters and NPCs (All APLs)

Encounter Three

Amaretta, Aspirant of the Silent Ones, female human Sor 4: CR 4; medium humanoid (human); HD 4d4+4; hp 15; Init +7; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grapple +1/0; Atk masterwork dagger +6 melee (1d4-1, 19-20/x2); SV Fort +2, Ref +4, Will +4; AL N; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 16.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*Daze, Detect Magic, Disrupt Undead, Prestidigitation, Ray of Frost, Read Magic*; 1st—*Burning Hands, Comprehend Languages, Mage Armor*; 2nd—*Invisibility*.

Skills & Feats: Concentration +8, Gather Information +5, Knowledge (arcana) +8, Knowledge (history) +4, Sense Motive +2. Combat Reflexes, Improved Initiative, Weapon Finesse (Dagger).

Possessions: Masterwork dagger, spell component pouches, 20 gp, one-charge *teleport* item (a small branch that, if broken, *teleports* the breaker to the tower of the Silent Ones).

Appendix A: Monsters and NPCs (APL 2)

Encounter One:

Atzuzu. Male human (Olman) Clr 3 of Tlaloc: Medium humanoid (human); CR 3; HD 3d8+6; hp 22; Init +1; Spd 20 ft (4 squares); AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BAB/Grapple +2/+4; Full Atk masterwork shortspear +5 melee (1d6+2; 20/x2) or javelin +4 ranged (1d6+2; 20/x2); SA rebuke undead 4/day; SQ spontaneous casting; AL LE; SV Fort +7, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (religion) +6, Knowledge (the planes) +2. Endurance, Great Fortitude, Weapon Focus (Javelin).

Cleric Spells Prepared (4/3+1/2+1; DC 12 + spell level): 0 – *cure minor wounds, detect magic, light, read magic*; 1st – *cure light wounds, divine favor, protection from good**; 2nd – *desecrate**, *sound burst, spiritual weapon*.

*Domain spell. *Domains:* Evil (cast all spells with Evil descriptor at +1 caster level), Water (rebuke, command or bolster water creatures three times per day as a supernatural ability).

Possessions: Masterwork full plate, masterwork heavy mace, masterwork heavy steel shield, two javelins, spell component pouches, wood holy symbol of Tlaloc.

DM Note: The favored weapon of Tlaloc (for such purposes as *spiritual weapon*) is a javelin.

Atzuzu's Bodyguards, male half-orc Ftr 1: Medium humanoid (orc); CR 1; HD 1d10+3; hp 13; Init +1; Spd 20 ft. (4 squares); AC 18 (+6 armor, +2 Dex), touch 12, flat-footed 16; Base Attack/Grapple +1/+3; Full Atk spiked chain +4 melee (2d4+3; 20/x2); AL NE; SV Fort +5, Ref +2, Will -1; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +3, Intimidate +3; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain).

Possessions: Masterwork spiked banded mail, masterwork spiked chain.

Encounter Two

Proto-Mummy: Medium undead; CR 7; HD 8d12+3; hp 74; Init +0; Spd 20 ft. (4 squares); AC 15 (+5 natural), touch 10, flat-footed 15; Base Attack/Grapple +7/+14; Full Atk Slam +11 melee (1d6+7 and

mummy rot); SA Despair, mummy rot; SQ Darkvision 60 ft., imperfect construction, undead traits, vulnerability to fire; AL LE; SV Fort +9, Ref +7, Will +11; Str 24, Dex 10, Con --, Int 6, Wis 14, Cha 16.

Skills & Feats: Hide +12, Listen +13, Move Silently +12, Spot +13. Alertness, Great Fortitude, Toughness.

Despair (Su): See Monster Manual, page 190. Note: The DC for the saving throw of this proto-mummy's *despair* ability is reduced by 3 due to its imperfect creation (making the Will save DC 13).

Imperfect Construction: The imperfect construction of the proto-mummy leaves it without a mummy's usual damage reduction, reduces the mummy's usual natural armor bonus to +5, gives it a -3 penalty to hit and damage rolls, and reduces the DC of its *mummy rot* and *despair* abilities by a -3 penalty. All of these have been factored into the statistics above.

Mummy Rot (Su): See Monster Manual, page 190. Note: The DC for the saving throw of this proto-mummy's *mummy rot* ability is reduced by 3 due to its imperfect creation (making the Will save DC 13).

Appendix A: Monsters and NPCs (APL 4)

Encounter One:

Atzuzu. Male human (Olman) Clr 5 of Tlaloc: Medium humanoid (human); CR 5; HD 5d8+10; hp 37; Init +1; Spd 20 ft (4 squares); AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BAB/Grapple +3/+5; Full Atk +1 *shortspear* +6 melee (1d6+3; 20/x2) or javelin +5 ranged (1d6+2; 20/x2); SA rebuke undead 4/day; SQ spontaneous casting; AL LE; SV Fort +8, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (religion) +6, Knowledge (the planes) +2. Endurance, Great Fortitude, Weapon Focus (Javelin).

Cleric Spells Prepared (5/4+1/3+1/1+1; DC 12 + spell level): 0 – *cure minor wounds, detect magic, light, read magic, resistance*; 1st – *bane, cure light wounds, divine favor, protection from good**; 2nd – *calm emotions, desecrate**, *sound burst, spiritual weapon*; 3rd – *magic circle against good**, *searing light*.

*Domain spell. *Domains:* Evil (cast all spells with Evil descriptor at +1 caster level), Water (rebuke, command or bolster water creatures three times per day as a supernatural ability).

Possessions: Masterwork full plate, +1 *shortspear*, masterwork heavy steel shield, two javelins, spell component pouches, wood holy symbol of Tlaloc, *brooch of shielding, scroll of cure serious wounds*.

DM Note: The favored weapon of Tlaloc (for such purposes as *spiritual weapon*) is a javelin.

Atzuzu's Bodyguards, male half-orc Ftr 3: Medium humanoid (orc); CR 3; HD 3d10+9; hp 29; Init +1; Spd 20 ft. (4 squares); AC 19 (+8 armor, +1 Dex), touch 11, flat-footed 18; Base Attack/Grapple +3/+7; Full Atk spiked chain +9 melee (2d4+6; 20/x2); AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills & Feats: Craft (weaponsmithing) +2, Intimidate +2; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Power Attack, Weapon Focus (Spiked Chain).

Possessions: Masterwork spiked full plate, masterwork spiked chain, *potion of cure moderate wounds*.

Encounter Two

Advanced (12 HD) Mummy Tomb Warden 1: medium undead; CR 7; HD 13d12+16; hp 129; Init +0; Spd 20 ft. (4 squares); AC 20 (+10 natural), touch 10, flat-footed 20; Base Attack/Grapple +7/+14; Full Atk Slam +14 melee (1d6+10 and mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., turn immunity, undead traits, vulnerability to fire; AL LE; SV Fort +9, Ref +7, Will +11; Str 24, Dex 10, Con --, Int 6, Wis 14, Cha 16.

Skills & Feats: Hide +12, Listen +13, Move Silently +12, Spot +13. Alertness, Great Fortitude, Improved Toughness, Lightning Reflexes, Toughness.

Despair (Su): See Monster Manual, page 190. Note that the DC for the saving throw of this mummy's *despair* ability is 19.

Mummy Rot (Su): See Monster Manual, page 190. Note that the DC for the saving throw of this mummy's *mummy rot* ability is 19.

Turn Immunity (Ex): As long as it is within the tomb, graveyard or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Possessions: *Cloak of resistance +1*

Appendix A: Monsters and NPCs (APL 6)

Encounter One:

Atzuzu. Male human (Olman) Clr 5 of Tlaloc / Stormlord 2: Medium humanoid (human); CR 7; HD 7d8+21; hp 58; Init +1; Spd 20 ft (4 squares); AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BAB/Grapple +4/+6; Full Atk +1 *shortspear* +7 melee (1d8+3 and 1d6 electricity; 20/x2) or enhanced javelin +7 ranged (1d6+3 and 1d6 electricity; 20/x2); SA rebuke undead 4/day, shock weapon; SQ resistance to electricity 5, spontaneous casting; AL LE; SV Fort +11, Ref +2, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 16 (18), Cha 12.

Skills and Feats: Concentration +10, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nature) +2, Knowledge (religion) +8, Knowledge (the planes) +2. Endurance, Great Fortitude, Improved Toughness, Weapon Focus (Javelin).

Enhanced Javelins: Any javelin thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th level to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining resistance to electricity 5 at 2nd level.

Shock Weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). The weapon loses this ability one round after leaving the hand of the stormlord.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; DC 14 + spell level): 0 – *cure minor wounds, detect magic, detect poison, light, read magic, resistance*; 1st – *bane, bless, cure light wounds, divine favor, protection from good**; 2nd – *calm emotions, desecrate*, silence, sound burst, spiritual weapon*; 3rd – *cure serious wounds, dispel magic, magic circle against good*, searing light*; 4th – *energy vortex x2, unholy blight**

*Domain spell. *Domains:* Evil (cast all spells with Evil descriptor at +1 caster level), Water (rebuke, command or bolster water creatures eight times per day as a supernatural ability).

Possessions: +1 *full plate*, +1 *shortspear*, masterwork heavy steel shield, two javelins, spell component pouches, wood holy symbol of Tlaloc, *periapt of wisdom* +2.

DM Note: The favored weapon of Tlaloc (for such purposes as *spiritual weapon*) is a javelin.

Atzuzu's Bodyguards, male half-orc Bar 1/Ftr 4: Medium humanoid (orc); CR 5; HD 3d10+1d12+15; hp 43; Init +1; Spd 20 ft. (4 squares); AC 19 (+8 armor, +1 Dex), touch 11, flat-footed 18; Base Attack/Grapple +5/+9; Full Atk +1 *spiked chain* +11 melee (2d4+9; 20/x2); AL LE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 13, Con 16, Int 8, Wis 8, Cha 8.

Skills & Feats: Craft (weaponsmithing) +3, Intimidate +3, Listen +2; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: Masterwork spiked full plate, +1 *spiked chain*, *potion of cure moderate wounds*.

Encounter Two

Advanced (12 HD) Mummy Tomb Warden 3: medium undead; CR 9; HD 15d12+18; hp 148; Init +0; Spd 20 ft. (4 squares); AC 21 (+1 armor, +10 natural), touch 10, flat-footed 20; Base Attack/Grapple +9/+16; Full Atk Slam +17 melee (1d6+10 and mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., power of the dead, tomb sense, turn immunity, undead traits, vulnerability to fire; AL LE; SV Fort +10, Ref +8, Will +12; Str 24, Dex 10, Con --, Int 6, Wis 14, Cha 16.

Skills & Feats: Hide +14, Listen +15, Move Silently +14, Spot +15. Alertness, Great Fortitude, Improved Toughness, Lightning Reflexes, Toughness, Weapon Focus (Slam).

Despair (Su): See Monster Manual, page 190. Note that the DC for the saving throw of this mummy's *despair* ability is 20.

Mummy Rot (Su): See Monster Manual, page 190. Note that the DC for the saving throw of this mummy's *mummy rot* ability is 20.

Power of the Dead (Su): As long as it is within the tomb, graveyard or similar resting place that it protects, a 3rd level tomb warden can call on the spirits of the dead to gain insight from them. This ability requires only a free action to activate, and grants the tomb warden an insight bonus on attack rolls, damage rolls and saving throws equal to its Charisma modifier (minimum +1). A tomb warden can use this ability once per day and its effects last for ten minutes.

Tomb Sense (Su): As long as it is within the tomb, graveyard or similar resting place that it protects, a tomb warden of 2nd level or higher knows the precise location of all intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effects extend to every portion of the tomb.

Turn Immunity (Ex): As long as it is within the tomb, graveyard or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Possessions: *Bracers of armor* +1, *cloak of resistance* +1.

Appendix B: New Rules

New Feats

Improved Toughness [General] (as presented in *Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

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

New Monsters

Raiment (as presented in *Libris Mortis*)

Small Undead

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

Base Attack/Grapple: +1/+5

Attack: Coat sleeve +6 melee (1d2+3)

Full Attack: 2 coat sleeves +6 melee (1d2+3)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Constrict, improved grab

Special Qualities: Blindsight 60 ft., damage reduction 5/magic, darkvision 60 ft., mindless, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 16, Dex 14, Con --, Int --, Wis 13, Cha 7

Skills: None

Feats: None

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic evil

Advancement: 4-6 HD (Small)

Level Adjustment: N/A

An empty set of clothing, dingy and stained, flings itself forward, seemingly eager to reach you.

A raiment is the clothing of a victim of some atrocious crime, animated by the spirit of the vengeful victim, mindlessly intent on using its only remaining tool to cause as much pain and suffering as its long-missing flesh felt in death.

The clothing sometimes retains other personal belongings of its former owners as well. Different raiments may appear in different styles of dress, but most require a sufficient mass of clothing to give them shape and the ability to wrap their sleeves around the necks of their prospective victims.

A raiment weighs 10 to 20 pounds and does not speak.

Combat

A raiment sometimes lies quiescent, like a pile of cast-off rags, attacking only when its victims are close enough to surprise.

Constrict (Ex): A raiment deals 1d2+3 points of damage with a successful grapple check against a Large or smaller creature, in addition to its normal 1d2+3 points of damage for its regular attack. Because it wraps itself around a victim's neck, a creature in the raiment's grasp cannot speak or cast spells that have verbal components.

Improved Grab (Ex): To use this ability, a raiment must hit a Large or smaller opponent with its coat sleeve attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A raiment is hard to grapple because of its body configuration, so it gains a +4 bonus on its grapple check (already figured into the statistics above). If it wins the grapple check, it establishes a hold and can constrict.

Mindless (Ex): A raiment is mindless, so it has no Intelligence score and no feats or skills. A raiment is immune to mind-affecting spells and abilities.

Skin Kite (as presented in *Libris Mortis*)

Small Undead

Hit Dice: 4d12 (24 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11

Base Attack/Grapple: +2/-4 (+8 when attached)

Attack: Touch +8 melee (1d4)

Full Attack: Touch +8 melee (1d4)

Special Attacks: Meld, steal skin

Special Qualities: Darkvision 60 ft., diet dependent, launch kite, undead traits

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 10, Dex 19, Con --, Int 4, Wis 12, Cha 6

Skills: Hide +7, Listen +5, Spot +5

Feats: Alertness, Weapon Finesse

Environment: Cold hills

Organization: Solitary, pair or flock (5-8)

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: N/A

A knot of flaccidly flapping membranes kites through the air, now drifting with the currents, now swooping swiftly through the air towards you.

Skin kites are undead creatures made up of the stolen skin of past victims. They feed on the skin of living beings, replenishing their own constantly rotting skin, as well as using new skin as spawning material for new skin kites.

No two skin kites appear the same. They display a range of different colors, depending on the creatures from which they were harvested. Many skin kites have rotting clumps of hair or fur, unintended additional trophies from past victims.

A skin kite has no body, only a wingspan, which is about five feet. It weighs about five pounds.

Combat

A skin kite attacks by landing on a victim and melding a portion of its undead membrane with its victim's skin.

Diet Dependent: A skin kite is diet dependent (rules featured in *Libris Mortis*; not reprinted here as they are not needed for this scenario) upon skin, which it acquires by using its steal skin ability.

Launch Kite (Ex): When a skin kite has absorbed 4 points of Charisma (through its steal skin ability; see below), it attempt to retreat to a safe place where it can take a full-round action to spawn a new skin kite with the stolen skin. A freshly launched skin kite has a number of hit points equal to the original's current total (its full normal hit points are equal to the original's full normal total, even if its current hit points are lower than that).

Meld (Ex): If a skin kite hits a Small or larger creature with a melee touch attack, it melds with the opponent's body. An attached skin kite is effectively grappling its prey. The skin kite loses its Dexterity bonus to AC, but while melded, it is hard to remove. Skin kites have a +12 racial bonus to grapple checks (figured into the statistics above).

A melded skin kite can be struck with a weapon or grappled itself. To remove a melded skin kite by grappling, the opponent must achieve a pin against the skin kite, which forcefully peels the creature off and also does 1d6 damage.

Steal Skin (Ex): A skin kite steals portions of its foe's skin, absorbing them directly into itself, dealing 1d4 points of Charisma damage in each round when it remains melded. Once it has dealt 4 points of Charisma damage, it detaches and flies off to launch a kite. If a victim reaches Charisma 0 before a skin kite has dealt 4 points of Charisma damage, the skin unmelds and seeks a new target.

New Prestige Classes

Stormlord (as presented in *Complete Divine*) (abridged)

Requirements for the Prestige Class

- **Base Save Bonus:** Fort +4
- **Feats:** Endurance, Great Fortitude, Weapon Focus (any spear or javelin)
- **Spells:** Able to cast 3rd level divine spells
- **Patron:** Normally Talos (of the *Forgotten Realms* campaign); in this case as an adaptation for *Living Greyhawk*, Tlaloc (Olman god of storms) is an acceptable substitute used in this scenario.
- **Special:** Must have been struck by a bolt of magical or natural lightning.

Class Features:

- **Weapon and Armor Proficiency:** Stormlords gain no weapon or armor proficiencies.
- **Spells per Day / Spells Known:** At each stormlord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.
- **Enhanced Javelins:** Any javelin thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th level to +3.
- **Resistance to Electricity (Ex):** As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining resistance to electricity 5 at 2nd level.
- **Shock Weapon (Su):** Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). The weapon loses this ability one round after leaving the hand of the stormlord.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Enhanced	+1 level of

					javelins +1, resistance to electricity 5	existing divine spellcaster class
2	+1	+3	+0	+3	Shock weapon	+1 level of existing divine spellcaster class

Tomb Warden (as presented in *Libris Mortis*) (abridged)

Requirements for the Prestige Class

- **Type:** Undead
- **Alignment:** Any nonchaotic
- **Base Attack Bonus:** +3
- **Base Save Bonus:** Will +5
- **Feat:** Toughness
- **Special:** A tomb warden must dedicate itself to the protection of a tomb, graveyard or similar resting place of the dead.

Class Features:

- **Weapon and Armor Proficiency:** Tomb wardens gain proficiency with simple and martial weapons, and with light, medium and heavy armor.
- **Turn Immunity (Ex):** As long as it is within the tomb, graveyard or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.
- **Tomb Sense (Su):** As long as it is within the tomb, graveyard or similar resting place that it protects, a tomb warden of 2nd level or higher knows the precise location of all intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effects extend to every portion of the tomb.
- **Power of the Dead (Su):** As long as it is within the tomb, graveyard or similar resting place that it protects, a 3rd level tomb warden can call on the spirits of the dead to gain insight from them. This ability requires only a free action to activate, and grants the tomb warden an insight bonus on attack rolls, damage rolls and saving throws equal to its Charisma modifier (minimum +1). A tomb warden can use this ability once per day and its effects last for ten minutes.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Turn Immunity
2	+2	+3	+0	+0	Tomb Sense
3	+3	+3	+1	+1	Power of the Dead

New Spells

Energy Vortex (as presented in *Complete Divine*)

Evocation [Acid, Cold, Fire, Electricity or Sonic]

Level: Cleric 4, Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20 ft. radius burst centered on you

Duration: Instantaneous

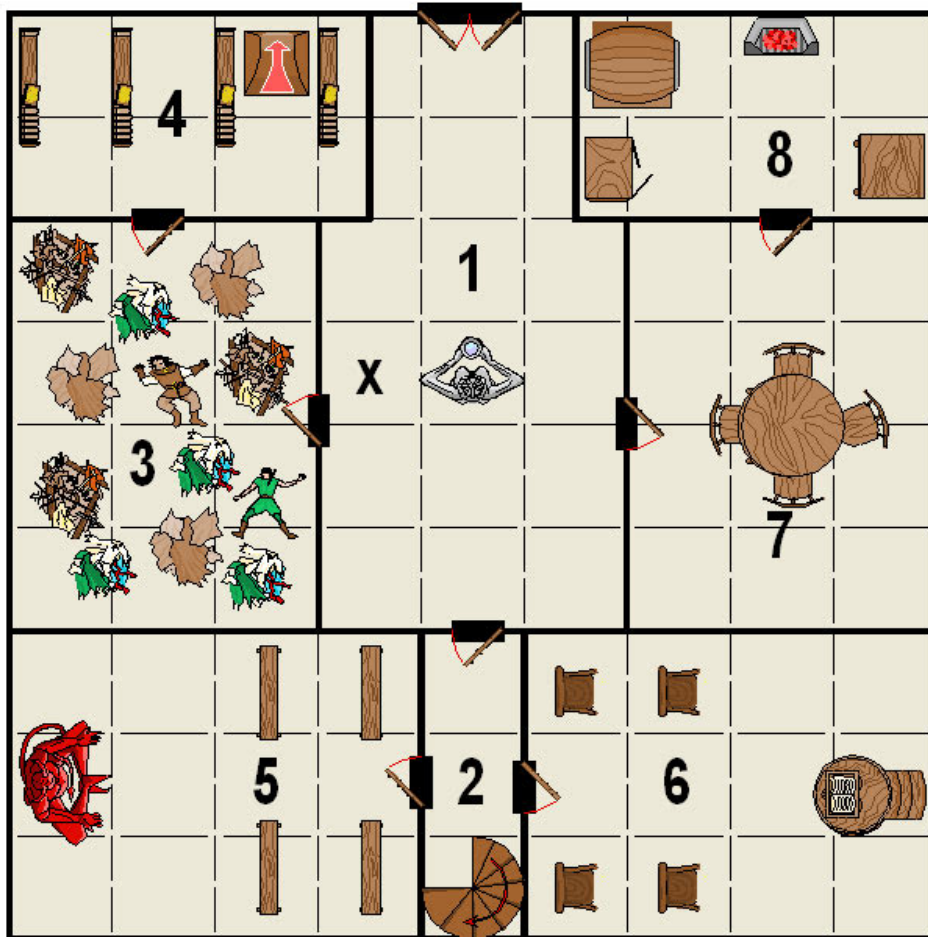
Saving Throw: Reflex half

Spell Resistance: Yes

When you cast *energy vortex*, you choose one of five energy types: acid, cold, fire, electricity or sonic. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage, +1 point per caster level (maximum +20). If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to that energy type.

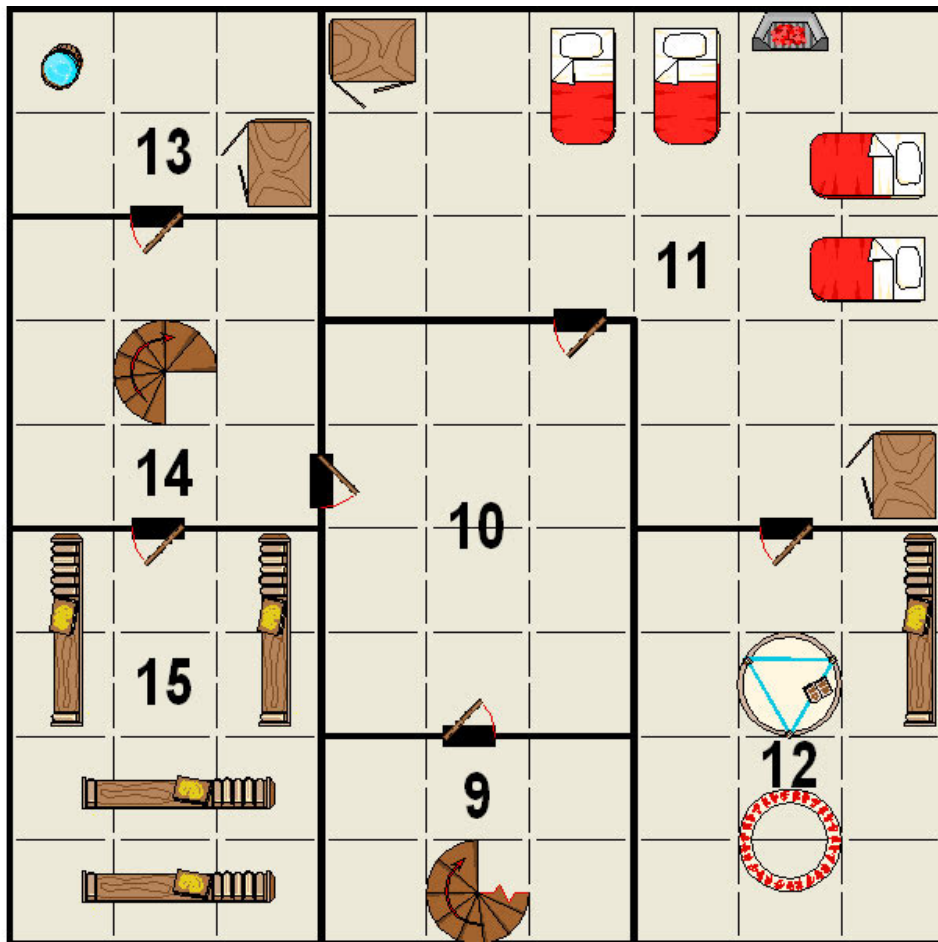
DM Aid #1 – Tower, Ground Floor

One Square = 5'



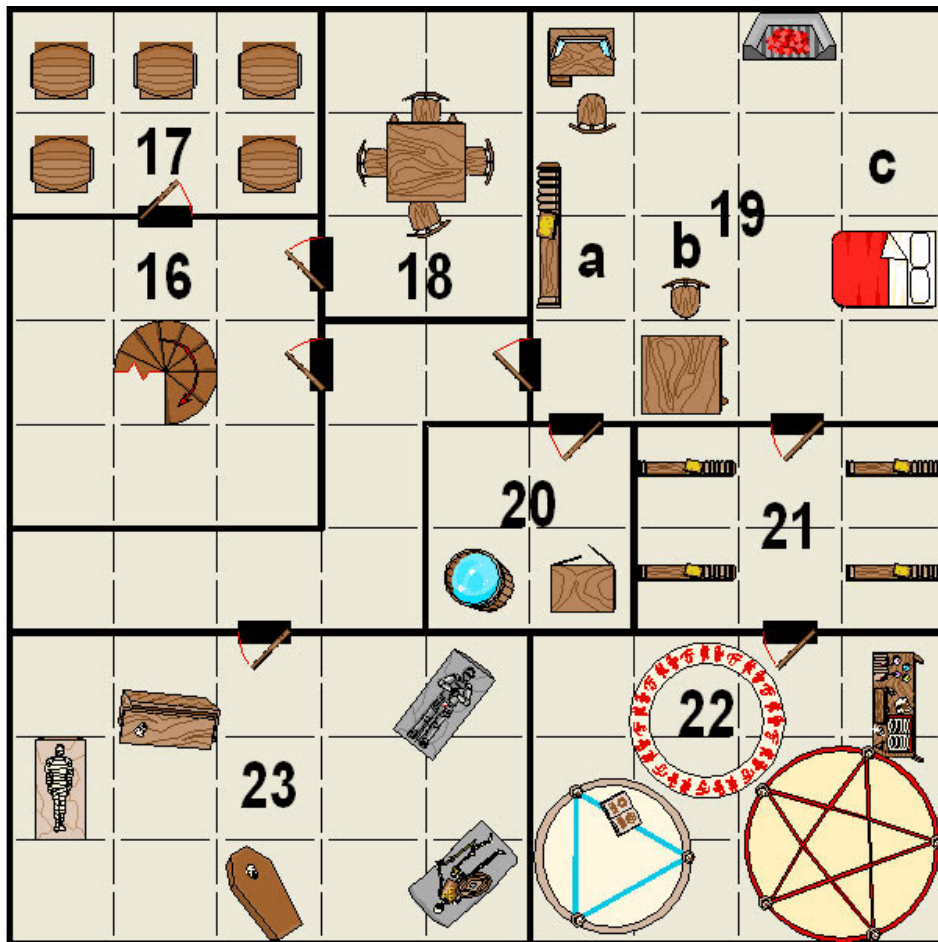
DM Aid #2 – Tower, First Floor

One Square = 5'



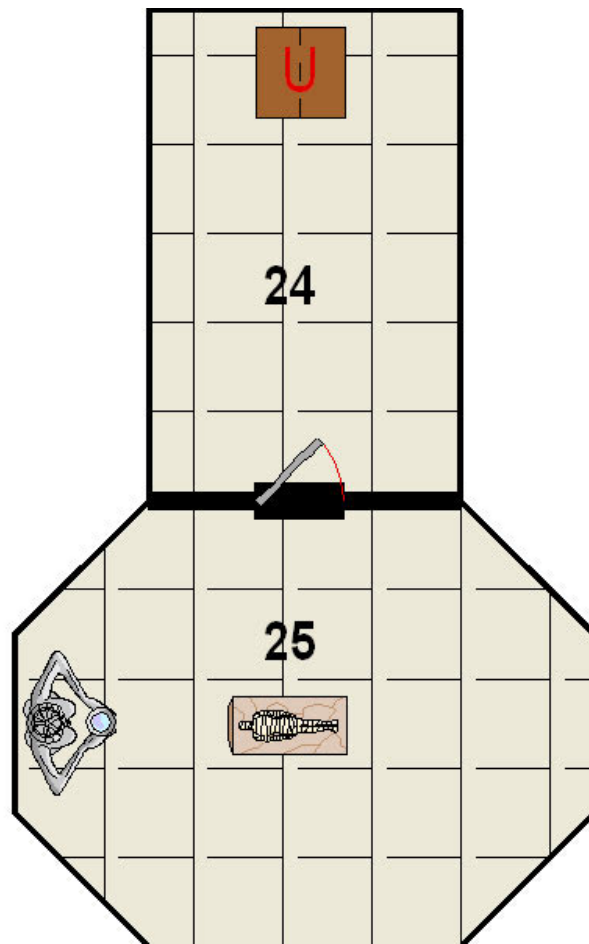
DM Aid #3 – Tower, Second Floor

One Square = 5'



DM Aid #4 – Cjaian's Tomb

One Square = 5'



Player Handout One: A Letter from Count Orloc Neheli

Esteemed Gentles,

As you are no doubt aware, the actions of my son Holphin have poisoned the nation of Keoland against my family. I earnestly seek to restore their faith in House Neheli. To this end, I may perhaps have a way by which the actions of my son might be undone. I understand you will be skeptical; this is why I beg you to allow me to make my case. If you are interested, please come to Castle Dorglast as quickly as possible. If you decline, please burn this missive; the magic within the paper will tell me of its destruction and of your declination of my offer.

For the Lion Throne,

Count Orloc Neheli

Player Handout Two: A Letter from Stoakdor Neheli

Adventurers,

I am known by many as the pre-eminent diviner in House Neheli, and it is my thirst for knowledge – coupled with a desire to undo the damage caused to my family by the actions of my wayward kinsman, Holphin – that prompts me to send you this letter.

I have discovered a way by which the gross injustice visited on King Kimbertos Skotti might possibly be mitigated. But to do so, I need your help. I know that many in the Kingdom have no love for the Neheli. But we are a branch of the family that seeks to change that, but as you might imagine the King's assassination by the hand of one of the Dorglast Neheli has retarded our efforts.

If I can call upon your aid, I would ask you to proceed to Redlee Manor, on the edge of the Rushmoors, with all due haste. Do not tarry. If you decline this offer, I would ask you not speak of this missive to anyone.

Yours Truly,

Stoakdor Neheli of Redlee Manor

Player Handout Three: Notes of the Olman Cleric, Written in Common

... UPON OUR ARRIVAL AT THIS TOWER WE ENCOUNTERED A TRAPPED STATUE IN THE MAIN HALLWAY THAT WE EASILY CIRCUMVENTED. HOWEVER, THE VERY NEXT CHAMBER WE ENCOUNTERED SAW SOME SORT OF UNDEAD CREATURE ATTACK AND KILL SEVERAL OF MY MEN. SEEING THEIR FACES RIPPED OFF WITH THE SPAN OF SEVERAL SECONDS CONVINCED ME TO RUN FIRST AND ASK QUESTIONS LATER. I LEFT THEIR BODIES BEHIND AND I HAVE INSTRUCTED MY REMAINING BODYGUARDS NOT TO ENTER THE ROOM...

... AS I FEARED, WHERE ONE UNDEAD ARE FOUND, MORE FOLLOW. THIS TIME, I DETECTED THEIR PRESENCE THROUGH MAGIC, IN A CHAMBER DOWN ON THE MIDDLE FLOOR. I HAD ONE OF MY MEN HOLD THE DOOR FAST WHILE MY OTHER BODYGUARD AND I SEALED THE ENTIRE DOOR IN MOLTEN LEAD. AT SOME POINT I WILL NEED TO CONFRONT THEM IF WE ARE TO STAY IN THIS TOWER, AND I HOPE THAT WHEN I DO THE BLESSINGS OF TLALOC WILL ALLOW ME TO SEIZE COMMAND OF THEM AND BEND THEM TO MY PURPOSES...

... THE NOTES I HAVE FOUND FROM THIS DROW'S DIARY INDICATE THAT THERE IS A SINGLE BOOK SOMEWHERE IN THIS TOWER, AND THAT A SELECTED PASSAGE WITHIN IT WILL SOMEHOW ACT AS THE KEY TO OPENING A PORTAL TO THE WITCH'S CRYPT. SHE WENT ON TO SAY THAT THE BOOK WAS HIDDEN "IN THE LIBRARY" AND THAT THE PASSAGE IN QUESTION SHOULD BE READ WITHIN IT...

... I HAVE FOUND TWO LIBRARIES HERE. ONE IS ON THE MIDDLE FLOOR, AND WAS ONCE APPARENTLY USED BY HER APPRENTICES. I TORE THE CHAMBER APART LOOKING FOR THE BOOK - ITS TITLE IS "THE PROPERTIES OF FLAME" - BUT I WAS UNABLE TO FIND IT. I FOUND A PRIVATE LIBRARY ADJOINING HER BEDCHAMBER, BUT NEITHER DID THIS ROOM HOUSE THE BOOK. I EVEN FOUND A BOOKSHELF IN HER BEDCHAMBER ITSELF, BUT NOTHING. WHERE DID THIS DROW HIDE HER ACCURSED BOOK? THOSE ARE ALL THE LIBRARIES IN THIS TOWER! AND EVEN IF I DO FIND THE BOOK, WHAT PASSAGE AM I SUPPOSED TO READ FROM IT?

Player Handout Four: Cjaian's Notes on Mummies

Mummies are certainly mighty and dangerous undead servants. I have been intrigued by their capabilities ever since I first encountered one created by some illithid clerics. They were exceptional combatants, and their relatively slow movement was not much of a hinderance in the confines of the underOerth.

The mummy does possess some flaws that make them less than perfect servants, of course. They exhibit a distressing tendency to treat as a variable what is and is not their "area of warding" – that is, the area that they are consigned to protect. Attackers can flee them and regroup, so it is vital to make certain you have other threats in the area to disallow any respite by intruders.

More troubling is their distressing vulnerability to fire. This is a well-known weakness, of course. I hypothesized that corpses of victims burned alive might yield a mummy that was resistant to flame. Unfortunately my theory has not proven true; I have taken a number of subjects and, using flame, killed them by immolation at various speeds (see Appendix One). But the end result produces a mummy no more resistant than any other base corpse.

Critical Events Summary - Genericon 2005

DM Instructions: Please report the following to the Keoland Triad at chrisinpm@aol.com immediately following the convention premiere.

(Circle One) Did the PCs choose to serve Count Orloc or Stoakdor Neheli?

Count Orloc

Stoakdor Neheli

(Circle One) Did the PCs gain any information about the Iron Cabal from Atzuzu or his men?

Yes

No

(Circle One) How did the PCs deal with Cjaian's bargain?

Outright refused her offer

Accepted her offer

Attacked her after agreeing to the deal, earning her enmity

(Circle One) To which NPC did the PCs ultimately give the bundle?

Count Orloc

Stoakdor Neheli

Amaretta of the Silent Ones **PCs failed to recover the bundle**

List the PCs Names, their metaorg affiliation (if any) and their rank/station in said metaorg:

The DM should list below anything else of interest that the PCs may have done that might be of interest to the Triad.