



Raising Kine

A One-Round D&D Living Kingdoms of Kalamar Adventure

An Adventure for 1st- to 5th-Level Characters

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The divine oracles of Tellene are predicting the end of the world. The gods have stopped answering the calls of priests to bring their faithful back from the dead. With no more divine resurrection, the population fears the gods have abandoned Tellene. Could the answer lie with a powerful relic of a peaceful god, a collapsed diamond mine, a missing hero, and a deserted village?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A two-hour time block has been allocated for each round of this scenario. 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.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by **six** regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6 not 3 tables of 4.

MODULE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 5th level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are

also included. The DM should read this adventure entirely no less than once before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

In the 3.5 d20 rules, costs for *raise dead*, *resurrection*, and other life-returning spells were dramatically increased over those same spells in 3.0. In a lower-magic, lower-wealth campaign such as Living Kingdoms of Kalamar, this change makes it almost impossible for characters to be able to afford those spells. This module gives the PCs the opportunity to earn a favor with the Church of Life's Fire. With this favor, PCs who successfully complete the module can earn the privilege of receiving a *raise dead* spell at a greatly reduced cost.

Also of note: this module contains two tracks, giving the PCs a major choice and distinctly separate experiences. Both tracks lead to the same conclusion, so either choice allows the PCs to earn the major rewards and the favor of the Church of Life's Fire.

BACKGROUND

Eons ago the gods who watched over Tellene, despite their differences, made a pact. They would give mortals the power over life and death through divine means. However, they would make the mortals sacrifice something even more valuable than their lives to do so. Powerful Hobgoblin priests might be able to restore the life of a revered warrior, but they would have to sacrifice much of the tribe's food supply, thus making everyone shake before the mighty power of their god. Deji shaman could undo the accidental death of a leader, but only by offering dozens of fine horses, making hunting the wild buffalo that was their food supply nearly impossible. As parts of Tellene grew more civilized, rare and valuable diamonds became an acceptable sacrifice for the restoration of life to the recently departed.

As general wealth grew on Tellene, and as improvements in mining technology made access to diamonds much more widespread, the gods saw that the value of life was dwindling as access to divine power became almost a given. When once only the most powerful and worthy creatures were given a chance at second life, the gods saw that people were now entreating

priests to raise mounts and pets, and the priests in their cupidity and greed were obliging.

As a way of teaching mortals the value of life, the gods have decided to suspend all life-returning magic (*raise dead, resurrection, reincarnation, etc.*) for a brief period of time. Once this period of time has passed, the gods will then allow that kind of magic again, but they will require a much greater sacrifice.

Of course, the gods are not above trying to gain a bit of power within the pantheon while this takes place. Some gods are working inconspicuously to further their own ends. The Locust Lord has perhaps been the busiest of all. One of his many schemes involves a long-forgotten relic created by an ancient follower. He has re-infused this relic with magic and hopes one of his faithful can find it again to wreak plague and destruction while divine casters are distracted and unfocused. Fortunately, the Raiser has learned of this scheme and sent a follower of her own to intercept and destroy the evil relic. Ironically, this follower, a warrior-priest named Kine, has a dual destiny ahead of him. His disappearance worries a priest of the Raiser in Bet Rogala, and this priest hopes some helpful adventurers can assist him in locating both Kine and the holy relic he possesses.

ADVENTURE SYNOPSIS

Introduction—The players are given role-playing hooks that get them into the adventure, which begins at the shrine of the Raiser in Bet Rogala. These hooks potentially put the characters at cross-purposes in the completion of the adventure, but none of them are working against the ultimate outcome of the module. The hooks lead all the characters to the shrine of the Raiser. When they arrive, separately or together, they learn that a heroic warrior-priest of the Raiser named Kine recently came to the shrine and asked to use a holy relic in the completion of a quest given to him by the Raiser in a dream. The resident cleric, awed by Kine's reputation, allowed him to take the relic. This was three days ago, and since then the priest fears giving the relic to Kine was a mistake. Also, the collapse of several diamond mines around Tellene has driven up the price of diamonds. More disturbing is the fact that no priests of any god have been able to raise their followers in the last two weeks.

The cleric asked Kine about his dream, and Kine claimed that his dream pointed him to an abandoned graveyard just outside the Pipitul Woodlands. The thorp that once resided there was abandoned years ago. Kine stated that in the dream the Raiser showed him a terrible evil in the form of undead creatures that threatened to spread and destroy the elves of the Pipitul Woodlands, thus paving the way for hobgoblin mercenaries in the employ of Tokis to march through unhindered.

Encounter 1—The PCs arrive at Veridu. Here they can learn a bit more about Kine, the Vessel of Bounty, and the surrounding area.

Encounter 2—The PCs arrive at the cemetery to find an elderly Svimohzish seer being attacked by skeletons. (Due to a protection spell, he cannot be injured, but the PCs are not aware of that.) If they rescue him, the PCs hear a cryptic riddle. From this point on, there are two tracks the PCs might follow. Following one means they cannot follow the other.

Track A Encounter 3A—Track A is used if the PCs enter the crypt. In the first room of the crypt, the PCs encounter an awakened turtle. The turtle needs some fresh water before it can speak, so assuming the PCs do not kill it, they can learn some important information from the turtle about the past of the area, including why the town was destroyed, and who is behind the current problems. The PCs are then trapped in the crypt.

Track A Encounter 4A—The preparation chamber is home to a quasit (at ATL 5 an advanced half-dragon quasit). It awaits its master to return and claim the Chalice of Dhadd. His master, however, is long dead and the quasit is a bit angry at having to spend so long here waiting.

Track A Encounter 5A—This chamber contains the Chalice of Dhadd, an evil magical item created by a Fhokki cleric of the Locust Lord. A vile servant of the Locust Lord used the artifact to destroy the town many years ago, and the chalice is the source of the power creating undead in the graveyard. The PCs may mistake the Chalice of Dhadd for the relic they are looking for. Anyone touching the relic may gain a slight curse.

Track B Encounter 3B—If the players listen to the seer’s message, they may realize Kine and the holy relic of the Raiser did not go into the crypt. Instead, they traveled further into the Pipitul Woodlands. Kine’s trail is easy to find, as the relic he carries makes plants grow rapidly. Unfortunately, some toxic plants grew and could cause some problems for the PCs as they track him into the Pipitul Woodlands.

Track B Encounter 4B—Entering the forest, the PCs can follow Kine’s trail. They come across an incapacitated wild elf who has been poisoned. As they check him out, monstrous spiders attack. By surviving the spider attack and reviving the wild elf, the PCs can learn that Kine has gone to the village of the wild elves for a marriage ceremony.

Track B Encounter 5B—When the PCs find Kine, he is in a rather strange situation: in the arms of his wild elf bride in the middle of an elven wedding ceremony. He claims that the Raiser’s dream actually showed him two paths: the one leading down into the crypt and the other leading to this elven village and a life of marriage.

Encounter 6—No matter which track the PCs take, the two tracks converge here. If they went into the crypt, Kine and his new bride brings the Raiser’s relic back to the cemetery to investigate the evil there further. If they went to the elven village, the seer retrieves the Chalice of Dhadd and Kine decides to head back to the cemetery. When the two relics are placed in close proximity, strange magical effects occur. The seer is possessed by the evil power of the Chalice of Dhadd, and he attacks. At the end of the encounter, the Chalice of Dhadd is rendered non-magical, and the relic of the Raiser is still magical but severely weakened.

Conclusion—Kine, if he knows there is someone in the party he can trust, gives the PCs the relic of the Raiser to return to shrine at Bet Rogala.

Appendix I: Treasure Summary
Appendix II: Experience Point Summary
Appendix III: NPCs ATL 1
Appendix IV: NPCs ATL 2
Appendix V: NPCs ATL 3
Appendix VI: NPCs ATL 5
Appendix VII: Plot Hooks

Calendar and Climate

It is the first days of Frosting (roughly the beginning of November) and the temperature is $50^{\circ} + 2d6^{\circ}$ Fahrenheit. The temperature drops 20 to 25 degrees at night. It has finally stopped raining, a respite from the four-month span where the rains were nearly overwhelming.

Veshemo (Tellene’s largest moon) is leaving its new-moon phase and is barely visible. Pelselond and Diadolai (Tellene’s smallest moon) are running their normal courses. What is more noteworthy is the Farmers’ Guild in Bet Rogala has declared a general state of emergency and is begging the prince for aid. The devastation to the harvest wasn’t as bad as expected, but the coming year will certainly be more difficult than the previous decade. Those Deji seers in Independence Square that claimed that Tokis would invade the first day of Frosting have been proven wrong, but the threat is still eminent and many wonder if there are enough food stores should Bet Rogala fall under siege.

Quality of Roads

Roads like the Merchant Way and Army Way are highly maintained. They are also one of the main reasons why the Vast Kalamaran Empire was so effective. Rapid transportation made supply and reinforcement easier. The Principality of Pekal continues to maintain these roads today. For more information regarding the roads of Tellene and the implications they have on travel, etc., see the *Kingdoms of Kalamar Atlas*.

INTRODUCTION

Summary: The PCs, for a variety of reasons, arrive at the shrine to The Raiser in Bet Rogala. There they learn about the disappearance of the warrior-priest Kine and the missing relic.

DM NOTE: Your most important task in the introduction is to make sure that the PCs receive an appropriate hook. Appendix VII provides you with several potential plot hooks for either a single PC or group of PCs. The module should run well regardless of plot hooks given, as all of the PCs are trying to reach the same goal, but some role-playing depth can be added to the module if the PCs are working at cross-purposes on some level. None of the hooks should be so different that it jeopardizes the completion of the module, though.

For your own reasons, you are now standing at the shrine of the Raiser in Bet Rogala, a small but well-kept building on the outskirts of the city. Several others are here as well. Within the building is a large hearth, which, despite the warmth of the day, is blazing. Standing in front of the hearth, looking down at a tome in his hands, is a young Kalamaran man dressed in a tan tunic. The fringes of the tunic are decorated as sheaves of wheat. When he sees you looking into the shrine, he places the book on a podium next to the hearth and approaches you. "May the blessings of Regorike be upon you. How may Mother Tellene be of service to you today?" he says first in Kalamaran, then in Merchant's Tongue.

As the PCs are there for various reasons, role-play this encounter with care. Some of the PCs may be there because they know this priest, named Lorotin, is seeking help. If none of the PCs were given the hook to approach Lorotin for a possible adventuring job, then have Lorotin mention this to them. Others are here looking for diamonds.

Lorotin, Fielder of the Raiser: Male Kalamaran Clr1, medium human; HD 1d8; hp 6

Lorotin joined the Church of Life's Fire only a few months ago. Since this is when most of the clerics of his faith must sacrifice their time helping local farmers with their harvest, he has been left in charge of this shrine.

A **Knowledge (religion) check** (DC 5) reveals that Regorike is the Kalamaran name for The Raiser.

A **Knowledge (religion) check** (DC 15) reveals that Lorotin's tan robe marks him as a Fielder, the lowest order in The Raiser's clergy.

The PCs can learn the following from Lorotin:

- The rumors are true. None of the clerics of any gods he knows have been able to entreat their deities to grant life-returning magic. This has been true for at least the past two weeks.
- The diamond merchants are panicking. Apparently several diamond mines around Tellene have undergone horrible accidents, attacks, or disasters within the last few weeks.
- The Shrine was expecting a large shipment of diamonds, but it has not arrived. It is not expected now that the diamond mines are not running.
- A great warrior-priest of Regorike visited the shrine in Bet Rogala three days ago. This man, a mixed-blood human named Kine, is a legendary hero and slayer of undead.
- Kine visited for a reason. He said he had a vision leading him to fight a great evil in the eastern portion of Pekal, somewhere between the village of Veridu and the Pipitul Woodlands. The vision also told him that he must take with him on this quest a relic of the Raiser known as the Vessel of Bounty. This cup forever changes its appearance, so that it may at one time look to be made of solid gold, the next day looking to be made of ivory, and the next day looking like simple pottery. Its affect on its environment is unmistakable though: plants grow wildly and animals become extremely fertile in its presence.
- Since the Vessel is kept at the shrine in Bet Rogala, Kine asked Lorotin if he could take it. Lorotin, in awe of the holy warrior, acquiesced.
- Lorotin is now afraid that something is amiss. In retrospect, he thinks Kine seemed

very distracted while at the shrine. Lorotin badly wants someone to follow Kine to see if they can retrieve the relic and ascertain what happened to Kine. Lorotin is in need of helpful adventuring types to search for Kine and the artifact. If they can return to him with information of Kine and the artifact, he cannot offer a monetary reward at this time. However, he is sure his superiors will look upon the heroes favorably if they succeed. He also has three *potions of cure light wounds* that he sells to the PCs for 50 gp each. He also has 6 vials of holy water he sells for 25 gp each.

Any PC that refuses the mission is free to do whatever he wishes, but he is not going on this adventure.

If the PCs agree to help Lorotin and the Church of Life's Fire, he thanks them profusely and instructs them:

“Kine left for Veridu three days ago, traveling by horse. He told me he planned to go east from Veridu, as instructed by his dream. May the Midwife protect you on your most holy of missions.”

ENCOUNTER 1: Resting Weary Bones

Summary: The PCs can travel to Veridu and learn that Kine was there, but stayed only one night before traveling east toward a village that was decimated years ago and is now nothing but a ruin.

DM Note: The trip from Bet Rogala to Veridu is approximately 50 miles on first- and second-rate roads, then another 25 miles on a fifth-rate road. See the *Kingdoms of Kalamar Atlas* for details on roads.

The village of Veridu, with a population of roughly 500, is nestled amidst countless farms. By far the most abundant crop is corn. There are also a fair number of horse farms in the area. The village proper is not very large, as most of the population lives on the surrounding farms. Every year there is an auction where horse traders come from all over the surrounding area, from as far away as Bet Kalamar, to purchase the sturdy and long-lived plough horses bred

around Veridu. The two areas of note in the village are the smithy and the tavern, both detailed below.

The road to Veridu is little more than a path through the fields with ruts from wagon wheels showing the way. The weeds are overgrown all along the path, and the wildflowers that should be starting to die off in the fall weather are blooming like spring has arrived. As the hours pass, farmers working their fields become a more frequent sight, then the village appears. It is little more than a collection of twenty buildings. An open structure rests in the center of town with smoke winding upward and the sound of hammer on metal echoing across the distance. A short way from the smithy is a two-story structure with a sign hanging in front of it, denoting in Kalamaran that it is the ‘Corralled Steed Inn’.

All of the villagers with whom the PCs interact act a bit strange. Normally, the people in this part of Pekal are tense because of the hostilities between Pekal and Tokis, and they are expecting invasion any minute: either rampaging hordes from Tokis, or Pekalese soldiers seeking lodging. Since the Vessel of Bounty passed through Veridu, the villagers have felt the effects of its presence. Their days have been full of harvesting the thriving crops by day, and their nights busy with celebration of the incredible harvest.

Anyone in the village who is questioned suggests the PCs speak to Hreddorn the smith. He is the *de facto* mayor of the village as there is no Honorable living close to the village. If the PCs ask about a place to stay, they are directed to the Corralled Steed Inn.

If the PCs talk with Hreddorn the smith, read the following:

Within the smithy, a Fhokki man shovels coal into a forge. Cooling in the corner of the smithy are several horseshoes. The smith looks up, nods, and continues shoveling, never once taking his eyes off your party.

Hreddorn speaks Kalamaran, Fhokki, and Merchant's Tongue. If the PCs speak, Hreddorn introduces himself but continues working. If the PCs ask about Kine:

Hreddorn nods and smiles. “Aye, he was here. Left three day ago. Sorry to see him go, I was. I mark it three days because two days ago we discovered the blessing he left for us. Must be something about his passing, but the fields are putting out more wheat than I’ve seen in 20 years.” At this point, his smile fades. “This holy warrior you speak of told me he was going to the ruins of the haunted village. No one here knows its name, nor would they speak it if they did. It is a place of great sadness and evil. Tales are told of the dead walking there.”

Hreddorn doesn’t have much more to add.

If the PCs go to the inn, read the following:

The Corralled Steed Inn is a fairly clean, if modest, establishment. Even though there is still sunlight left in the day, many people laugh and sing here.

The barkeep is also the owner of the place: P’Jana. She speaks Kalamaran and Merchant’s Tongue, as well as rudimentary Fhokki.

Behind the bar, an aging but still vibrant Kalamaran woman deals out ale and corn whiskey as fast as she can. “Aha! More strangers! Welcome! Perhaps you too are worshippers of Mother Tellene like that last one? We could use more of his sort in Veridu!” Everyone laughs and cheers at this.

Role-play this encounter as time permits and as your players are willing. The inn crowd is ecstatic and rowdy thanks to the lingering effects of the Vessel of Bounty on their wheat fields. Talking and reveling with the good folk of Veridu garners the following information with a Gather Information check (see below). Also feel free to role-play the conversations with the patrons, giving the information to players who come by it in the course of normal conversation:

Gather Information

- DC 5: Kine was here for one night. He left in the morning three days ago. He spoke only briefly to people at the inn, although he probably spoke at length to Hreddorn.
- DC 8: The haunted village is considered an evil omen. No one would go there

unless they were hoping to look death in the face, literally.

- DC 15: Legend has it that the haunted village was a place of thriving commerce comprised of mainly Kalamaran citizens, but some evil power decimated it over a century ago. No one is sure what or how its downfall came about.
- DC 18: Not far beyond the haunted village is the Pipitul Woodlands, home to large clans of wild elves. The elves are not dangerous to innocents, but they are not overly friendly either. They do act, however, as a respectable buffer between Tokis and Pekal.

The PCs can stay the night and get a decent meal for 6 silver pieces each. The haunted village is about 12 hours travel through plains and light woodlands.

ENCOUNTER 2: Putting Weary Bones to Rest

Summary: The PCs follow the path of overgrown flora to the ruined village. As they arrive, they see an elderly Svimohzish man being attacked by skeletons in an abandoned cemetery.

DM Note: Darwah Zhitun Vlazinuh was a cook on a Svimohzish merchant ship who has been possessed by the spirit of the Raiser. He has been wandering the known world for four years, acting as a seer and prophet. The Raiser has directed him here to speak to the PCs. His condition makes him seem insane, but it also offers him a special *protection from evil* spell, which doesn’t allow evil creatures to touch him. This protects him from undead attackers in this encounter.

The trail of Kine is simple to follow. His path through the plains toward the haunted ruin is marked by tall and lush grass. His trail goes up a small hill. If the PCs are following the trail, read the following:

At the top of the hill, the terrain flattens into a plateau. Ahead, stone markers dot a field devoid of all but the sparsest of grasses. The position of the markers suggests this area is a cemetery. A cry sounds from ahead, and

you see a Svimohzish man stumbling backward, trying to defend himself from several skeletal figures!

Creatures: The Chalice of Dhadd has used its foul magic to raise some creatures that have been buried for many years in this cemetery. The bones of the creatures listed below that the PCs are not fighting are lying on the ground at their feet in the battle area. Kine was here earlier. He defeated the creatures listed below which are NOT at the PCs' ATL. **Darwah cannot be injured in any way by the skeletal creatures, although he can certainly be hurt by the actions of careless PCs.**

ATL 1 (EL 2)

12 Cat Skeletons, hp 4, see Appendix III

ATL 2 (EL 3)

6 Human Skeletons, hp 6, see Appendix IV

ATL 3 (EL 4)

6 Bugbear Skeletons, hp 22, see Appendix V

ATL 5 (EL 6)

6 Ogre Skeletons, hp 32, see Appendix VI

Tactics: The PCs begin the battle 150 feet from Darwah. The skeletal creatures are in a rough circle around him. Once a PC or the agent of a PC attacks a skeleton, they all break away from Darwah and attack the PCs. When they do so, Darwah collapses.

Treasure: Scattered amongst the bones are 12 longswords, 6 huge greatclubs, 6 heavy steel shields, 6 small steel shields, 6 suits of leather armor, and 6 suits of large hide armor. These items are usable but not in very good condition.

Developments: If the PCs defeat the skeletons, Darwah sits up. PCs who aid him see that he has suffered no physical injuries.

The elderly Svimohzish man, white hair and beard in stark contrast to his black skin, moans a bit and sits up. His eyelids flutter a bit as he looks around. Then his eyes roll back into his head, and he stands.

(He says the following in Svimohzish.) ***“Listen to the words of Ehsiwhomnesh. You follow one who has deceived for weal. Follow him if you choose further lies and life. If you seek***

the truth and death, enter the place of evil and defeat its minion.” When he says the first, he points toward the Pipitul Woodlands; when he says the second, he points to a large granite slab on the ground.

Knowledge (Religion) DC 5 reveals that “Ehsiwhomnesh” is the Svimohzish name for the Raiser.

If the PCs can't speak Svimohzish, he repeats the message again in Kalamaran, Merchant's Tongue, and then Fhokki. After he has repeated the message for the last time, he falls to the ground and goes into a trance. He is alive but remains unconscious until the PCs leave. If any of the PCs remain behind while the others chose a course, Darwah rises again and tells the PCs left behind that the others are in danger, and that PC (or those PCs) need to find the others before their doom is sealed.

If the players split up, then play out each track with only the PCs who went on the track. This could spell doom for both parties, but that is the price of splitting up the party.

Survival or Knowledge (Fighting Styles) (DC 15) tells the characters there was a battle here a few days ago between one very experienced warrior and several others (evidence of Kine battling undead, hence all the other bones in the graveyard).

The lush plant growth creates an obvious trail leading to the east, into the heart of the Pipitul Woodlands.

TRACK A—Into the Crypt

Overall Track Summary: This track leads the PCs down into the crypt of an evil priest of the Locust Lord. The PCs can learn information from an awakened turtle, fight the crypt's demonic guardian, and find the evil item that destroyed the town years ago and is currently bringing long-dead creatures back from the dead.

Stone Slab: The PCs who choose to enter the crypt must first deal with the stone slab that seals the crypt's entrance. Four people can work together to lift the slab: one primary lifter and up to 3 others assisting. A DC 20 Strength check is needed to lift and move the stone. The primary

lifter can choose to take 20, but doing so causes 1d3 points of subdual damage to that PC as he strains his back. If the PCs can think of easier ways to move the slab (*grease*, levers, etc.), grant a circumstance bonus accordingly and remove the chance for the subdual damage. Moving the slab resets the metal curtain trap described below.

As the slab is moved, stale air rushes out of the hole it was covering. The air is not foul and does not reek of death as one might expect, but it has definitely been several decades since this crypt was sealed. Granite steps lead down into darkness.

ENCOUNTER 3A: Slow and Steady

Summary: The PCs pass through a strange metallic curtain into the first chamber of the crypt. As the final PC passes through, the curtain locks and doesn't allow movement through the curtain. In the chamber lives Claudelle, a turtle that was made sentient by a druid via an *awaken* spell. He shares with them the history of the area and warns them about what guards the room beyond.

The five-foot wide stone stairway descends 30 feet while moving 30 feet forward. The stairs are covered with a variety of vermin: ants, beetles, slugs, and worms among others. At the bottom of the stairs, the dark, rough-hewn passageway leads off into the darkness.

There is no light inside the crypt, so determine which characters can see, and light sources, if any. After progressing 60 feet from the bottom of the stairway, the passage ends in a stiff, gray curtain made from metallic strips that start in the ceiling and proceed down into a groove in the floor. It is impossible to see through the curtain, and moving it requires a significant amount of force. Assume the curtain weighs 100 pounds, so it cannot just be brushed aside. Anyone casting *detect magic* on the curtain can learn the curtain is not magical. The metal from which the curtain is comprised cannot be destroyed. Moving the slab to the crypt unlocks this metallic curtain along passage through. Then once no one stands on the stairs or in the tunnel between the slab and the curtain, the curtain locks again. The only way to disable this trap is by moving

the chalice in the burial room, or with a **Disable Device** check (DC 35).

If the PCs step through the curtain into the room beyond, read the following:

This 30' by 30' square room contains the remains of broken furniture. Shredded and moldy tapestries lay on the floor. The remains of these tapestries depict no particular scenes. They do, however, seem made from very colorful material. Bones are also scattered around the floor. Most of the bones come from animal remains, but a few seem humanoid. Water is pooled on the floor in the northeast corner of the room.

DM NOTE: The characters, once they are all in the room containing Claudelle, find that the curtain does not move. The engineering of the curtain allows movement through the curtain while people are in the hallway or on the stairway, but once the pressure is off that stonework, the curtain locks. Moving the Chalice of Dhadd off the coffin deactivates the trap and allows escape.

After the PCs take in the scenery and move into the room, Claudelle moves toward them from the pool. Offer the PCs Spot checks (DC 12) to notice the turtle.

A sudden movement from the northeast corner catches your eye. A large snapping turtle, shell colored eye-catching oranges and reds, comes out of the shallow pool and moves toward you. It is making a strange rasping sound: not quite a hiss and not quite a cough.

Ask the players to roll initiative. Those who succeeded at the Spot check get a partial action.

Survival (DC 10) reveals this turtle is quite alive, though it appears a bit old.

Knowledge (Nature) (DC 18) reveals that Claudelle is a rare species of turtle that lives 100 years or more.

Bardic Lore can be used as well for the above information, but at (DC 13) and (DC 21) respectively.

Claudelle continues to move toward the closest PC at a rate of 5 feet per round until he is within

10 feet, then he stops and lifts one foot, pointing toward his open mouth. He then points back at the pool of water, then points back to his mouth. He wants a drink of fresh water, not liking the foul tasting stuff that has sustained him all these years.

If the PCs attack him, he pulls back into his shell and says in a raspy voice, **“Stop, please!”** It takes a Listen check (DC 10 + 1 per 5 feet away) to hear his pleas. Claudelle has an AC of 18 and 13 hit points.

If the PCs kill Claudelle, continue to **Encounter 4A: Out of the Quasit**.

If the PCs give him a drink, he speaks to them in any one of the following languages (given in order of preference): Fhokki, Kalamaran, Merchant’s Tongue, and Brandobian. If they do not give him a drink, he walks back to the pool to take a drink so that he can speak.

Once the PCs make peaceful contact with Claudelle, he tells them his story. Feel free to give Claudelle an accent. The author suggests Canadian or French, spoken slowly and with thought:

“I’m Claudelle. It’s about time someone came back. I haven’t spoken to another creature that could speak back in at least a dozen years. The undead rise again, eh?”

After the small talk has concluded, the following is a summary of the information Claudelle has to offer:

- He was selected by an elven druid who lived in this area many decades ago to be a special assistant. The druid then cast a spell on him that made him smarter than most humanoid. The druid taught Claudelle to read and gave him the ability to talk. The druid charged Claudelle with acting as a historian for the region.
- When Claudelle was first made intelligent, the population of the area was mainly Fhokki, who worked the land and raised animals in a semi-nomadic existence. Several years later, Kalamaran soldiers came through and destroyed the Fhokki, leaving Kalamaran settlers behind.

- Less than a decade later, a Fhokki priest came back to the area. He killed the druid then slowly and methodically wiped out the Kalamaran villagers with a combination of disease, famine, and undead attacks.
- A tribe of Fhokki arrived not long after the Kalamarans were eradicated. They treated the cleric strangely: with both reverence and hostility. They slew him, at the same time building this crypt in his honor. He was buried here in a ritual that Claudelle doesn’t quite understand. Then the Fhokki tribe abandoned the area and never returned.

Knowledge (arcana) (DC 25) lets a character gain clues from Claudelle’s information. It seems the ritual was one designed to contain or trap powerful magic.

- Throughout its history, the area has been the battlefield between its human inhabitants and small pockets of humanoid creatures coming out of the Pipitul Woodlands.
- Claudelle came down here to investigate, but then he became trapped, just as the PCs are now. He has been surviving on the foul water of the pool, plus whatever vermin and insects he can grab.
- Other people and animals have entered the crypt over the years since Claudelle was trapped here. None have been able to escape, and they have died here.
- This chamber was probably made to be a sitting area for anyone wanting to visit the resting place of the Fhokki priest, which is beyond the door in the northwest corner.
- A creature guards the final resting place, but Claudelle is not sure what it is. He heard one group that tried to escape in that direction shout something about a wolf. Another person who perished at the creature’s hands cried out about a demon. (At ATL 5, Claudelle also reveals that one poor soul was burned to death by the creature.) Claudelle never attempted to go toward the final resting place, and the creature has never attempted to come to him. Claudelle prefers it that way.

ENCOUNTER 4A: Out of the Quasit

Summary: Upon entering the chamber, the PCs are attacked by a very unhappy quasit, who has been tasked to guard the Chalice of Dhadd.

There are two large stone doors and a 15' long passageway connecting the two rooms. These doors open and close easily, although they are heavy and made of stone. They make a tremendous amount of noise when opened and closed.

When a PC opens the door into the burial chamber and has enough light to see the entire room (or darkvision), read the following:

Nothing occupies this oddly shaped chamber except for a large sarcophagus jutting out of an alcove in the north wall. On top of the sarcophagus rests a gold and silver chalice. The room is much colder than the rest of the crypt.

Creature: The Fhokki failed to kill the priest of the Locust Lord completely before locking him down here. He escaped magically and charged Rrerritz to guard the Chalice until the cleric could return to the crypt and retrieve it. The cleric perished, however, and so the quasit waits here, doing a duty that he knows will never be fulfilled. This has made the creature very angry, and he takes out his anger on anyone who interrupts him.

ATL 1 (EL 2)
Rrerritz, Quasit, hp 13, see Appendix III

ATL 2 (EL 3)
Rrerritz, Advanced Quasit, hp 23, see Appendix IV

ATL 3 (EL 4)
Rrerritz, Advanced Quasit, hp 33, see Appendix V

ATL 5 (EL 6)
Rrerritz, Advanced Half-Red Dragon Quasit, hp 47, see Appendix VI

Tactics: If the PCs did not take any extraordinary efforts to silence the stone doors as they were opened, and to silence themselves as they approach, Rrerritz begins the encounter invisible

and waiting to attack. PCs in the room with Rrerritz can try to make a Listen check DC of 10 + Rrerritz's **Move Silently** skill modifier (see Appendices). A successful check tells them that something is here in the room, and it has flapping wings. Beating the DC by 20 or more allows the PC to pinpoint the exact square that the quasit occupies. At ATL 5, Rrerritz does not hesitate to use his breath weapon. When Rrerritz reaches 0 hit points, he disappears in a flash of light (returning to his home plane). Any PC who fails their **Listen** check is surprised when combat begins.

Treasure: Anytime during or after the fight with Rrerritz, the characters can attempt to grab the Chalice. When they do, refer to **Encounter 5A: Chalice of Dhadd** below.

ENCOUNTER 5A: Chalice of Dhadd

Summary: The Chalice of Dhadd is dedicated to the Locust Lord, who has reactivated the item's power in an attempt to draw followers to its resting place. The sarcophagus is empty.

On the sarcophagus, which is made of plain gray granite, is a beautiful chalice. The cup's silver and gold stands out in stark contrast to the granite beneath it.

The sarcophagus is completely empty. A Strength check (DC 15) can be attempted by four characters to open the sarcophagus. If they succeed, it is totally empty, as if nothing had ever been placed inside.

A **Search** check (DC 20) reveals that the chalice has a small crack in the cup where the liquid would be held. If this is found or made known to someone with **Knowledge (Religion)**, that person may make a check (DC 15) to remember the divine focus of the Locust Lord is a goblet with a hole in the bottom.

Casting *detect evil* on the chalice shows strong evil. Casting *detect magic* on the chalice, along with a Spellcraft check (DC 18), reveals strong necromancy. If a person touches the Chalice of Dhadd, he suffers the effects listed below. These effects only plague the first person to touch the chalice. In this case, touching it means disturbing it in any way, even from a distance, using a sack, or magical means.

- Affected by a *bane* spell, 24 hours, no save
- Poisoned, initial and secondary 1d4 Con damage, DC 10 + ATL Fort save to avoid
- Extremely hungry, must eat twice as much food as normal for the next year or be fatigued, DC 12 + ATL Will save to avoid (see cert for details)

Developments: Once the chalice has been disturbed, the metallic curtain unlocks and can be moved again. Claudelle thanks the PCs for his freedom, and wanders off into the woods. Characters may safely rest within the crypt.

When the PCs leave the crypt, go directly to Encounter 6.

Track B—Following Kine

Overall Track Summary: This track leads the PCs into the Pipitul Woodlands, on the trail of Kine and the Vessel of Bounty. After dealing with some harmful plants, the PCs come upon a wild elf being attacked by monstrous spiders. If the PCs can save him, the elf relates that Kine is at his clan's village. The PCs arrive at the village in the middle of an elven wedding ceremony.

DM NOTE: After the PCs hear from Darwah, they may elect to follow the trail of Kine into the Pipitul Woodlands. As with the other track, selecting Track B automatically closes off the option to pursue the alternative track.

ENCOUNTER 3B: Do They Have a Salve for That?

Summary: While following Kine's trail into the Pipitul Woodlands, the PCs encounter some vile plants.

If the PCs follow the trail of Kine and the Vessel of Bounty, read the following:

As before, the path taken by Kine is very easy to follow. Grass and weeds grow lush in the vicinity of where the Vessel of Bounty has passed. The trail leads through the lightly forested area between the ruined village and the Pipitul Woodlands. Gradually, the tree growth becomes less sparse, and soon the Pipitul Woodlands are all around.

At this point, get a marching order from the PCs. How they choose to proceed along the trail may change the following boxed text. Assume a 15-foot wide pathway between undergrowth and trees of varying sizes.

A few multi-colored leaves rest on the ground under the dark canopy of the Pipitul Woodlands. The leaves on the trees, however, have reverted to a vibrant dark green. The smell of sap is thick in the air. Various weeds and grasses also grow here, although the lack of sunlight must usually kill such plants. They grab at your ankles and make walking difficult.

The locals call one of the weeds that has grown rapidly amongst the normal grasses "retchweed." In fact, as the PCs move through the grass, the spores from this retchweed fly into the air. They are not visible to the naked eye, so PCs do not know what is happening.

A character can make a **Knowledge (nature) check** (DC 15) or **Survival check** (DC 20) to recognize the rapidly growing weed. In this case, the DC for the **Fort save** to avoid the effects of the retchweed is 10 + ATL. If no one makes the checks, the Fort save is made at DC 15 + ATL. A character who makes the save feels ill but suffers no effects; a PC who fails the save is nauseated for 1 minute, then fatigued for the next 2 hours. PCs who fail the save also break out in splotchy red sores and suffer a -2 on Charisma-based skill checks for the remainder of the module.

ENCOUNTER 4B: Tangled Webs Weaved

Summary: The PCs see a wild elf collapsed on the forest floor. Monstrous spiders hang above him waiting to attack. If the PCs rescue the elf, he takes them to Kine in the elven village.

The trail leads toward a small clearing where little plant life has grown. A still humanoid form lies on the hard earth in the clearing. It is not moving, and the exact race of the creature is impossible to discern in the shadows of the thick canopy that covers him.

The PCs spot the Wild Elf named Atriyea when they are 90 feet away. There is a clear path from the party to the elf, though several trees dot the area.

Creatures: Monstrous spiders have attacked Atriyea, leaving him completely sapped of strength. The spiders have left him here, hoping to draw other forest predators in and then ambush them.

ATL 1 (EL 2)
4 Small Monstrous Spiders, hp 4, see Appendix III

ATL 2 (EL 3)
3 Medium Monstrous Spiders, hp 11, see Appendix III

ATL 3 (EL 4)
4 Medium Monstrous Spiders, hp 11, see Appendix III

ATL 5 (EL 6)
4 Large Monstrous Spiders, hp 22, see Appendix III

Tactics: The spiders are attempting to hide in the trees above the injured wild elf. When the first PC enters the area beneath their webs, the spiders drop down on top of the character. Unless a PC entering the area makes a Spot check versus the Hide check of the spiders, the spiders get a surprise round on that PC.

The spiders begin combat by trying to bite characters during their surprise round (or the first round should the characters spot them). The spiders use their web attacks the following round, and continue to bite after that.

Developments: After the battle, the PCs can use a **Heal check** (DC 15) to discover that Atriyea is suffering from the effects of spider poison, so regular healing does not bring him back to consciousness; however, a Heal check that beats the DC of the spider's poison does revive him, as do spells like *lesser restoration*. Without such help, it takes Atriyea 8 hours to get back the 1 point of Strength he needs to regain consciousness.

When he regains consciousness, Atriyea is grateful to the PCs for rescuing him, but he only speaks High Elven and Low Elven. If they are

able to communicate with him effectively, he reveals that he was out patrolling this area for his tribe, and he wandered out a bit further than usual to get a look at the effects of the artifact that the strange human who came to his village was carrying. That's when the spiders attacked.

If the PCs relate that they are searching for Kine (or someone of his description through speaking or Pantomiming), Atriyea offers to take the PCs to the village where he is currently located. Finding the village without Atriyea's help is practically impossible. Atriyea can confirm that "the strange human" was carrying a magical cup, and he can also add that he came to the village to marry one of the wild elves of the village. The plans were underway for the ceremony when he left on his patrol a day ago.

ENCOUNTER 5B: Speak Now or . . .

Summary: The PCs arrive at the village either during the wedding ceremony (if they are able to restore Atriyea's strength) or during the post-ceremony celebrations (if they are not able to restore Atriyea's strength). They must use diplomacy or cunning to get to Kine. If they are able to speak with him about the situation, he realizes that he must hurry back to the cemetery.

Assuming the PCs are following Atriyea to his village, read the following:

Atriyea is still feeling the effects of the spider's poison, but with your help he has been able to lead you deep into the heart of the Pipitul Woodlands. A few wild elves have allowed you to see them as you approach the makeshift village, which is a combination of a tree village and sporadic ground dwellings.

Atriyea, if he can communicate with the PCs, tells them that the village would normally be busier, but the wedding ceremony, or the revelries afterward, must be in progress. Atriyea takes the PCs to Naadriel, another wild elf who can speak Kalamaran and Merchant's Tongue. She is also the village militia captain in charge of security during the wedding ceremony and celebration.

Her mission is simple: keep any non-wild elves from disturbing the ceremony and the

celebration. It is considered very bad luck for non-wild elves to attend a wild elf marriage ceremony unless they are invited and go through a brief but complicated ritual beforehand. As the ceremony has already started (or already been completed), it is too late for the PCs to be welcomed at the wedding.

In order to be allowed to speak directly to Kine at this time, the PCs must convince Naadriel that it is imperative they speak with Kine. This takes a **Diplomacy** check (DC 20 + ATL), although up to +4 can be awarded for good role-playing. The PCs can also try to convince Naadriel to bring Kine to them with a **Diplomacy** check (DC 17 + ATL). If they cannot convince her, they must either wait or try another way past her. If forced to wait, it is the next morning before Kine is available. The characters are allowed to rest safely in the Wild Elf village (though the judge can role-play the elves posting guards as they don't trust outsiders).

When the PCs finally speak with Kine, the warrior-priest of the Raiser appears not in armor but in loose-fitting green garb. He is bound at the wrist to a lovely female wild elf, also wearing similar clothing. The PCs can learn the following from Kine:

- What he told Lorotin was partly true. He was having dreams about some great evil that he needed the Vessel of Bounty to defeat.
 - What he didn't tell Lorotin was that he also had other dreams—dreams that led him to search out a wild elf that was destined to become his bride. He also needed the Vessel of Bounty for that reason, according to his dreams.
 - When he got to the cemetery he had seen in his dreams, he realized he had to make a choice: either search out the evil there, or find the wild elf destined to be his wife. He chose the latter.
 - He found this wild elf village, and sure enough, the wild elf was waiting for him. She had the dreams as well. Her name is Yaybrilla, and she is an adept of the Raiser. They are destined to consummate their marriage and raise several children who will be future followers and champions of the Raiser.
- Both Kine and Yaybrilla understand that there is unfinished business back at the cemetery. They are willing to accompany the PCs back to the cemetery after the morning meal.
 - Kine and Yaybrilla are tied together as part of the elven marriage ritual. They must stay tied together for 13 days as a sign of their unity.
 - (If the PCs mention the seer at the cemetery): Kine knows he must speak with the seer as soon as possible. He is somehow connected to the dreams and the evil at the cemetery.

After their conversation is concluded, Kine and Yaybrilla go off to prepare for the journey back to the cemetery. Under no circumstances does he allow anyone else to hold or keep the Vessel. Once they are ready, the newlyweds accompany the PCs, along with the Vessel, back to the cemetery.

ENCOUNTER 6: The Cups Runneth Over

Summary: No matter which track the PCs follow, this encounter takes place at the cemetery where the PCs originally found the Svimohzish seer Darwah. If the PCs followed Track A, Darwah retrieved Kine and his new bride and brought them back to the cemetery. If the PCs followed Track B, Darwah retrieved the Chalice of Dhadd from the crypt. The two powerful magical items create a maelstrom of magical energy, and then the magic of the Chalice of Dhadd possesses Darwah and forces him to attack.

If the PCs are returning from the crypt with the Chalice of Dhadd, read the following:

The cemetery is as you left it earlier. The bones of the dead litter the ground, and the Svimohzish seer leans upon a grave marker. Standing next to him is a human of mixed heritage, clad in green flowing garb. He appears to be tied at the wrist to an elven woman, also wearing the same style of clothing. In his hand the human holds a cup made of simple brown clay. As soon as the chalice you brought out of the crypt nears

the clay cup, both of them flare with spectacular light. The light burns your eyes, pulsing again and again as if the two are waging a terrible war in the span of a few seconds. Finally, both go dark. There is a brief silence, then the Svimohzish seer picks up a large thighbone off the ground and moves to attack you. The human tied to the wild elf shields her and moves her away to safety.

If the PCs are returning from the Pipitul with Kine and his bride, read the following:

The cemetery is as you left it earlier. The bones of the dead litter the ground, and the Svimohzish seer leans upon a grave marker. He holds a gold and silver Chalice in his hands. As soon as the Vessel of Bounty nears the chalice, both of them flare with spectacular light. The light burns your eyes, pulsing again and again as if the two are waging a terrible war in the span of a few seconds. Finally both go dark. There is a brief silence, then the Svimohzish seer picks up a large thighbone off the ground and moves to attack you. Kine shields his new wife behind his stout frame, and begins moving her to safety.

Creature: The Vessel of Bounty drove out the magic within the Chalice of Dhadd, but Darwah has been possessed by that magic. Darwah is now compelled to attack, and the magic of the Chalice has given him divine power.

ATL 1 (EL 2)
Darwah C1r2, hp 15, see Appendix III

ATL 2 (EL 3)
Darwah C1r3, hp 21, see Appendix IV

ATL 3 (EL 4)
Darwah C1r4, hp 27, see Appendix V

ATL 5 (EL 6)
Darwah C1r6, hp 39, see Appendix VI

Tactics: As Darwah is without armor or other gear, his only real threats are his spells. He tries to *entangle* as many PCs as possible, then cast *cause fear* on those who avoid the *entangle*. Once he isolates a target, he uses *inflict* spells to do as much damage as possible. He can also use his smite ability (Destruction domain power).

The magic of the Chalice provides Darwah with a +1 natural armor bonus (+4 at ATL 5). The magic also provides Darwah with the spell focus and components he needs for his divine spells.

Developments: Kine does not interfere in the battle unless all of the PCs are down. His first priority is the safety of his bride. He remains tied to her unless forced apart, as per the wedding ritual.

If Darwah is knocked unconscious, the magic of the Chalice abandons him and dissipates.

After the battle, Kine confirms that the Chalice was once a minor relic of the dreaded Locust Lord, but now it has been rendered inactive by the power of the Vessel of Bounty. He offers the chalice to the PCs as a reward for their help. Its gold and silver content is worth a large sum.

CONCLUSION

If Darwah has been defeated, Kine acknowledges that the evil has been defeated and that the dead will walk no more in this part of Pekal. Having witnessed the characters during the combat, Kine entrusts the Vessel of Bounty to the PCs for return to Lorotin and the Shrine of the Raiser in Bet Rogala.

The trip back to Bet Rogala is uneventful. The power of the Vessel has been diminished for the time being by its battle with the Chalice, so none of the earlier effects occur.

Assuming the Vessel is returned safely to Lorotin, he rewards the PCs with The Favor of the Church of Life's Fire (see cert). Once during their lives, they can receive a *raise dead* spell at any Church of Life's Fire for a greatly reduced cost.

If the PCs choose to keep the Vessel of Bounty, it is a certified item. Only one of the PCs may keep the cert for the Vessel, and no one is willing to buy it. The Church of Life's Fire will not bestow its favor on anyone who fails to return the Vessel, and other consequences for possessing the Vessel are listed on the cert.

THE END

APPENDIX I: TREASURE SUMMARY

—Encounter 2:

- 12 longswords (can be sold for 7 gp each)
- 6 huge greatclubs (can be sold for 5 gp each)
- 6 heavy steel shields (can be sold for 10 gp each)
- 6 light steel shields (can be sold for 5 gp each)
- 6 leather armor (can be sold for 5 gp each)
- 6 large hide armor (can be sold for 7 gp each)

Total this encounter: 276

—Encounter 6:

- non-magical gold and silver Chalice of Dhadd (can be sold for 500 gp)

DM NOTE: If the PCs choose to keep the Vessel of Bounty, the Church of Life's Fire does not provide them the special influence certs to be raised.

Total treasure this module: 776 in gold value + the Vessel of Bounty **OR** a favor with the Raiser

THESE REWARDS COME AT THE EXPENSE OF 11* DAY UNITS

This number is reduced to 10 if all the PCs ride mounts.

*This number increases equally to any days spent resting or for any other delays in the PCs' progress. If the module ends early, modify the expenditure of day units accordingly.

APPENDIX II: EXPERIENCE POINT SUMMARY

—Encounter 2: Defeat the skeletons	50 xp
—Encounter 3A: Get information from Claudelle	25 xp
—Encounter 3B: Encounter or avoid the retchweed	25 xp
—Encounter 4A: Defeat Rrerritz	25 xp
—Encounter 4B: Defeat the spiders	25 xp
—Encounter 6: Defeat Darwah	50 xp
—Conclusion: Return the Vessel to Lorotin	50 xp
<i>*Discretionary Role Playing Award</i>	<i>150 xp</i>

Total XP possible 400xp

APPENDIX III: NPCS/MONSTERS STATISTICS (ATL 1)

ATL 1 NPCs/Monsters

Encounter 2

12 Cat Skeletons CR 1/6; Tiny Undead; HD 1/2d12; hp 4; Init +7; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Attack/Grapple +0/-12; Attack: Claw -4 melee (1d2-4) or bite -4 melee (1d3-4); Full Attack: 2 claws -4 melee (1d2-4) and bite -9 melee (1d3-4); Space/Reach 2.5 ft./0 ft.; SQ Darkvision 60 ft., immune to cold, DR 5/bludgeoning; AL NE; SV Fort +0, Ref +3, Will +2; Str 3, Dex 17, Con -, Int -, Wis 10, Cha 1.
Feats: Improved Initiative.

Encounter 4A

Rrerritz (Quasit) CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 13; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Attack/Grapple +3/-6; Attack: Claw +8 melee (1d3-1 plus poison); Full Attack: 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, poison immunity, fire resistance 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6 Diplomacy +2, Disguise +0 (+2 if acting), Hide +17, Intimidate +2, Knowledge Arcana +6, Listen +7, Move Silently +9, Search +6, Spellcraft+6, Spot +6; Improved Initiative, Weapon Finesse

Spell-Like Abilities: At will - *detect good, detect magic, and invisibility* (self only); 1/day - *cause fear* (DC11) as the spell, except that its area is a 30-foot radius from the quasit. Caster level 6, save DCs are Charisma based. Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

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

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* at caster level 12, except the quasit does not regain hit points. This quasit can only change form into a wolf. In wolf form it loses its poison attack.

Encounter 4B

Small Monstrous Spider CR 1/2; Small Vermin; HD 1d8; hp 4; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 14, flat-footed 11; Base Attack/Grapple +0/-6; Attack: Bite +4 melee (1d4-2 plus poison); Full Attack: Bite +4 melee (1d4-2 plus poison); Space/Reach 5 ft./5 ft.; SA Poison DC 10 Fort save (1d3 Str damage), web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11, Jump -2, Spot +4; Weapon Finesse
(These are web-spinning spiders and receive a +8 racial bonus to Hide and Move Silently checks.)

Encounter 6

Darwah C1r2, Medium human (Svimohzish); HD 2d8+2; hp 15; Init +1; Spd 30 ft; AC 12, touch 11, flat-footed 11; Base Attack/Grapple +1/+1; Attack: Club +1 melee (1d6); Full Attack: Club +1 melee (1d6); Space/Reach 5 ft./5 ft.; SA Spells; AL N; SV Fort +4, Ref +2, Wil +9; Str 10, Dex 12, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +6, Heal, +9, Spellcraft +5; Final Breath, Iron Will.

Possessions: Club

Spells (4/3+1) DC=14 + spell level: 0th —*cure minor wounds, detect magic, light, virtue*; 1st —*cause fear, doom, shield of faith, (entangle)*

Domains: Destruction – smite 1x/day, Plant – Command plants as per turning

APPENDIX IV: NPCs/MONSTERS STATISTICS (ATL 2)

Encounter 2

6 Human Skeletons CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Attack/Grapple +0/+1; Attack: Longsword +1 melee (1d8+1/19-20) or claw +1 melee (1d4+1); Full Attack: Longsword +1 melee (1d8+1/19-20) or 2 claws +1 melee (1d4+1); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., immune to cold, DR 5/bludgeoning; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con --, Int --, Wis 10, Cha 1.

Feats: Improved Initiative.

Possessions: 6 longswords, 6 heavy steel shields

Encounter 4A

Rrerritz (Advanced Quasit) CR 3; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 5d8; hp 23; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 19, touch 16, flat-footed 15; Base Attack/Grapple +3/-6; Attack: Claw +11 melee (1d3-1 plus poison); Full Attack: 2 claws +11 melee (1d3-1 plus poison) and bite +6 melee (1d4-1); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, poison immunity, fire resistance 10; AL CE; SV Fort +4, Ref +8, Will +5; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +8 Diplomacy +2, Disguise +0 (+2 if acting), Hide +19, Intimidate +4, Knowledge Arcana +8, Listen +9, Move Silently +13, Search +6, Spellcraft+6, Spot +8; Improved Initiative, Weapon Finesse

Spell-Like Abilities: At will - *detect good, detect magic, and invisibility* (self only); 1/day - *cause fear* (DC11) as the spell, except that its area is a 30-foot radius from the quasit. Caster level 6, save DCs are Charisma based. Once per week a quasit can use *commune* to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

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

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* at caster level 12, except the quasit does not regain hit points. This quasit can only change form into a wolf. In wolf form it loses its poison attack.

Encounter 4B

Medium Monstrous Spider CR 1; Medium Vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Attack/Grapple +1/+1; Attack: Bite +4 melee (1d6 plus poison); Full Attack: Bite +4 melee (1d4 plus poison); Space/Reach 5 ft./5 ft.; SA Poison DC 12 Fort save (1d4 Str damage), web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0, Spot +4; Weapon Finesse

(These are web-spinning spiders and receive a +8 racial bonus to Hide and Move Silently checks.)

Encounter 6

Darwah Clr3, Medium human (Svimohzish); HD 3d8+3; hp 21; Init +1; Spd 30 ft; AC 12, touch 11, flat-footed 11; Base Attack/Grapple +2/+2; Attack: Club +2 melee (1d6); Full Attack: Club +2 melee (1d6); Space/Reach 5 ft./5 ft.; SA Spells; AL N; SV Fort +4, Ref +3, Wil +9; Str 10, Dex 12, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Heal, +10, Spellcraft +6; Final Breath, Iron Will; Spell Focus: Necromancy.

Possessions: Club

Spells (4/3+1/2+1) DC=14 + spell level, 15 + spell level vs necromancy: 0th—*cure minor wounds, detect magic, light, virtue*; 1st—*cause fear, doom, shield of faith, (entangle)*; 2nd—*death knell, hold person, (barkskin)*

Domains: Destruction – smite 1x/day, Plant – Command plants as per turning

APPENDIX V: NPCS/MONSTERS STATISTICS (ATL 3)

Encounter 2

6 Bugbear Skeletons CR 1; Medium Undead; HD 3d12; hp 22; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Attack/Grapple +1/+3; Attack: Longsword +3 melee (1d8+2/19-20) or claw +3 melee (1d4+2); Full Attack: Longsword +1 melee (1d8+2/19-20) or 2 claws +3 melee (1d4+2); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., immune to cold, DR 5/bludgeoning; AL NE; SV Fort +1, Ref +1, Will +3; Str 15, Dex 14, Con --, Int --, Wis 10, Cha 1.

Feats: Improved Initiative.

Possessions: 6 longswords, 6 leather armor, 6 small shields

Encounter 4A

Rrerritz (Advanced Quasit) CR 4; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 7d8; hp 33; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 19, touch 16, flat-footed 15; Base Attack/Grapple +3/-6; Attack: Claw +14 melee (1d3-1 plus poison); Full Attack: 2 claws +14 melee (1d3-1 plus poison) and bite +8 melee (1d4-1); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, poison immunity, fire resistance 10; AL CE; SV Fort +5, Ref +9, Will +6; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +10 Diplomacy +2, Disguise +0 (+2 if acting), Hide +21, Intimidate +6, Knowledge Arcana +10, Listen +11, Move Silently +15, Search +8, Spellcraft+6, Spot +10; Improved Initiative, Weapon Finesse, Weapon Focus: Claw

Spell-Like Abilities: At will - *detect good, detect magic, and invisibility* (self only); 1/day - *cause fear* (DC11) as the spell, except that its area is a 30-foot radius from the quasit. Caster level 6, save DCs are Charisma based. Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

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

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* at caster level 12, except the quasit does not regain hit points. This quasit can only change form into a wolf. In wolf form it loses its poison attack.

Encounter 4B

Medium Monstrous Spider CR 1; Medium Vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Attack/Grapple +1/+1; Attack: Bite +4 melee (1d6 plus poison); Full Attack: Bite +4 melee (1d6 plus poison); Space/Reach 5 ft./5 ft.; SA Poison DC 12 Fort save (1d4 Str damage), web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0, Spot +4; Weapon Finesse
(These are web-spinning spiders and receive a +8 racial bonus to Hide and Move Silently checks.)

Encounter 6

Darwah Clr4, Medium human (Svimohzish); HD 4d8+4; hp 27; Init +1; Spd 30 ft; AC 12, touch 11, flat-footed 11; Base Attack/Grapple +3/+3; Attack: Club +3 melee (1d6); Full Attack: Club +3 melee (1d6); Space/Reach 5 ft./5 ft.; SA Spells; AL N; SV Fort +5, Ref +3, Wil +10; Str 10, Dex 12, Con 12, Int 10, Wis 19, Cha 14.

Skills and Feats: Concentration +8, Heal, +11, Spellcraft +7; Final Breath, Iron Will; Spell Focus: Necromancy.

Possessions: Club

Spells (5/4+1/3+1) DC=14 + spell level, 15 + spell level vs necromancy: 0th—*cure minor wounds, detect magic, light, read magic, virtue*; 1st—*cause fear, cure light wounds, doom, shield of faith, (entangle)*; 2nd—*darkness, death knell, hold person, (barkskin)*

Domains: Destruction – smite 1x/day, Plant – Command plants as per turning

APPENDIX VI: NPCS/MONSTERS STATISTICS (ATL 5)

Encounter 2

6 Ogre Skeletons CR 2; Large Undead; HD 4d12; hp 32; Init +4; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Attack/Grapple +2/+11; Attack: Huge greatclub +7 melee (2d6+7) or claw +7 melee (1d6+5); Full Attack: Huge greatclub +7 melee (2d6+7) or 2 claws +7 melee (1d6+5); Space/Reach 5 ft./10 ft.; SQ Darkvision 60 ft., immune to cold, DR 5/bludgeoning; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con --, Int --, Wis 10, Cha 1. Feats: Improved Initiative.

Possessions: 6 huge greatclubs, 6 large hide armor

Encounter 4A

Rrerritz (Advanced Half-Red Dragon Quasit) CR 6; Tiny Dragon Outsider (Chaotic, Dragon, Extraplanar, Evil); HD 7d10; hp 47; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 23, touch 16, flat-footed 19; Base Attack/Grapple +3/-6; Attack: Claw +14 melee (1d3+3 plus poison); Full Attack: 2 claws +14 melee (1d3+3 plus poison) and bite +8 melee (1d4+3); Space/Reach 2.5 ft./0 ft.; SA Breath weapon, poison, spell-like abilities SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, poison immunity, fire immunity; AL CE; SV Fort +5, Ref +9, Will +6; Str 16, Dex 18, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +10, Disguise +1 (+3 if acting), Hide +21, Intimidate +7, Knowledge Arcana +12, Listen +11, Move Silently +15, Search +9, Spellcraft+7, Spot +10; Improved Initiative, Weapon Finesse, Weapon Focus: Claw

Spell-Like Abilities: At will - *detect good, detect magic, and invisibility* (self only); 1/day - *cause fear* (DC12) as the spell, except that its area is a 30-foot radius from the quasit. Caster level 6, save DCs are Charisma based. Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save DC 14 (including a +2 racial bonus); initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution based and includes a +2 racial bonus.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* at caster level 12, except the quasit does not regain hit points. This quasit can only change form into a wolf. In wolf form it loses its poison attack.

Breath Weapon (Su): 30 foot cone, once per day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution based.

Encounter 4B

Large Monstrous Spider CR 2; Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Attack/Grapple +3/+9; Attack: Bite +4 melee (1d8+3 plus poison); Full Attack: Bite +4 melee (1d8+3 plus poison); Space/Reach 10 ft./5 ft.; SA Poison DC 13 Fort save (1d6 Str damage), web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +3, Jump +2, Spot +4; Weapon Finesse
(These are web-spinning spiders and receive a +8 racial bonus to Hide and Move Silently checks.)

Encounter 6

Darwah Clr6, Medium human (Svimohzish); HD 6d8+6; hp 39; Init +1; Spd 30 ft; AC 15, touch 11, flat-footed 14; Base Attack/Grapple +4/+4; Attack: Club +4 melee (1d6); Full Attack: Club +4 melee (1d6); Space/Reach 5 ft./5 ft.; SA Spells; AL N; SV Fort +6, Ref +4, Wil +11; Str 10, Dex 12, Con 12, Int 10, Wis 19, Cha 14.

Skills and Feats: Concentration +8, Heal, +11, Spellcraft +7; Final Breath, Iron Will; Spell Focus: Necromancy, Greater Spell Focus: Necromancy.

Possessions: Club

Spells (5/4+1/4+1/3+1) DC=14 + spell level, 16 + spell level vs necromancy: 0th—*cure minor wounds, detect magic, light, read magic, virtue*; 1st—*cause fear, cure light wounds, doom, shield of faith, (entangle)*; 2nd—*cure moderate wounds, darkness, death knell, hold person, (barkskin)*; 3^d—*bestow curse, blindness/deafness, dispel magic, (contagion)*.

Domains: Destruction – smite 1x/day, Plant – Command plants as per turning

APPENDIX VII: POSSIBLE PLOT HOOKS

For mercenary types: Lorotin, a priest at the Shrine of The Raiser in Bet Rogala, has spread the word that he is looking for adventurers. You've heard rumors that this might have to do with a large shipment of diamonds that just arrived.

For good priests/paladins: Rumor has spread quickly through your church that some of your faith's more powerful priests have been unable to successfully cast *raise dead* spells. Rumors say that only the Church of Life's Fire is still able to cast them. You have been asked by your superiors to investigate why the clerics of the Raiser are still able to do so.

For members of the College of Magic: Diamonds are an extremely rare and precious component in certain arcane spells. Recently, it has been almost impossible to find diamonds. Rumor has it that the Shrine of the Raiser in Bet Rogala received a large shipment of diamonds recently. Some superiors in the College have asked you to discreetly investigate to ascertain the source of the diamonds.

For rogues: Rumor has reached you that a large shipment of diamonds recently arrived at the Shrine of the Raiser in Bet Rogala. Although attempting to steal the diamonds would be a capital crime due to their worth, other more foolish thieves might pay good gold for information about the layout and defenses of the shrine.

For merchant types: News has reached you of a horrible collapse of several diamond mines around Tellene. The price of diamonds has increased ten-fold in the last month. Rumor that a large shipment of diamonds has finally arrived at the Shrine of the Raiser in Bet Rogala. If you can convince someone there to allow you to purchase and resell some of those diamonds, you could make a fortune.

For woodsy/nature types (druids, rangers, and farmers): The harvest season has run long this year, and several farmers have come to you to help them bring in the crops. You know that priests of the Raiser are often willing to help out in such situations. The priests often congregate at the Shrine of the Raiser in Bet Rogala at this time of year and then form teams to assist farmers who need help.

For followers of the Raiser: You have had dreams over the last two weeks. The dreams are always different, but some images remain after you awake: the Shrine of the Raiser in Bet Rogala, a beautiful chalice, and a wild elf female. You finally decide that these dreams much mean something, so you go to the shrine that has been inhabiting your dreams.

Feel free to add your own hooks! As long as they do not interfere with anyone completing the module, any hook is acceptable.