

LKOK41



From Ashes to Ashes

A One-Round D&D Living Kingdoms of Kalamar[®] Adventure

For characters 1st - 9th Level

By Shawn Merwin

Edited by

Michael Meike

Against the backdrop of the war with Tokis and Kalamar, the desperation of the Pekalese leaders is showing. No tactics, no plots, or no strategies have been ruled out to win the war. But are some alternatives too dangerous even for a desperate nation fighting against a stronger opponent? A one-round Living Kingdoms of Kalamar adventure for ATLS 1-9. Before playing this adventure, PCs should attempt to play *May the Best Man Win*, *Shining Stones*, and *The Curse of the Tinkerer's Toys*.

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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. 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 Average Table Level (ATL) rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. In order to calculate 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 adventure, 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 should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL_____

ADVENTURE NOTES

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

You, the Judge (the authority figure at 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 (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Campaign Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure, as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, 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.

CALENDAR AND CLIMATE

It is late Sowing. The days have been warming up nicely lately, with mostly sunny skies. The rains have broken and the weather remains clear, with not a cloud to be seen. Spirits have been high as a result, despite the war reports. Good weather and sunshine have lifted the pallor that colored many people's faces, and children run about the streets of Bet Rogala with reckless abandon, playing tag and hide-and-seek.

MODULE NOTES

This adventure continues the plots presented in the adventures *May the Best Man Win*, *Shining Stones* and *The Curse of the Tinkerer's Toys*, known together as the "Paved with Good Intentions" series. In the first two modules, the PCs are hired to find unique magic items: the Bracers of Haran and the Eye of Romelo. In the third, they are asked to investigate a haunted house where a vial of dust is guarded by a magical beast. Once PCs play *From Ashes to Ashes*, significant spoiler information regarding these other modules will be known.

Before play begins, ask the players if they have played any of the aforementioned adventures, as well as *Vanishing Concerns* or *Into Mist and Shadow*. Note which of the first three adventures they have played, as that information determines which Player Handouts they receive. Also note if any of the PCs carry the jade brooch received at the end of *Vanishing Concerns*. If they played *Into Mist and Shadow*, the PCs will know Captain Balinor in **Encounter 5: Getting to the Shrine of Spite**.

If any of the players carry the Bracers of Haran from *May the Best Man Win*, pull them aside and inform them that a few months ago the Bracers went missing. No one witnessed the theft and

the PC did not wish to go to the authorities to report the theft of goods which they robbed from a grave in the first place. Write "VOID" across the face of the Bracers of Haran cert.

BACKGROUND

Centuries ago, the wizard-priest Gahida ruled much of the land that is currently known as Pekal. His was a rule of tyranny and fear, but his subjects could count on one thing from their master: he never let his demesne fall to outside forces. Several different groups—both humanoid and monstrous—tried to bend the will of the people of Pekal to their own ends, but Gahida raised armies time and time again, using his own personal powers to repel them all.

Time, however, was a foe that Gahida could not repel. The tyrant grew older, feeling the grim visage of death peering at him from around every corner. Finally Gahida succumbed, not to death but to madness. Instead of dying, he performed the rituals and rites that would bestow upon him eternal unlife as a lich.

His followers, though terrified of their ruler and the things he did during his reign, first celebrated this achievement, relieved that their master would now be even more powerful and could continue to protect them. However, the transformation of Gahida also turned the wizard-priest even more ruthless and paranoid. He began to see conspiracies against him among even his most loyal lieutenants, and he ordered several of them to be killed though no evidence could be found against them. Fearing for their lives, Gahida's closest advisors finally realized that he must be destroyed before the nation rotted away from the inside with the corrupted soul of its undead leader.

These people, powerful priests, mages, and warriors in their own rights, performed a ritual of binding on Gahida—trapping the lich's essence on a demi-plane. None of them could find his phylactery, however, so they were forced to do what was necessary to keep him trapped forever, lest he return to rule his demesne again.

Three keys locked this prison-plane: a magical gem called the Eye of Romelo, a set of magical bracers called the Bracers of Haran, and the dust of the physical remains of Gahida. Each of these keys had to remain intact to keep the prison locked, but the new leaders of Pekal

knew that keeping them together would be too risky, so each was secreted in a different location within Pekal.

Over the years, the protection of these items fell to different people and groups, until finally the job was taken on by the College of Magic in Bet Rogala. Only a select few knew of the items, and each individual guard was kept ignorant of the existence of the other items, and some of the guards were not even told the exact nature of the objects they protected.

Through coincidence, misfortune, and subtle machinations, these three items have again turned up in the same location. All three are now in Bet Rogala, but their proximity to each other has awakened the essence of the lich and its minions. Also, a renegade member of the Gray Legion and a senior member of the College of Magic have together learned of Gahida's entrapment. They believe that Gahida would certainly defend Pekal from the approaching armies of Tokis and Kalamar, and they, along with a priest of the Emperor of Scorn, are determined to release the lich in a misguided attempt to keep Pekal from falling to invaders.

ADVENTURE SYNOPSIS

Introduction:

The PCs receive missives, messages, and summons: the exact nature and content of these depend on if the PCs have played previous adventures in the LKoK campaign. All of them eventually lead the PCs to a warehouse that evening.

Encounter 1:

[This encounter should be run only if the PCs did not receive **Player Handout 1** -OR- any PC has the Hatred of Volis Lamir cert. It can also be used as a guide if the PCs, at any point, seek out Elis Lamir's father, Volis Lamir.] As the night approaches (8th bell), Volis Lamir worries that his son's paranoia might be justified, and he goes out searching for adventurous types who might be able to track him down.

Encounter 2:

[This encounter should be run only if the PCs received **Player Handout 2**.] If they did, they were asked to meet P'Dilago at his shop. They find, however, that he is nowhere to be found.

Encounter 3:

The PCs go to The Oyster Bed and learn that Elis Lamir left a message for a group of adventurers to meet him at an abandoned warehouse on the edge of the docks.

Encounter 4:

The PCs find Elis Lamir, P'Dilago, and a member of the College of Magic dead at the warehouse. As the PCs search for clues, the bodies animate and attack.

Encounter 5:

A member of the Gray Legion approaches the PCs, letting them know that a member of that organization might be working with a priest of the Emperor of Scorn to do something foolish.

Encounter 6:

At the Shrine of Spite, the PCs find information about Gahida and learn how some people plan to release him. The PCs also learn his prison is located near the shores of Lake Tali.

Encounter 7:

As the PCs pursue the trio who hope to release Gahida, they come across a small group of Pekalese soldiers holding their commanding officer prisoner. The CO of the group is actually a Tokite spy who learned about the plan to release the lich. He can offer the PCs valuable information, but the PCs must first rescue him from the soldiers, who are adamant at taking him back to Lebolegido to face questioning and execution.

Encounter 8:

Depending on how long it takes the PCs to get to the prison portal, they may either have to fight the trio, some of Gahida's minions, or the lich himself.

Conclusion:

Headmaster Zenith, Archmage and Dean of the College of Magic, arrives on the scene. He either takes possession of the three keys if they are still intact, or he surveys the carnage if Gahida has been released. In either case, he offers the PCs rewards for their bravery.

INTRODUCTION

Summary: The PCs receive missives, messages, and summons: the exact nature and content of these depend on if the PCs have played previous adventures in the LKOK

campaign. All of them eventually lead the PCs to a warehouse that evening.

The late afternoon sun sinks toward the horizon on a lovely spring day in Bet Rogala, the capital of Pekal. Despite the latest news that the war with Tokis is not faring as well as people would hope, the mood within the city is generally light. Several food vendors are hawking their various goods in the open market, as the latest harvest has been bountiful.

Let the PCs know that it is dinnertime, and that they are feeling a bit hungry. Role-play the PCs purchasing food from the vendors if you have time. Different vendors sell fruit, vegetables, fresh dairy products, baked goods, and even some cooked (and not-so-well-cooked) meats.

During this time, you can also role-play the PCs hearing rumors:

- The war with Tokis and Kalamar is not progressing as well as some would hope. All is not lost, but victory is far from assured.
- The College of Magic is developing new magic that can turn a whole platoon of enemy soldiers into swine, which can then be slaughtered and used to feed the troops.
- A shrine to the Emperor of Scorn has been established in Old Town. People's need to vent their hatred of their enemies has made this possible, and the authorities are allowing it to remain for the time being.
- A white whale was spotted from the cliffs of Baneta. Some are saying this is a sign of impending doom, while others say it is a sign that the Kalamaran Empire itself is about to crumble from within due to its corruption.

At some point during the evening meal, one or more messengers interrupt the PCs. If the PCs have adventured together before, they should notice each other at this point. If they do not know each other by name or reputation, have the coincidental delivery of messages at the same time attract their attention to each other.

Several player handouts may be delivered to the PCs at the beginning of the adventure.

- If the PCs played "**May the Best Man Win,**" they receive **Player Handout 1**. This

message is delivered at approximately 6PM, as the PCs begin their meal.

- If the PCs played “**Shining Stones,**” they receive **Player Handout 2**. This message is delivered at approximately 7PM.
- If the PCs played “**The Curse of the Tinkerer’s Toys,**” they receive **Player Handout 3**. This is delivered at approximately 8PM. PCs receiving this message should be terribly worried, as they did not set up any meeting as this message clearly states.
- If a PC has played none of the aforementioned adventures, details for providing them with a hook are given below.
- A PC who played more than one of the adventures receives multiple player handouts based on what they have played.

The judge is going to have to be flexible in getting the PCs into the action, depending on the Player Handouts they receive.

Player Handout 1 is delivered at about 6PM, just as the PCs are starting their evening meal. This leads them to **Encounter 3: The Oyster Bed**, and from there they are sent to **Encounter 4: A Grisly Scene**.

The other two Player Handouts are presented after the first, but they do not lead to the warehouse, so if none of the PCs are provided with **Player Handout 1**, then you need to run **Encounter 1: A Worried Father** to get the PCs into the adventure flow. **Encounter 1** leads the PCs to **Encounter 3: The Oyster Bed**, and from there they are sent to **Encounter 4: A Grisly Scene**.

Also, the PCs, upon receiving the Player Handouts, may try to investigate or locate Elis Lamir, P’Dilago, or the mysterious sender from the College of Magic. Feel free to ad-lib these investigations as you have time, but in the end the PCs should not be able to find anything pertinent. Use your discretion as a judge to move time forward rapidly to save the players from wasting time on these fruitless investigations.

If the PCs did not receive **Player Handout 1** or have the Hatred of Volis Lamir cert, Elis Lamir’s father finds and asks for available adventurers to help find his missing son (see **Encounter 1: A Worried Father**).

ENCOUNTER 1 **A Worried Father**

Summary: [This encounter should be run only if the PCs did not receive **Player Handout 1** -OR- any PC has the Hatred of Volis Lamir cert. It can also be used as a guide if the PCs, at any point, seek out Elis Lamir’s father, Volis Lamir.] As the night approaches (8th bell), Volis Lamir worries that his son’s paranoia might be justified, and he goes out searching for adventurous types who might be able to track him down.

An older Kalamaran man approaches you, his face grim and determined. He must want to speak to you, as he is staring directly at you. He speaks quickly and firmly. “I have heard that you are folks who have particular skills. I am need of those skills right now. I am Volis Lamir, a merchant of no small means. My son is a student at the College of Magic.”

He hesitates, frowns as if looking for the words to describe his problems, and then continues. “My son Elis has lately begun acting strangely. He believes that someone or something has been following him, spying on him. I discounted his paranoia, but now he is missing and I am worried. He was supposed to have dinner with me last night. He did not show. This is not too worrisome, as he is a busy lad. However, this afternoon I sought him in his quarters at the College of Magic. He was not there, and a friend of his said that he had stopped attending classes. This DOES worry me. That is very much unlike Elis. This friend mentioned that Elis said something about meeting some friends at a tavern called The Oyster Bed in the Dock District. I have no idea why my son would want to go to such a place. I want you to go there and find out what is happening with my son. I will give you each 10 Victories if you find him and bring him to me. He is a younger Kalamaran man, long red hair. You will recognize him from our family crest tattooed on his left shoulder.”

If any PC has the Hatred of Volis Lamir cert, read the following to those PCs in addition to the above:

Volis looks at you, swallows, and then says stoically, “I know that we have some bad

blood between us due to prior business arrangements. However my son is more important to me than any dealings in the past. I have information that you have grown in your skills since then, and I believe you to be the best choice for the job. If you can help my son, I will forgive your transgression.”

The PCs may want to ask questions of the elder Lamir. He really can't answer anything that is relevant to the matters at hand. He can tell the PCs that other adventurers retrieved the magical bracers, called the Bracers of Haran, for his son from a haunted estate a few months back. The bracers are magical and support a wizard's magic. He cannot think of any enemies either he or his son might have. He doesn't know anything about any of the other NPCs in this adventure.

If the PCs ask about the theft of the Bracers from their person, Volis has no knowledge of that having happened, and that it must have been someone else who knows of the Bracers. (In fact, Elis hired a group of rogues and infiltrators to steal the Bracers without his father's knowledge. In his paranoid state, Elis sent his latest message to the wrong group, confusing the PCs for the thieves.) If the PCs show Volis the message Elis sent, Volis immediately increases his offer to 30 Victories to go help his son. If the PCs agree to help Volis, write "VOID" across the face of the Hatred of Volis Lamir cert.

ENCOUNTER 2 **P'Dilago Antiques**

Summary: This encounter should be run only if the PCs received **Player Handout 2**. If they did, they were asked to meet P'Dilago at his shop. They find, however, that he is nowhere to be found.

The PCs may wish to go to P'Dilago Antiques at some point between the time they receive his offer of work via his charge at 7PM (**Player Handout 2**) and the time they are asked to meet him at 8:30PM. No matter what time they arrive at his shop, they find the same situation.

P'Dilago Antiques looks exactly as the last time you were here. However, the front door is closed and locked. The light from a

burning lamp peaks out from beneath a closed door further in the shop.

The front and rear doors of the shop are locked. They are standard doors with good locks. The glass windows are shuttered, although it is easy to peek through the slats to see the interior. There is no coin in the shop, aside from a few silver pieces, and much of the inventory left in the shop at night is not worth the effort of breaking into the chests to steal.

Wooden Doors with Good Locks: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 30.

Creatures: The only person in the shop is Brunson, a middle-aged, mixed-race human scribe who helps P'Dilago keep the books, track inventory, and maintain the business. Presently, Brunson is in the back office of the shop, copying information from various bills of sale into a ledger. If he hears anything suspicious happening in or around the shop, he pulls out a dagger, which he barely knows how to use, and tries to scare away any burglars. Brunson is an asthmatic, pale, sallow, balding man with a soft voice. He tries to be tough with the PCs before he knows who they are, which is comical at best. After the PCs make their past associations with P'Dilago known, he drops the pretense.

Brunson: Male human Exp1.

Developments: Assuming the PCs don't do anything foolish, like attack Brunson or try to steal anything from the shop, Brunson speaks with them. He can tell the PCs the following:

- Brunson last saw P'Dilago just before the noon bell. P'Dilago was going on some errands to meet with merchants and teamsters throughout Bet Rogala. None of his planned stops were anything noteworthy.
- P'Dilago spoke of someone extremely interested in purchasing the Eye of Romelo. Brunson knows nothing of the prospective buyer, but he knows that P'Dilago planned to make a great deal of profit from its sale.
- The only thing he recalls about the Eye of Romelo's sale was that P'Dilago expected the final sale to take place in the Dock Ward, so he was going to hire trustworthy adventurers to act as an escort.

- Jelokir, the woman who delivered P'Dilago's offer of employment to the PCs, is a trustworthy lass who the merchant often hires as a runner, clerk, teamster, or any other odd job.

The PCs can wait here for P'Dilago for as long as they want, but he does not show up at the appointed time. Brunson can confirm that the Eye of Romelo is not in the shop, and it was never kept here, so he does not know its whereabouts.

If the PCs did not receive **Player Handout 1**, P'Dilago's absence at the appointed time should worry the PCs (and Brunson), so now would be a good time to run **Encounter 1: A Worried Father**.

ENCOUNTER 3 **The Oyster Bed**

Summary: The PCs go to The Oyster Bed and learn that Elis Lamir left a message for a group of adventurers to meet him at an abandoned warehouse on the edge of the docks.

The Oyster Bed is a typical tavern in this area of Bet Rogala: certainly not a place where anyone respectable would be seen, but neither is it a den of thieves. The building shows signs of wear, but the smells of fresh seafood coming from inside are delicious.

Once the PCs enter, read or paraphrase the following:

The interior of the tavern is much like the exterior: ill-repaired, rough-hewn, and not-so-clean. The condition of the building and furnishings does not seem to have dissuaded patrons, however. The place is packed with hearty customers, all drinking ale and eating various forms of seafood. Two serving maids bustle about, while a man stands behind a makeshift bar, tapping a keg. The crowd, an equal mix of sailors, fisherman, and teamsters, watch you enter, but then turn back to their conversations and meals.

The barkeep is a Reanaarian named Looremar. His shift doesn't start until 8:30PM, so if the PCs arrive earlier and ask the barkeep on duty then

about Elis, they will just get a blank look. However, Looremar has been paid by Elis to pass on the following information:

"Aye, the merchant's boy, the wizard-in-training, he did slip me a few coins to pass a message to a bunch of adventurers, and you look as much like those as any who come in here. He wants you to meet him at an abandoned warehouse down at the end of the road outside—the one that leads down to the lake. The warehouse will have an X painted on the door. Knock twice on the door, then knock twice again, and wait for instructions from within."

Looremar knows nothing else. No one else has asked about Elis, and he only knows Elis because the young man occasionally would come in for the seafood.

ENCOUNTER 4 **A Grisly Scene**

Summary: The PCs find Elis Lamir, P'Dilago, and a member of the College of Magic dead at the warehouse. As the PCs search for clues, the bodies animate and attack.

The PCs can find the warehouse by simply following the barkeep's directions and walking to the end of the street until they get to the water. Among several intact warehouses is one in extreme disrepair. The closest door, which faces the road, bears an "X" of red paint. The door, however, is open and barely on its hinges.

Read or paraphrase the following when the PCs look into or enter the warehouse. The text assumes the PCs have a light source or other means of seeing in the dark:

The warehouse is totally unlit, although a smell hanging in the air reveals that a few lanterns must have been burning here recently. Other than a few moldy, dust-covered crates, the warehouse is completely empty. However, against the north wall, three human forms stand, lined up awkwardly against the wall.

When the PCs get within 60 feet of those forms, they discover the gruesome scene:

The three forms are not moving, and the floor at their feet is slick with blood. One is a very gaunt man with long curly black hair. Another is a young Kalamaran man with long red hair dressed in robes of the College of Magic. The last is a non-descript man also wearing robes of the College. They are only upright because the thick iron spikes driven through their chests pin them to the warehouse wall. Their shirts are torn open, and something unusual—or something more unusual than the spikes—has been done to their torsos.

Creatures: The three dead men are P'Dilago, Elis Lamir, and a member of the College of Magic named Ranisan. The PCs recognize them if they have met the first two before. The bodies have been cursed by the power of Gahida. As long as no one steps within 10 feet of them they remain dead. If they are approached, however, they animate as undead (with type based on ATL).

ATL 1 (EL 2)

Human Commoner Zombies (3): hp 16, see *Monster Manual* p. 266.

ATL 3 (EL 4)

Ghouls (3): hp 13, see *Monster Manual* p. 119.

ATL 5 (EL 6)

Ghasts (3): hp 29, see *Monster Manual* p. 119.

ATL 7 (EL 8)

Wraiths (3): hp 32, see *Monster Manual* p. 258.

ATL 9 (EL 11)

Greater Shadows (3): hp 58, see *Monster Manual* p. 221.

Tactics: The judge should play this to get the maximum shock value. For example, if the PCs move right up to the dead bodies and began examining them, let them take two or three rounds to begin performing Search or Heal checks. Then the dead bodies suddenly lash out with a shriek. A Spot check (DC 20) allows a PC to see a slight tremor in one of the bodies right before it strikes, and that PC can act in the surprise round.

In the case of the corporeal undead, they can only attack initially if a PC is within 5 feet of them. If PCs back away, the undead must pull themselves off the spikes in order to attack.

Pulling themselves off the wall is a full-round action that provokes an attack of opportunity. They then move forward and attack mindlessly.

In the case of the incorporeal undead, they too should only attack from within their former bodies at first, thus only hitting adjacent PCs. If the PCs retreat, the spirits must pull themselves from the bodies, which takes a full-round action that provokes an attack of opportunity (due to the ritual used to create them). Once free, the incorporeal undead attack normally, although they do not hide in walls or floors. The shadows, however, still use their Spring Attack feat if appropriate. They attack until destroyed or victorious. If they are turned but not destroyed, they flee only to return in 10 rounds or whenever the turning effects end.

Developments: After dealing with the undead, the PCs can search the warehouse for clues of what happened.

The first and most obvious place to look is the bodies. A close examination (DC 5 Search check) or moving the torn shirts reveals Kalamaran letters have been carved into each of their chests. The first body wears the letters "GA," the second "HI," and the final "DA." A DC 30 Knowledge (history) or Bardic Knowledge check lets a PC remember that a very ancient ruler of this region of Tellene was named Gahida, but no records give much detail about him or his reign.

A DC 15 Heal check reveals that most of the wounds were made with a rapier or dagger. A DC 16 Spellcraft check reveals that two of the bodies also have bruising consistent with a magical force effect, most likely a *magic missile*. Finally, a DC 15 Knowledge (religion) check shows that each of the bodies has a burn mark on their lower backs in the shape of a small scepter, and these marks look like they were made by a red-hot holy symbol of the Emperor of Scorn.

If there are any members of the College of Magic meta-org in the party, or if the PCs can make a DC 20 Knowledge (Local: Bet Rogala) check, they can identify the robes and what they signify. Elis' robes mark him as achieving the degree of Magus within Mel'par Vigo, the School of Evocation. The other man's robes mark him with the degree of Instructor in Shinwa Ni Nare, the School of Necromancy.

More careful searching (DC 15 Search check), or if a PC thinks to look, reveals a tattoo of a family crest on Elis Lamir's left shoulder. The same Search check reveals that Elis' forearms have been badly torn (during the forced removal of the Bracers of Haran), P'Dilago's belt pouch contains a small case (now empty) that looks to have held a circular object like a gem (the Eye of Romelo), and at Ranisan's feet is a backpack and a heavily padded box built to hold a small vial, now missing (was the vial holding the Dust of Gahida). There is nothing else of value on the bodies.

Casting *detect magic* in the area shows the lingering effects of necromancy, evocation, and transmutation magic.

Searching the crates of the warehouse reveals that most are empty, while others contain rotten or moldy fabrics and other garbage now housing countless rats' nests. However, a derelict is using one as a makeshift bed, and he witnessed the events that occurred here. It takes a DC 20 Search check from someone specifically searching the crates to find him.

The derelict is a slightly mad half-elf who calls himself Yourghy (YOR-ghee). The unfortunate offspring of a Fhokki drifter and an elven woman who couldn't bear the shame of her action, the half-elf was left on the doorstep of some elven citizens of Bet Rogala. They raised Yourghy as best they could, but they didn't really want him, thought he was an abomination, and sent him off as soon as he was old enough to fend for himself. He has survived by begging and scrounging and his mental deficiencies have precluded him from finding a job. Yourghy refers to himself in the third person and tends to ramble, twitching uncontrollably and looking around as if something is coming to get him.

In order to get anything coherent out of Yourghy, the PCs must reassure him and calm his agitated mental state. Casting *calm emotions* or *remove fear*, or another similar spell, automatically allows PCs to get all his information (if they ask the right questions). Without magical help, the PCs need to make various levels of Heal checks to calm his addled brain enough to make him coherent.

The following bonuses (and penalties) to the Heal checks should be applied:

- For every 2 points that a Diplomacy check exceeds 15, add 1 to the Heal check.
- For every 2 points that an Intimidate check exceeds 15, subtract 1 from the Heal check. (He wants to tell them, but he just doesn't know how, so making him more tense just means getting less information).
- If the PCs offer Yourghy food, add 4 to the Heal check.
- If the PCs offer Yourghy coins, subtract 4 from the Heal check. (Whenever he gets money, he gets beaten up and the money stolen.)

With a DC 10 Heal check, Yourghy is calmed enough to reveal the following:

- "Yourghy sleeps here. Safe here."
- "Three men came. First one man [points to Elis], then another man [points to P'Dilago]. They show each other things. Armbands and gem. Then next man came [points to Ranisan]. They talk about things. They get worried and start to leave."

With a DC 20 Heal check, Yourghy is calmed enough to reveal more:

- "Then three more people come. Two men, one lady. Yourghy hide more. Be very quiet."
- "Second three attack first three. Use weapons and magic. Kill first three and spike them to wall. Take things from first three."

With a DC 30 Heal check, Yourghy is calmed enough to reveal everything he saw:

- "One alive man takes necklace, says words. Cuts dead ones with necklace. Puts necklace on skin of dead ones. Yourghy hears sizzling, like meat cooking. Warehouse gets cold."
- "Three alive pick up stuff. They talk about prison and winning war. They talk about shrine and leaving the city. Then they leave."

No matter what else the PCs try to get more information from Yourghy, he just doesn't have the wherewithal to comprehend or explain matters.

If the PCs can recognize the holy symbol and can remember the rumor about the shrine, they can continue their search at the **Shrine of Spite** in Old Town. If they cannot make the connections to know where to go next, **Encounter 6: Getting to the Shrine of Spite** offers direction.

They can also try to identify the bodies. They may know Elis Lamir and P'Dilago from previous adventures. Ranisan is an Instructor at the College of Magic, but no one there can tell them anything more about his projects or what he was doing at the warehouse—either because they do not know his connections to the keys to Gahida's prison, or they do and they have sworn to hide that knowledge.

ENCOUNTER 5 **Getting to the Shrine of Spite**

Summary: A member of the Gray Legion approaches the PCs, letting them know that a member of that organization might be working with a priest of the Emperor of Scorn to do something foolish.

If the PCs have played the adventure *Vanishing Concerns*, they might have a jade brooch given to them by an operative of the Gray Legion. As they are leaving the Dock Ward after dealing with the ugly scene at the warehouse, they notice that brooch suddenly growing very warm.

After a few moments, a man approaches them. He is locating them using the jade brooch. If none of the PCs possess the brooch, he finds them because he was watching the warehouse after they entered.

Read or paraphrase the following as the man approaches. He attempts to speak to the PCs in a public place, preferably on the street as they move from the warehouse to whatever destination they have chosen:

A cloaked figure, most likely human, hails you as you move up the street. "A word," he says in a clear voice. "I would have a word with you. It is of the utmost importance that we speak."

He pulls back his hood as he approaches. He is a Kalamaran man of indeterminate age with dark hair just starting to gray at the edges. [If the PCs have played *Into Mist and*

***Shadow*, they recognize him as the Gray Legion operative Captain Banilor. If they have played it, he approaches them and addresses familiar PCs by name.] "I am Captain Banilor. Something quite terrible must have happened in that warehouse, but I need you to recount what happened. I'm afraid the terror is only beginning."**

Assuming the PCs tell him about what they found, and more importantly, what they didn't find in the warehouse, he nods and sighs:

"Unfortunately, you have stumbled upon something of far more importance than you realize. What I am about to tell you is a matter of Pekalese security, and must be kept completely confidential. Should you reveal any of what I am about to tell you, the Pekalese government and its officials will deny knowledge of anything you say and you will be charged with sedition, treason and fraud against the Crown. Do you understand?"

Captain Banilor will not reveal anything further until the PCs agree to confidentiality.

When the PCs agree, continue:

"As you may or may not know, I am a member of a secret Pekalese organization known as the Gray Legion. We work in places that the military and police cannot. We do things that many others would not be able to bring themselves to do." He sighs again and shakes his head. "Unfortunately, it seems one of our group has decided to do something that even most of our agents would not do. Let me explain what I know."

Banilor looks around to make sure no eavesdroppers are lurking about, and then continues. "My superiors looked into some ancient powers that have been locked away for centuries, trying to determine if they could safely be unleashed on Tokis and Kalamar as part of the war effort. They decided the powers were too dangerous. However, one of them disagreed. He has taken it upon himself to go forward with that plan. I do not know any more of the details surrounding this, but I do know that the operative, whom I know only as 'Copperhead,' has recruited the help of a priest of the Emperor of Scorn. I was given

information that this priest had entered that warehouse earlier today. I scouted the area and then saw you enter, so I decided to wait. I have not been given the authority to pursue this investigation, but that does not mean I cannot share some details with those who might be able to pursue it where I have not been given the authority.”

You can role-play the conversation between the PCs and Captain Balinor based on the following bullet points:

- The PCs know almost as much (and possibly more) than Banilor at this point. So rather than just having Banilor provide information and direction, this can be more of a two-way flow.
- Banilor knows that one of his superiors in the Gray Legion, a Kalamaran man codenamed “Copperhead,” argued vehemently to release an ancient power to fight Tokis and Kalamar. He was not explicit about what this force was, but some other leaders in the Gray Legion seemed to have an idea. Those others denied his request.
- Copperhead approached Banilor to ask for help after others in the Gray Legion would not consent to this course of action. Copperhead mentioned needing to find three keys that would unlock the power. Banilor refused, so Copperhead did not speak further of his plans.
- Banilor knows that Copperhead spoke with a priest of the Emperor of Scorn, the god of bigotry and vengeance. He assumes their collaboration is somehow involved in Copperhead’s plot.
- The priest maintained a shrine, called the Shrine of Spite, in Old Town. The war with Tokis and Kalamar has driven a lot of people to call upon this dark god to assist in victory over the hated enemies. More information on what Copperhead is doing might be found there.

ENCOUNTER 6 **The Shrine of Spite**

Summary: At the Shrine of Spite, the PCs find information about Gahida and learn how some people plan to release him. The PCs also learn his prison is located near the shores of Lake Tali.

The PCs can easily find the Shrine of Spite in Old Town. It is assumed that the PCs go to the shrine that evening. When they approach it, read or paraphrase the following:

The shrine has been built in a partially collapsed building, with the side of the structure pulled away and supports built to hold up the roof. A none-too-small bonfire rages in front of the shrine, its light playing off the angry faces that stare into it. The people around the fire shriek and shout in a variety of languages.

One Kalamaran man is cursing the Tokites and calling for their deaths in Low Kalamaran. Next to him, a grey elf shrieks in High Elven for the destruction of all humans. A human woman shouts in Merchant’s Tongue that all practitioners of magic should be burned as demons.

Within the shrine is a makeshift altar, atop of which is a large golden scepter. An angry looking dwarf stands behind the altar, glaring out into the area where the fire rages.

The scepter is not really gold. It is actually carved out of the same block of wood as the altar and simply painted a golden yellow.

Creatures: The acolyte attending the shrine is a warrior named Kroltor Blackforge. He moved here after escaping from Kalamaran-dominated slavery of his tribe in the Ka’Asa Mountains. His hatred of the Kalamaran race drew him to the Emperor of Scorn, and now he works as an assistant to Wyvill, the priest of the Scorn Lord, who founded this shrine.

Kroltor: Male dwarf War1

This is the DM’s chance to roleplay an extraordinarily angry and insulting dwarf. Kroltor exhibits complete hostility to any Kalamaran PCs: he does not respond to their presence with anything other than snarls and statements to other PCs about how they should strongly consider killing the Kalamaran PC before he sells them into slavery.

To others he is verbally hostile as well, but strangely enough he answers their questions. In fact, a DC 10 Sense Motive check reveals that he is extremely happy to talk about the work that he and Wyvill are doing here. He allows them to

look around the shrine, including the basement where the clues about Gahida are located. He is proud that he can now do the Emperor of Scorn's work openly.

Kroltor knows nothing about Wyvill's plans to release Gahida, nor does he know anything of the lich at all. He can tell the PCs that Wyvill left the city earlier that evening on a pilgrimage, accompanied by a female wizard and a gentleman wearing leather armor and carrying a rapier and a dagger. He doesn't know where they were going, but Wyvill said he would not return for at least a week, and probably much longer. Kroltor describes Wyvill, if asked, as a mixed-human, short with flaming red hair and a thick torso.

Searching the ground-level shrine area reveals nothing except a few paltry donations to the church. Kroltor makes no attempt to hide the trapdoor leading down into the basement, which is obvious and clearly visible. If asked what is down there, Kroltor says that Wyvill prays, stores supplies, leads services, and rests down there.

The trapdoor is neither locked nor trapped, and stone stairs lead down into the damp, dark basement beneath the shrine. The place is certainly not well kept, with tomes, scrolls, symbols, benches, and desks arranged around the room in no particular order. A DC 15 Search check covering the entire basement is needed to find the clues in **Players Handout 4**.

The clues found in that handout reveal to the PCs that the three are going to release Gahida the lich from his prison at some location "on the shores of the little lake in the mounds." A DC 10 Knowledge (geography) or Bardic Knowledge reveals that is Lake Tali, on the western edge of the Kamarela Mounds. PCs failing these checks can also ask someone knowledgeable in these matters, and thus learn the location in that manner.

A DC 20 Search check reveals a stash of Cure potions, as well as 300 Victories (the Shrine's collection from "donations"). Kroltor, while allowing the PCs to search, does not allow them to remove anything from the basement. If they try to, he does not attempt to stop them physically. Instead he simply finds a guard (which takes 3 minutes). Since the shrine has been allowed to exist within the law, taking

anything from it without permission is the same as theft. Providing evidence that Wyvill is responsible for the deaths in the warehouse, combined with a DC 10 Diplomacy check, can get the PCs out of legal trouble in this regard, as can the PCs having some sort of higher legal status in Pekal (such as an Honorable), as can association with certain meta-orgs, at the DM's discretion.

At this point the PCs should understand that the three now possess the keys to release the lich Gahida, and that the trio is heading for the shores of Lake Tali, where the door to the prison of Gahida is located. PCs may try to recruit help in stopping this from occurring, but they find that their requests are met with disbelief, skepticism, bureaucracy, and/or other frustrations. If you have the time, you can fully role-play the attempts of the PCs to get someone to listen to their story. At every turn, however, their contacts are either unable or unwilling to help. The PCs need to understand that it is imperative that they get to the shores of Lake Tali as soon as possible . . .

ENCOUNTER 7

The Enemy of My Enemy's Enemy?

Summary: As the PCs pursue the trio who hope to release Gahida, they come across a small group of Pekalese soldiers holding their commanding officer prisoner. The CO of the group is actually a Tokite spy who learned about the plan to release the lich. He can offer the PCs valuable information, but the PCs must first rescue him from the soldiers, who are adamant about taking him back to Lebolegido to face questioning and execution.

This encounter should happen at some point as the PCs travel from Bet Rogala to Lake Tali. The DM should use discretion in placing the encounter. If the PCs travel overland or via watercraft, the encounter can happen as the PCs are within a day's travel of Lake Tali. If the PCs use magic to travel, you may have to place the encounter right at the shore of Lake Tali. However the PCs travel, they need to encounter the Pekalese soldiers and their Tokite spy captive.

Read or paraphrase the following as the PCs approach the group of soldiers, adjusting the text as needed:

Ahead of you a group of Pekalese soldiers rest around a cooking fire. The smell of roasting rabbit and partridge wafts toward you. Shackled to the base of a tree near the center of their camp is another Pekalese soldier, dressed in the uniform of an officer. His eyes are puffy slits on a face that has been bruised and bloodied recently.

The officer is a Kalamaran Tokite spy named Biremun. He has infiltrated the Pekalese army, rising in rank to a captain. He received orders from his Tokite contacts that some Pekalese patriots were preparing to do something very dangerous to not just Tokis, but all of Tellene. He lied to some troops under his command, telling them that some Tokite assassins had infiltrated into this area of Pekal, and he took them out from their garrison near Lebolegido looking for the three.

Unfortunately for him, his Tokite contacts underestimated the power of the three, and when Biremun found them and attacked, they easily subdued him. The rest of Biremun's command was shocked, as one of the three their captain attacked was a member of the College of Magic, while another was a member of the Gray Legion. With Biremun disabled, "Copperhead" told the troops to hold the traitor here for three days, keep him quiet, and then take him to Lebolegido for interrogation. After all the information he had was extracted, he was to be tried for treason and executed.

If the PCs approach peacefully, the band of soldiers, now led by a half-orc named Lieutenant Grollik, welcomes them, shares a meal, and tells them what happened here. If the PCs ask anything about the three who Captain Biremun attacked, the prisoner opens his eyes and speaks:

"You know what they are about to do. You know they need to be stopped. These fools won't listen. I know exactly where they are going. Take me with you, and I will show you! Without my help you will not find them in time, and we are all doomed." Before he can say any more, he is quieted by one of the soldiers with a kick to the face.

The PCs have a dilemma. Biremun speaks the truth. He knows the exact location of the locked portal that holds Gahida on his prison plane, and the PCs do not. Without his information, the

PCs are doomed to be too late to stop the unlocking of the portal.

However, Biremun is not going to give the PCs this information unless they take him with them, and then release him afterward. Biremun knows that the only thing awaiting him now is torture and then death unless he makes a deal.

To further complicate matters, the Pekalese soldiers are not going to release him without a fight. A member of the Gray Legion and a member of the College of Magic have given them orders to remain here three days guarding the prisoner before taking him to Lebolegido, and they plan to obey those orders to the best of their ability.

The first tactic the PCs might employ is trying to get the information from Biremun via skill checks like Bluff, Diplomacy, or Intimidation. None of these work, because Biremun only parts with the information if the PCs take him to Lake Tali and away from these soldiers. Very strong magic might work to get the information, but again, persuasive magic such as *charm person* is not enough, because Biremun knows that his information is his only lifeline at this point, so only complete domination of his mind would persuade him to reveal it.

Assuming the PCs can't get the information out of him immediately, and assuming the PCs choose to bring him, they are going to have to deal with the soldiers, because they are not going to let him go, and Biremun does not make any deal that involves the soldiers coming along.

Very high skill checks like Diplomacy and Bluff (DC 25 + ATL, players may aid) can persuade the soldiers to release the prisoner, but such checks must come with absolute assurance that the soldiers do not get punished. Allow up to a +4 circumstance bonus for roleplaying or other factors. For example, if a PC is an Honorable and makes a successful Diplomacy check along with a promise of full exoneration for any charges brought against the soldiers, they may concede. This could include revealing the truth—that the three who the captain attacked are going to do something very foolish.

The PCs may try to sneak the prisoner away, and that should be allowed as long as the PCs make a sound plan, like sneaking him out at night after volunteering to take night watch while the soldiers sleep and moving silently.

The final option is to fight the soldiers. The stat blocks for the soldiers are listed in **Appendix I**.

ATL 1 (EL 3)

Soldiers War1 (5): hp 9

ATL 3 (EL 5)

Soldiers War2 (5): hp 15

ATL 5 (EL 7)

Soldiers War3 (5): hp 21

ATL 7 (EL 9)

Soldiers Ftr4 (5): hp 39

ATL 9 (EL 12)

Soldiers Ftr7 (5): hp 63

Developments: If it comes down to a fight, the soldiers do everything in their power to stop the PCs from taking the prisoner away from their custody, including using lethal force. On the other hand, good-aligned PCs should be warned that using lethal force against these good soldiers of Pekal is definitely not a good act. Paladins and good-aligned divine PCs who slay these soldiers without remorse should lose their divine powers until they atone. PCs who at least attempt to disable the soldiers rather than slaughtering them wholesale should get the benefit of the doubt.

Treasure: If the PCs fight and defeat the soldiers, they might choose to take their equipment. However, this equipment is just basic army gear and property of the nation of Pekal. Selling this equipment earns the attention of the authorities. The equipment and any gold made from selling it are confiscated, the PCs are fined 100 gp each, and the characters are forced to use their Non-Adventuring Activity for this adventure for time spent in jail.

ENCOUNTER 8 **The Prison of The Lich**

Summary: Depending on how long it takes the PCs to get to the prison portal, they may either have to fight the trio, some of Gahida's minions, or the lich himself.

Assuming the PCs have freed Biremun from the Pekalese soldiers, he comes with them and gives them directions to the point where his

Tokite contacts told him the portal of Gahida's prison is located. The Tokites, once they learned that the three misguided fools planned to release this force, used the most powerful magic at their disposal to divine its location, dispatching their embedded Pekal army spy Biremun to halt them.

Biremun is no fool. He understands that revealing his information too soon could mean a double-cross and his subsequent execution as a spy; while revealing it too late means that the evil force is released.

In order to test the honesty of the PCs, he first asks any that seem of a lawful bent to take an oath on their deities, their beliefs, the honor of their ancestors, or Pekal. He then takes them to the wrong place first, tells them this is the place, and asks to be released, just to test the PCs and see what they will do. If they release him as promised, he reveals they are not in the correct location and agrees to tell them the correct location after he gets a head start away from the PCs. If they agree, Biremun runs a fair distance away from them, pulls out a small piece of paper and writing quill and writes the correct location details on it with his blood. He then ties it to a rock and throws it to the PCs. He flees immediately after throwing the rock. If the PCs fail to uphold their agreement, he calls them on their subterfuge and demands to be released immediately. He is quick to remind them that they both want the same thing in this one instance: to stop a terrible force from being released in Pekal. Again, as the judge you should use your discretion to make this an interesting role-playing encounter, and as before, no amount of skill checks or Charm effects will persuade him to reveal the true location.

At this point, two possibilities exist. If the PCs got the location from Biremun and did not waste too much time traveling to Lake Tali, they arrive at the portal of the prison-plane just as the keys are being used to unlock it. On the other hand, if the PCs took too long to get to Lake Tali, or did not get the exact location from Biremun, they find the portal location too late, and therefore have to deal with the aftermath of the unlocking. Read or paraphrase the following if the PCs arrive in time to interrupt the unlocking:

Near the rocky shore of Lake Tali, a strong wind has picked up, forcing the waves to

crash loudly against the shore. In the distance, 120 feet from where you stand, with the raging waves as a backdrop, a lone figure stands on a 5-foot-square stone and holds its arms toward the sky. Two prone figures rest at the base of the stone.

If the PCs arrived too late to stop the unlocking, read or paraphrase this instead:

Near the rocky shore of Lake Tali, a strong wind has picked up, forcing the waves to crash loudly against the shore. In the distance, 120 feet from where you stand, with the raging waves as a backdrop, harsh purple waves of energy erupt from a large stone, roughly 5-foot-square. Two prone figures rest at the base of the stone, while one stands next to the stone, arms raised to the sky.

Creatures: Wyvill decided, as the ritual to open the portal began, that the usefulness of his two partners has expired. He wanted to be the one to release Gahida alone, thus assuring his place beside the lich as they together conquered first Pekal's enemies, then all of Pekal, then the rest of Tellene. Wyvill therefore knocked out Copperhead and Listrella, the College of Magic member who helped in the plan to release Gahida. Now Wyvill is either performing the ritual herself, or has already succeeded and awaits the arrival of Gahida.

Even before Gahida's prison is unlocked, he still has some power on Tellene, and the proximity of the keys to the locked portal has drawn some of that power to this area. Fiendish creatures that serve Gahida have been summoned to the area to protect Wyvill while the unlocking takes place. If the unlocking has already taken place, the fiendish creatures are called instead of summoned, which means certain spells won't affect them as if they were summoned.

In addition, if the prison is opened, the vile power of Gahida's prison is pouring forth, acting as an *aid* spell for Wyvill and the fiendish creatures called by Gahida.

ATL 1 (EL 3)

Wyvill, Clr2: hp 15, see **Appendix I**

Fiendish Dire Rat (2): hp 5, see *Monster Manual* p. 107

ATL 3 (EL 5)

Wyvill, Clr4: hp 27, see **Appendix I**

Fiendish Hyena (2): hp 13, see **Appendix I**

ATL 5 (EL 7)

Wyvill, Clr6: hp 39, see **Appendix I**

Fiendish Wolverine (2): hp 28, see **Appendix I**

ATL 7 (EL 10)

Wyvill, Clr9: hp 57, see **Appendix I**

Fiendish Tiger (2): hp 45, see **Appendix I**

ATL 9 (EL 12)

Wyvill, Clr11: hp 69, see **Appendix I**

Fiendish Dire Bear (2): hp 105, see **Appendix I**

Tactics: Wyvill begins the combat 120 feet from the PCs, standing on a 5-foot-high square slab of stone that is the portal to Gahida's prison-plane. He is holding the keys, preparing to place them all on the stone and smash them, thus releasing Gahida. The PCs cannot see him until they step out into the open from a scrub forest, and he cannot see them. When they exit the forest, both see the other and initiative can be called. (Since the PCs are following Biremun's directions, it is unlikely they approach in a different manner, but use your discretion if they do.) Note that the creatures have not yet appeared.

When the two sides spot each other, roll initiative for Wyvill and the creatures separately. On his initiative, Wyvill drops the keys and prepares for battle. On their initiative, the fiendish creatures appear next to the stone and rush the PCs.

Developments: If the PCs defeat Wyvill before the portal has been opened, you can move immediately to **Conclusion A**.

However, if the prison has been opened, and the PCs defeat Wyvill, read the following:

As your enemies fall before you, the thundering of the dark energy and the crackling of the waves suddenly grows silent. It is as if you have all gone deaf.

Then the energy coming from the stone dissipates, and standing on the tall stone is a skeletal figure wearing robes. It looks at your group for a moment, raises a hand, and then lowers it. A crackling voice booms from the creature. "You shall live as my messengers. Tell Pekal's enemies that their time is at hand. Gahida will see them die

horribly.” He pauses, and then sweeps his arms as if offering a benediction on all of Tellene. “Then tell my subjects that their master has returned. Soon my empire will be rebuilt.”

At this point, Gahida casts time stop, and when the PCs blink, the lich is gone. Go to **Conclusion B**.

Treasure: Wyvil has his basic equipment with him and isn't expecting to be interrupted.

- **ATL 1-3:** Heavy Mace, Heavy Crossbow, Banded Mail, Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 5:** Masterwork Heavy Mace (certed), Masterwork Heavy Crossbow (certed), Masterwork Banded Mail (certed), Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 7:** Heavy Mace +1 (certed), Masterwork Heavy Crossbow (certed), Masterwork Banded Mail (certed), Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 9:** Heavy Mace +1 (certed), Masterwork Heavy Crossbow (certed), Banded Mail +1 (certed), Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)

Due to the symbols of the Emperor of Scorn, all the equipment is hard to sell, unless the symbols on the Heavy Crossbow are removed with a single casting of *Erase* and the symbols on the Banded Mail are removed with four castings of *Erase*. The Heavy Mace is shaped like the symbol for the Emperor of Scorn, and thus cannot be changed.

Copperhead and Listrella have been knocked unconscious. They will be arrested and their belongings confiscated by Archmage Zenith and his companions when they arrive on the scene in the Conclusion.

If the PCs are defeated by Wyvill and the creatures, Wyvill returns to his goal of opening the portal. Read the following:

As you fall before your enemies, Wyvill laughs triumphantly. “Now you will witness the true power of the Emperor of Scorn’s followers!”

Wyvill returns to the stone, his arms upraised to the sky. There is a terrible flash and shudder as crackling purple waves of energy erupt out of the stone.

The thundering of the dark energy and the crackling of the waves suddenly grows silent. It is as if you have all gone deaf.

Then the energy coming from the stone dissipates, and standing on the tall stone is a skeletal figure wearing robes. “Master,” Wyvill exclaims as he falls to his knees, “I, your loyal servant, have freed you from your prison that you may once again rule your lands! What would you have me do?”

The figure looks at Wyvill and then gestures for him to come closer. Wyvill scrambles up on top of the stone and kneels before it.

The creature places a hand upon Wyvill’s head, and then grabs his hair violently. Wyvill screams as dark energy envelops his form. The scream grows louder and higher in pitch as his form shrivels up; his life force being ripped from his body and absorbed into the creature’s form. The corpse grows thinner and thinner, and just as you think it is nothing but thin skin over bone, the body collapses into dust and is whisked away on the wind. The skeletal creature seems to grow in stature and presence, and then lets out a bone-chilling laugh.

It looks at your group for a moment, raises a hand, and then lowers it. A crackling voice booms from the creature. “You shall live as my messengers. Tell Pekal’s enemies that their time is at hand. Gahida will see them die horribly.” He pauses, and then sweeps his arms as if offering a benediction on all of Tellene. “Then tell my subjects that their master has returned. Soon my empire will be rebuilt.”

You then pass out.

At this point, Gahida casts time stop and is long gone by the time Archmage Zenith arrives on

the scene. His grey elf companion casts cure spells on the unconscious PCs, but sadly cannot help the dead. Go to **Conclusion B**, and paraphrase the beginning.

CONCLUSION

Summary: Headmaster Zenith, Archmage and Dean of the College of Magic, arrives on the scene. He either takes possession of the three keys if they are still intact, or he surveys the carnage if Gahida has been released. In either case, he offers the PCs rewards for their bravery.

Conclusion A:

Read the following aloud:

As you cut down Wyvill, there is a brilliant flash of light. Turning, you see an older gentleman in robes with a white beard and spectacles, a staff in one hand and a wand in the other. Behind him are two other robed individuals, a male grey elf and a female human. The female is carrying a wand in each hand while the grey elf has a staff in one hand and a holy symbol pointed in your direction in the other. Upon seeing you, the bearded gentleman holds up a hand. "Hold!" he says authoritatively, "These are not our enemy."

The older man moves towards you. "I am Archmage Zenith, Dean of the College of Magic. My colleagues and I had received word a half-hour ago that a terrible evil power was about to be unleashed on Tellene. Has that happened?"

Allow the PCs to explain the situation. When they are finished, continue:

Archmage Zenith looks at each of you and smiles. "Excellent work, all of you. I had only recently become aware that these objects were keys that held Gahida locked away from this world. It is imperative that he not be released, for the sake of Tellene. To ensure this does not happen, I will take the three keys and personally secure them so no one has knowledge of their whereabouts." He extends his hand in expectation."

Zenith expects the PCs to hand over the Bracers, the Eye, and the Vial. His two companions stand nearby poised to vaporize the group if they do anything to the contrary. Should the PCs hesitate, Zenith grows a bit annoyed:

"I understand your reservations in handing over the keys to me. No doubt everything that has happened in connection to them has been stressful enough to cause suspicion of anyone involved with their existence. However, I would point out to you that the safety of all of Tellene hinges on you handing them over to me, and my colleagues and I am prepared to take them from you by force if necessary to ensure that safety."

The PCs should choose the smarter path and hand over the keys. If they give indication that they want to fight, point out that Zenith and his companions appear to be extremely formidable, have a sizeable number of items on their person that appear magical, as well as staves and wands pointed in their direction. Make sure they understand that fighting Zenith is a very bad idea (As is attempting to Sleight of Hand something off their person).

If the PCs decide to fight anyway, let them roll initiative. Whatever the results, have Zenith and his companions top their initiative and proceed to waste the entire party. Use maximized arcane and divine spells up to 8th-level, as well as any major magic items you see fit that will protect Zenith's team and put the entire party out of commission in a hurry. This is not a fight the PCs can win, nor are they meant to stand a chance. Zenith's team is not playing around, and he came ready for a much bigger fight than the PCs.

Should the PCs want to barter with the Archmage, they lose the opportunity to be richly rewarded:

The Archmage shakes his head sadly, "I had rather hoped that you were more heroic and would not dishonor yourselves by bargaining for the safety of Tellene. This situation goes far beyond that of material gain. I will only ask once more. Please hand over the keys to Gahida's portal, or we will relieve them of your possession by force."

If the PCs choose to fight, see above.

If the PCs hand over the keys in any case:

The Archmage smiles with relief as he collects the three items and places them within a small bag. "I thank you for making the right decision. All of Tellene is now much safer due to your actions. If you will all come with me, I will ensure our safe return to Bet Rogala. We can conclude this awful business and put it behind us once and for all."

He turns to his colleagues and says, "I would like you to retrieve some reliable help from the College and secure this area. Ward it so that no one returns here without the knowledge of the College. Ensure that none of the dimensional seals have been damaged and clear away these bodies. If any of the human or demi-human races are still alive, place them under arrest and transfer them to the Towers. If any more of those beasts are wandering about, destroy them on sight. Scout the area to ensure no one has witnessed these events, and then report to me immediately after you are finished with your findings. Understand that this is to remain completely confidential, and do not reveal any more details than are necessary." They nod and the female chants a spell that opens an energy gateway. The grey elf and the female mage move through the gateway which closes behind them. The Archmage then waves his hands and chants, and you find yourselves in a richly appointed office in the College of Magic.

The Archmage looks at each of you and smiles broadly. "You have my gratitude as well as the gratitude of Tellene for your actions in preventing the return of Gahida. I do request your silence in this matter, however, as we do not want to inform the people of Pekal that an ancient evil lies dormant at its doorstep, seeking a way to return and subjugate all of Tellene to its will."

The Archmage pauses a moment, and then says, "I will be securing the keys deep within the vaults of the College in such a fashion that not even I will know where they are or how to retrieve them. Even so, I do not wish to face the possibility of Gahida securing his return in some other fashion. His phylactery must be found, and I will need your

assistance in the future. May I count on all of you to respond to my summons no matter where you are or what you are doing?"

Let the PCs respond. Zenith hopes to find the phylactery sometime in the near future and destroy it, thus ending the threat of Gahida permanently. He also understands it is important that there be no riots or uprisings from panic setting into the population. He gives no answers to any questions put forth, politely but firmly declining to reveal anything else about Gahida.

If the PCs did not try to barter for the safety of Tellene AND agree to keep what has happened a secret, they are richly rewarded for their efforts. Give each of them the **Favor of the College of Magic** cert and the **Favorable Notice of the Archmage** cert, as well as the following rewards according to ATL:

- **ATL 1-3:** 100 Victories each;
- **ATL 5-7:** 200 Victories each and a Cloak of Resistance +1 (certed) for each member of the party; or
- **ATL 9:** 400 Victories each, a Cloak of Resistance +1 (certed) for each member of the party, and a Ring of Protection +1 for each member of the party.

If the PCs tried to get payment out of Zenith in exchange for the keys AND/OR refuse to remain quiet, then they each only receive the Favor of the College of Magic cert.

As you leave the College, you are left with the feeling that you have done a great service. As you walk, lost in thought, a small child laughs and runs across the street in front of you, into the outstretched arms of a young mother. She lifts the child up onto her hip and joins hands with a young man, who smiles at both of them. You realize that even though the people of this world will never know what transpired near here or how close they came to disaster; that you will never receive their personal thanks or recognition, a strange sense of satisfaction and determination comes over you that you made the right choice, and will overcome any threats the future holds for the land...

...Or die trying.

THE END...?

Conclusion B:

Read the following aloud:

As you continue to stare at the spot where the lich Gahida was once standing, there is a brilliant flash of light. Turning, you see an older gentleman in robes with a white beard and spectacles, a staff in one hand and a wand in the other. Behind him are two other robed individuals, a male grey elf and a female human. The female is carrying a wand in each hand while the grey elf has a staff in one hand and a holy symbol pointed in your direction in the other. Upon seeing you, the bearded gentleman holds up a hand. "Hold!" he says authoritatively, "These are not our enemy."

The older man moves towards you. "I am Archmage Zenith, Dean of the College of Magic. My colleagues and I had received word a half-hour ago that a terrible evil power was about to be unleashed on Tellene. Has that happened?"

Allow the PCs to explain the situation. When they are finished, continue:

The Archmage looks at each of you and shakes his head sadly. He turns to his companions and says, "My friends, we are too late. A great evil has been unleashed upon Tellene. I would like you to retrieve some reliable help from the College and secure this area. Ward it so that no one returns here without the knowledge of the College. Clear away these bodies, and if any humans or demi-humans are still alive, place them under arrest and transfer them to the Towers. If any more of those beasts are wandering about, destroy them on sight. Scout the area to ensure no one has witnessed these events, and then report to me immediately after you are finished with your findings. I will return to the College and speak with the elder faculty. I will inform them of what has happened and that we will need to begin a search of Pekal to pinpoint any rises in negative energy. I will then send word to Prince Kafen immediately. Understand that this is to remain completely confidential, and do not reveal any more details than are necessary."

The two companions nod and the female mage chants a spell that opens an energy gateway. The grey elf and the female mage move through the gateway which closes behind them. Zenith turns back to all of you. "I fear we have just been delivered from the grasping hands of one tyrant into the cold undead clutches of another. Come with me."

With that, Zenith waves his hands and chants, and you find yourselves in a richly appointed office in the College of Magic.

Archmage Zenith seats himself in a plush leather desk chair, removes his spectacles, rubs his eyes and sighs. A few moments pass with no sounds but that of the water clock dripping away. "I want you to know that I do not blame you for what has happened. After all, you were trying to prevent this from happening. However, you have now placed yourselves firmly in the category of "Involved" whether you or I or the Prince likes it or not, and I do request your silence in this matter, as we do not want to shatter the hopes of Pekal by informing its people that an ancient evil now stalks the lands, seeking to subjugate all of Tellene to its will."

The Archmage pauses a moment, and then says, "I will be keeping a close eye on this situation as it develops. Gahida's phylactery must be found, and I will need your assistance in the future. May I count on all of you to respond to my summons no matter where you are or what you are doing?"

Let the PCs respond. Archmage Zenith understands the serious nature of Gahida being unleashed, and also understands it is important that there be no riots or uprisings from panic setting into the population. He gives no answers to any questions put forth, politely but firmly declining to reveal anything else about Gahida.

If the PCs agree to keep what has happened a secret, they receive the **Favor of the College of Magic** cert and the **Favorable Notice of the Archmage** cert, as well as the following rewards according to ATL:

- **ATL 1-3:** 50 Victories each;

- **ATL 5-7:** 100 Victories each and a Cloak of Resistance +1 (certed) for each member of the party; or
- **ATL 9:** 200 Victories each, a Cloak of Resistance +1 (certed) for each member of the party –OR- a Ring of Protection +1 for each member of the party.

If the PCs refuse to stay quiet or insult Archmage Zenith, then they only receive the **Favor of the College of Magic** cert.

Continue with the following:

As you leave the College, you are left with a sick feeling in the pit of your stomach. Things were bad enough with the war. Now there is something much worse that Pekal, and possibly all of Tellene, must face. As

you walk, lost in thought, a small child laughs and runs across the street in front of you, into the outstretched arms of a young mother. She lifts the child up on her hip and joins hands with a young man, who smiles at both of them. You realize that even though the people of this world may never know what has transpired near here or how much they are in terrible danger, a strange sense of determination comes over you that you will face that danger head on, and overcome the darkness that has been unleashed upon the land...

...Or die trying.

THE END...?

Awards

TREASURE:

Encounter 1: 10 gp each from Volis Lamir in payment for finding out what happened to his son; or
30 gp each if they show Volis Lamir the message sent by Elis

Encounter 6: 300 gp, 4 Cure Light Wounds potions (certed), and 2 Cure Moderate Wounds potions (certed); the players receive these only if they find them and can get themselves out of legal trouble as detailed in the encounter; otherwise they remain at the shrine

Encounter 7: Longsword x5 (15 gp, sell for 8 gp each); Light Wooden Shield x5 (3 gp, sell for 2 gp each); Javelin x15 (1 gp, sell for 5 sp each); Studded Leather Armor x5 (25 gp, sell for 13 gp each); *Selling this equipment earns the attention of the authorities; the equipment and gold are confiscated, the PCs are fined 100 gp each, and the characters are forced to use their Non-Adventuring Activity for this adventure for time spent in jail.*

Encounter 8: Varies by ATL. Due to the symbols of the Emperor of Scorn, all equipment is hard to sell, unless the symbols on the Heavy Crossbow are removed with a single casting of *Erase* and the symbols on the Banded Mail are removed with four castings of *Erase*. The Heavy Mace is shaped like the symbol for the Emperor of Scorn, and thus cannot be changed;

- **ATL 1-3:** Heavy Mace (12 gp, sell for 4 gp); Heavy Crossbow (50 gp, sell for 16 gp, 25 gp without symbols); Banded Mail (250 gp, sell for 81 gp, 125 gp without symbols); Holy Symbol of the Emperor of Scorn (1 gp, sell for 2 sp) Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 5:** Masterwork Heavy Mace (certed), Masterwork Heavy Crossbow (certed), Masterwork Banded Mail (certed), Silver Holy Symbol of the Emperor of Scorn (25 gp, sell for 8 gp), Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 7:** Heavy Mace +1 (certed), Masterwork Heavy Crossbow (certed), Masterwork Banded Mail (certed), Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)
- **ATL 9:** Heavy Mace +1 (certed), Masterwork Heavy Crossbow (certed), Banded Mail +1 (certed), Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets* (certed)

Conclusion A: Varies by PCs decisions;

- If the heroes made all the right choices (hand over the three keys without negotiating a payment AND agree to maintain secrecy about Gahida) - Favor with the College of Magic (certed), Favorable Notice of the Archmage (certed), and the following based on ATL:
 - **ATL 1-3:** 100 Victories each;
 - **ATL 5-7:** 200 Victories each and a Cloak of Resistance +1 (certed) for each member of the party; or
 - **ATL 9:** 400 Victories each, a Cloak of Resistance +1 (certed) for each member of the party, and a Ring of Protection +1 for each member of the party.
- If the heroes made any wrong choices (negotiating a price for the three keys OR refusing to maintain secrecy about Gahida) - Favor with the College of Magic (certed)

Conclusion B: Varies by PCs decisions;

- If the heroes agree to maintain secrecy about Gahida – Favor with the College of Magic (certed), Favorable Notice of the Archmage (certed), and the following based on ATL:
 - **ATL 1-3:** 50 Victories each;
 - **ATL 5-7:** 100 Victories each and a Cloak of Resistance +1 (certed) for each member of the party; or
 - **ATL 9:** 200 Victories each, a Cloak of Resistance +1 (certed) for each member of the party –OR- a Ring of Protection +1 for each member of the party.
- If the heroes choose not to maintain secrecy about Gahida – Favor with the College of Magic (certed)

OTHER AWARDS

Potion of Cure Light Wounds

This vial contains a translucent light green liquid that smells and tastes faintly like citrus fruit. Value: 50 gp. Resale Value: 25 gp. Tradable: Yes.

Potion of Cure Moderate Wounds

This vial contains a translucent green liquid that smells and tastes like citrus fruit. Value: 300 gp. Resale Value: 150 gp. Tradable: Yes.

Masterwork Heavy Mace

This two-handed mace is medium-sized and of exceptional quality. If it weren't for it being a stylized version of the symbol for the Emperor of Scorn, a heroic individual would benefit from its weight and balance. Finding a buyer for this item is difficult. Value: 312 gp. Resale Value: 100 gp. Tradable: Yes.

Masterwork Heavy Crossbow

This big crossbow is medium-sized and of exceptional quality. Provided the hate symbols emblazoned on its sides could be removed, a heroic individual would be proud to own such a weapon. Finding a buyer for this item is difficult, unless the symbols are removed by a single casting of *Erase*. Value: 350 gp. Resale Value: 115 gp. (Without symbols, 175 gp.) Tradable: Yes.

Masterwork Banded Mail

This banded mail is medium-sized and of exceptional quality. If it weren't for all the hate symbols and the big symbol for the Emperor of Scorn emblazoned upon the chest pieces, a heroic individual would look rather dashing in such a suit of armor. Finding a buyer for this item is difficult, unless the symbols are removed by four castings of *Erase*. Value: 400 gp. Resale Value: 130 gp. (Without symbols, 200 gp.) Tradable: Yes.

Heavy Mace +1

This two-handed mace is medium-sized and glows darkly with magic. If it weren't for it being a stylized version of the symbol for the Emperor of Scorn, a heroic individual would benefit from its weight, balance, and magical properties. Finding a buyer for this item is difficult. Value: 2,312 gp. Resale Value: 740 gp. Tradable: Yes.

Banded Mail +1

This banded mail is medium-sized and of exceptional quality. If it weren't for all the hate symbols and the big symbol for the Emperor of Scorn emblazoned upon the chest pieces, a heroic individual would look rather dashing and feel well protected in such a suit of armor. Finding a buyer for this item is difficult unless the symbols are removed by four castings of *Erase*. Value: 1,400 gp. Resale Value: 450 gp. (Without symbols, 700 gp.) Tradable: Yes.

Full Canon of the House of Scorn - *The Stone Tablets*

This is a full collection of all 16 Tablets of the Canon for the House of Scorn transcribed onto individual scrolls. All of the scrolls are rolled up into a single thick scroll and kept in a gold and dark blue scroll case. Finding a buyer for the Canon is difficult. For more information, see the Kingdoms of Kalamar Player's Guide, pp. 108-109. Value: 70 gp. Resale Value: 25 gp. Tradable: Yes.

Favor of the College of Magic

You have done a favor for the College of Magic. If you continue this practice you may earn some favor with the College. Perhaps they will feel as though they owe you something. Consult the College of Magic meta-organization document for more information. Value: N/A. Resale Value: N/A. Tradable: No.

Favorable Notice of the Archmage

You have shown your true colors to Archmage Zenith, Dean of the College of Magic. You have also agreed to keep the secret of Gahida from the populace at large, and will respond immediately to any summons by Archmage Zenith, no matter the time or place. Who knows what may come of your actions

and involvement with such a powerful leader within Pekal? One thing is for certain; it is far better to be regarded as an ally than regarded as an enemy by one of the most powerful wizards known on the face of Tellene. Value: N/A. Resale Value: N/A. Tradable: No.

Cloak of Resistance +1

This finely woven cloak rests comfortably about the shoulders. Its magical properties make you feel a bit more prepared for what little surprises life may throw at you. Value: 1,000 gp. Resale Value: 500 gp. Tradable: Yes.

Ring of Protection +1

This hefty silver ring seems to shine brightly in the light. Its properties make you feel as if you are enveloped in a constant force field. Value: 2,000 gp. Resale Value: 1,000 gp. Tradable: Yes.

Experience Points and Day Units

Experience is awarded to PCs based on the number of adventures the PC has played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

Total Possible Experience Reward	500 xp	1000 xp	
EXPERIENCE	Tier 1	Tier 2	Tier 3
Encounter 5 Defeat the undead at the warehouse	100 xp	225 xp	300 xp
Encounter 8: Get location from Biremun or escape with him	150 xp	325 xp	500 xp
Encounter 9: Defeat enemies before the portal is opened	150 xp	300 xp	500 xp
OR			
Encounter 9: Defeat enemies after the portal is opened	100 xp	200 xp	300 xp
Discretionary Experience for Role Playing	100 xp	150 xp	200 xp
Total Possible Experience Reward	500 xp	1000 xp	1500 xp

A judge who “eats” this adventure (judges the adventure without playing it first) receives the Total Possible Experience Reward according to their character’s level.

The campaign directors ask you, the judge, to mark down which Conclusion the PCs receive (either A or B) and have you or your Senior DM email the campaign staff with this information at alana.joli@kenzerco.com with “**From Ashes to Ashes Conclusion Results**” in the subject line. Please respond no later than December 31st, 2006.

Appendix I: NPCs and Monsters

ATL 1

Soldiers: Male Human War1; CR 1;
Medium Humanoid (Human/Half-orc);
HD 1d8+1; hp 9;
Init +1; Spd 30 ft/x4;
AC 15 (+3 armor, +1 shield, +1 dex), touch 11, flat-footed 14;
Base Atk/Grapple +1/+3;
Full Atk +3 One-handed (1d8+2; 19-20/x2, Longsword), +2 Thrown (1d6+2; 20/x2, Javelin (Thrown));
AL NG; SV Fort +3, Ref +1, Will +1;
Str 14(+2), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 10(+0);
Skills: Climb +4, Jump +4, Swim +2.
Feats: Blind-Fight, Endurance

Possessions: Longsword, Light Wooden Shield, Javelin x3, Studded Leather Armor

Wyvill: Male Human Clr2; CR 2;
Medium Humanoid (Human);
HD 2d8+2; hp 15;
Init +0; Spd 20 ft/x3;
AC 16 (+6 armor), touch 10, flat-footed 16;
Base Atk/Grapple +1/+3;
Full Atk +3 Two-handed (1d8+3; 20/x2, Heavy Mace), +1 Two-handed (1d10; 19-20/x2, Heavy Crossbow);
SA & SQ: Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);
AL NE; SV Fort +4, Ref +0, Will +7;
Str 14(+2), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 14(+2), Cha 13(+1);
Skills: Concentration +6, Diplomacy +6, Knowledge (religion) +5.
Feats: Combat Casting, Iron Will;

Spells: 0-level/4; 1st-level/3+1;
0-level prepared: *Cure Minor Wounds, Detect Magic, Guidance, Resistance*
1st-level prepared: *Bane, Cause Fear, Doom**, *Summon Monster I*
**Domain spell*

Domains: Evil (You cast evil spells at +1 caster level), Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute. From *Kingdoms of Kalamar Player's Guide*, p. 153)

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: Cannot cast Good spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+3 on a successful check.

Possessions: Heavy Mace, Heavy Crossbow, Banded Mail, Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets*

ATL 3

Soldiers: Male Human War2; CR 2;
Medium Humanoid (Human);
HD 2d8+2; hp 15;

Init +1; Spd 30 ft/x4;
AC 15 (+3 armor, +1 shield, +1 dex), touch 11, flat-footed 14;
Base Atk/Grapple +2/+4;
Full Atk +4 One-handed (1d8+2; 19-20/x2, Longsword), +3 Thrown (1d6+2; 20/x2, Javelin (Thrown));
AL NG; SV Fort +4, Ref +1, Will +1;
Str 14(+2), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 10(+0);
Skills: Climb +5, Jump +5, Swim +3.
Feats: Blind-Fight, Endurance

Possessions: Longsword, Light Wooden Shield, Javelin x3, Studded Leather Armor

Fiendish Hyenas: CR 2;
Medium Magical Beast;
HD 2d8+4; hp 13;
Init +2; Spd 50;
AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12;
Base Atk/Grapple +1/+3;
Full Atk Bite +3 melee (1d6+3);
SA & SQ: Trip, Smite Good, Darkvision 60', Low-Light Vision, Scent, Cold/Fire Resistance 5, SR 7;
AL NE; SV Fort +5, Ref +5, Will +1;
Str 14, Dex 15, Con 15, Int 3, Wis 13, Cha 6;
Skills: Hide +3, Listen +6, Spot +4.
Feats: Alertness

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good-aligned foe.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

Wyvill: Male Human Clr4; CR 4;
Medium Humanoid (Human);
HD 4d8+4; hp 27;
Init +0; Spd 20 ft/x3;
AC 16 (+6 armor), touch 10, flat-footed 16;
Base Atk/Grapple +3/+5;
Full Atk +5 Two-handed (1d8+3; 20/x2, Heavy Mace), +3 Two-handed (1d10; 19-20/x2, Heavy Crossbow);
SA & SQ: Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);
AL NE; SV Fort +5, Ref +1, Will +8;
Str 14(+2), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 15(+2), Cha 13(+1);
Skills: Concentration +8, Diplomacy +8, Knowledge (religion) +5, Knowledge (the planes) +2.
Feats: Combat Casting, Iron Will, Power Attack

Spells: 0-level/5; 1st-level/4+1; 2nd-level/3+1

0-level prepared: *Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance*

1st-level prepared: *Bane, Cause Fear, Doom**, *Shield of Faith, Summon Monster I*

2nd-level prepared: *Aid, Death Knell, Hold Person, Scare**

**Domain spell*

Domains: Evil (You cast evil spells at +1 caster level), Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute. From *Kingdoms of Kalamar Player's Guide*, p. 153)

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+5 on a successful check.

Possessions: Heavy Mace, Heavy Crossbow, Banded Mail, Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets*

ATL 5

Soldiers: Male Human War3; CR 3;
Medium Humanoid (Human);
HD 3d8+3; hp 21;
Init +1; Spd 30 ft/x4;
AC 15 (+3 armor, +1 shield, +1 dex), touch 11, flat-footed 14;
Base Atk/Grapple +3/+5;
Full Atk +5 One-handed (1d8+2; 19-20/x2, Longsword), +4 Thrown (1d6+2; 20/x2, Javelin (Thrown));
AL NG; SV Fort +4, Ref +2, Will +4;
Str 14(+2), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 10(+0);
Skills: Climb +6, Jump +6, Swim +4.
Feats: Blind-Fight, Endurance, Iron Will

Possessions: Longsword, Light Wooden Shield, Javelin x3, Studded Leather Armor

Fiendish Wolverines: CR 2;
Medium Magical Beast;
HD 3d8+15; hp 28;
Init +2; Spd 30 burrow 10, climb 10;
AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12;
Base Atk/Grapple +2/+4;
Full Atk 2 Claws +4 (1d4+2), Bite -1 melee (1d6+1);
SA & SQ: Rage, Smite Good, Darkvision 60', Low-Light Vision, Scent, Cold/Fire Resistance 5, SR 8;
AL NE; SV Fort +7, Ref +5, Will +2;
Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10;
Skills: Climb +10, Listen +6, Spot +6.
Feats: Alertness, Toughness, Track

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good-aligned foe.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Wyvill: Male Human Clr6; CR 6;
Medium Humanoid (Human);
HD 6d8+6; hp 39;
Init +0; Spd 20 ft/x3;
AC 18 (+8 armor), touch 10, flat-footed 18;
Base Atk/Grapple +4/+6;

Full Atk +7 Two-handed (1d8+3; 20/x2, Masterwork Heavy Mace), +5 Two-handed (1d10; 19-20/x2, Masterwork Heavy Crossbow);

SA & SQ: Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

AL NE; SV Fort +6, Ref +2, Will +10;

Str 14(+2), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 15(+2), Cha 13(+1);

Skills: Concentration +10, Diplomacy +10, Knowledge (religion) +5, Knowledge (the planes) +4.

Feats: Combat Casting, Iron Will, Power Attack, Cleave

Spells: 0-level/5; 1st-level/4+1; 2nd-level/4+1; 3rd-level/2+1

0-level prepared: *Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance*

1st-level prepared: *Bane, Cause Fear, Doom**, *Shield of Faith, Summon Monster I*

2nd-level prepared: *Aid, Death Knell, Hold Person, Resist Energy, Scare**

3rd-level prepared: *Bestow Curse**, *Blindness/Deafness, Searing Light*

**Domain spell*

Domains: Evil (You cast evil spells at +1 caster level), Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute. From *Kingdoms of Kalamar Player's Guide*, p. 153)

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Rebuke Undead (Su): Can rebuke undead 5 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+8 on a successful check.

Possessions: Masterwork Heavy Mace, Masterwork Heavy Crossbow, Masterwork Banded Mail, Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets*

ATL 7

Soldiers: Male Human Ftr4; CR 4;

Medium Humanoid (Human);

HD 4d10+8; hp 39;

Init +2; Spd 30 ft/x4;

AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14;

Base Atk/Grapple +4/+6;

Full Atk +7 One-handed (1d8+4; 19-20/x2, Longsword), +6 Thrown (1d6+2; 20/x2, Javelin (Thrown));

AL NG; SV Fort +6, Ref +3, Will +4;

Str 14(+2), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 10(+0);

Skills: Climb +7, Jump +7, Swim +5.

Feats: Blind-Fight, Endurance, Iron Will, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Longsword, Light Wooden Shield, Javelin x3, Studded Leather Armor

Fiendish Tigers: CR 5;

Large Magical Beast;

HD 6d8+18; hp 45;

Init +2; Spd 40;

AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Space/Reach 10 ft. /5 ft;

Base Atk/Grapple +4/+14;

Full Atk 2 Claws +9 melee (1d8+6), Bite +4 melee (2d6+3);

SA Improved Grab, Pounce, Rake (1d8+3), Smite Good; SQ Darkvision 60', Low-Light Vision, Scent, Cold/Fire Resistance 5, SR 11, DR 5/magic;

AL NE; SV Fort +8, Ref +7, Will +3;

Str 23, Dex 15, Con 17, Int 3, Wis 12, Cha 6;
Skills: Balance +6, Hide +3, Move Silently +9, Spot +3, Swim +11.
Feats: Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw)

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Wyvill: Male Human Clr9; CR 9;
Medium Humanoid (Human);
HD 9d8+9; hp 57;
Init +0; Spd 20 ft/x3;
AC 18 (+8 armor), touch 10, flat-footed 18;
Base Atk/Grapple +6/+8;
Full Atk +9/+4 Two-handed (1d8+4; 20/x2, Heavy Mace +1), +7 Two-handed (1d10; 19-20/x2, Masterwork Heavy Crossbow);
SA & SQ: Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);
AL NE; SV Fort +7, Ref +3, Will +11;
Str 14(+2), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 15(+2), Cha 14(+2);
Skills: Concentration +13, Diplomacy +14, Knowledge (religion) +5, Knowledge (the planes) +7.
Feats: Combat Casting, Iron Will, Power Attack, Cleave, Quicken Spell.

Spells: 0-level/6; 1st-level/5+1; 2nd-level/5+1; 3rd-level/3+1; 4th-level/2+1; 5th-level/1+1
0-level prepared: *Cure Minor Wounds, Detect Magic, Guidance x2, Read Magic, Resistance*
1st-level prepared: *Bane, Cause Fear, Cure Light Wounds, Doom*, Shield of Faith, Summon Monster I*
2nd-level prepared: *Aid, Cure Moderate Wounds, Death Knell, Hold Person, Resist Energy, Scare**
3rd-level prepared: *Bestow Curse*, Blindness/Deafness, Cure Serious Wounds, Searing Light*
4th-level prepared: *Divine Power, Spell Immunity, Unholy Blight**
5th-level prepared: *Slay Living, Righteous Might**

**Domain spell*

Domains: Evil (You cast evil spells at +1 caster level), Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute. From *Kingdoms of Kalamar Player's Guide*, p. 153)

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: Cannot cast Good spells.

Rebuke Undead (Su): Can rebuke undead 5 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+11 on a successful check.

Possessions: Heavy Mace +1, Masterwork Heavy Crossbow, Masterwork Banded Mail, Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets*

ATL 9

Soldiers: Male Human Ftr7; CR 7;
Medium Humanoid (Human);
HD 7d10+14; hp 63;
Init +2; Spd 30 ft/x4;
AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14;
Base Atk/Grapple +7/+9;
Full Atk +10/+5 One-handed (1d8+4; 19-20/x2, Longsword), +10/+5 Thrown (1d6+4; 20/x2, Javelin (Thrown));
AL NG; SV Fort +7, Ref +4, Will +5;
Str 14(+2), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 10(+0);
Skills: Climb +10, Jump +10, Swim +8.
Feats: Blind-Fight, Endurance, Iron Will, Toughness, Weapon Focus (Longsword; Javelin), Weapon Specialization (Longsword; Javelin)

Possessions: Longsword, Light Wooden Shield, Javelin x3, Studded Leather Armor

Fiendish Dire Bears: CR 9;
Large Magical Beast;
HD 12d8+51; hp 105;
Init +1; Spd 40;
AC 17 (-1 size, +1 dex, +7 natural), touch 10, flat-footed 16; Space/Reach 10 ft. /5 ft;
Base Atk/Grapple +9/+23;
Full Atk 2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5);
SA & SQ: Improved Grab, Smite Good, Darkvision 60', Low-Light Vision, Scent, Cold/Fire Resistance 10, SR 17, DR 10/magic;
AL NE; SV Fort +12, Ref +9, Will +9;
Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10;
Skills: Listen +10, Spot +10, Swim +13.
Feats: Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good-aligned foe.

Wyvill: Male Human Clr11; CR 11;
Medium Humanoid (Human);
HD 11d8+11; hp 69;
Init +0; Spd 20 ft/x3;
AC 19 (+9 armor), touch 10, flat-footed 19;
Base Atk/Grapple +8/+10;
Full Atk +11/+6 Two-handed (1d8+4; 20/x2, Heavy Mace), +9 Two-handed (1d10; 19-20/x2, Heavy Crossbow);
SA&SQ: Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);
AL NE; SV Fort +8, Ref +3, Will +12;
Str 14(+2), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 15(+2), Cha 14(+2);
Skills: Concentration +15, Diplomacy +16, Knowledge (religion) +5, Knowledge (the planes) +9
Feats: Combat Casting, Iron Will, Power Attack, Cleave, Quicken Spell

Spells: 0-level/6; 1st-level/6+1; 2nd-level/5+1; 3rd-level/4+1; 4th-level/3+1; 5th-level/2+1; 6th-level/1+1
0-level prepared: *Cure Minor Wounds*, *Detect Magic*, *Guidance* x2, *Read Magic*, *Resistance*
1st-level prepared: *Bane*, *Cause Fear*, *Cure Light Wounds* x2, *Doom**, *Shield of Faith*, *Summon Monster I*
2nd-level prepared: *Aid*, *Cure Moderate Wounds*, *Death Knell*, *Hold Person*, *Resist Energy*, *Scare**
3rd-level prepared: *Bestow Curse**, *Blindness/Deafness*, *Cure Serious Wounds*, *Searing Light* x2

4th-level prepared: *Divine Power, Poison, Spell Immunity, Unholy Blight**

5th-level prepared: *Righteous Might*, Slay Living, Spell Resistance*

6th-level prepared: *Create Undead*, Harm*

**Domain spell*

Domains: Evil (You cast evil spells at +1 caster level), Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute. From *Kingdoms of Kalamar Player's Guide*, p. 153)

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

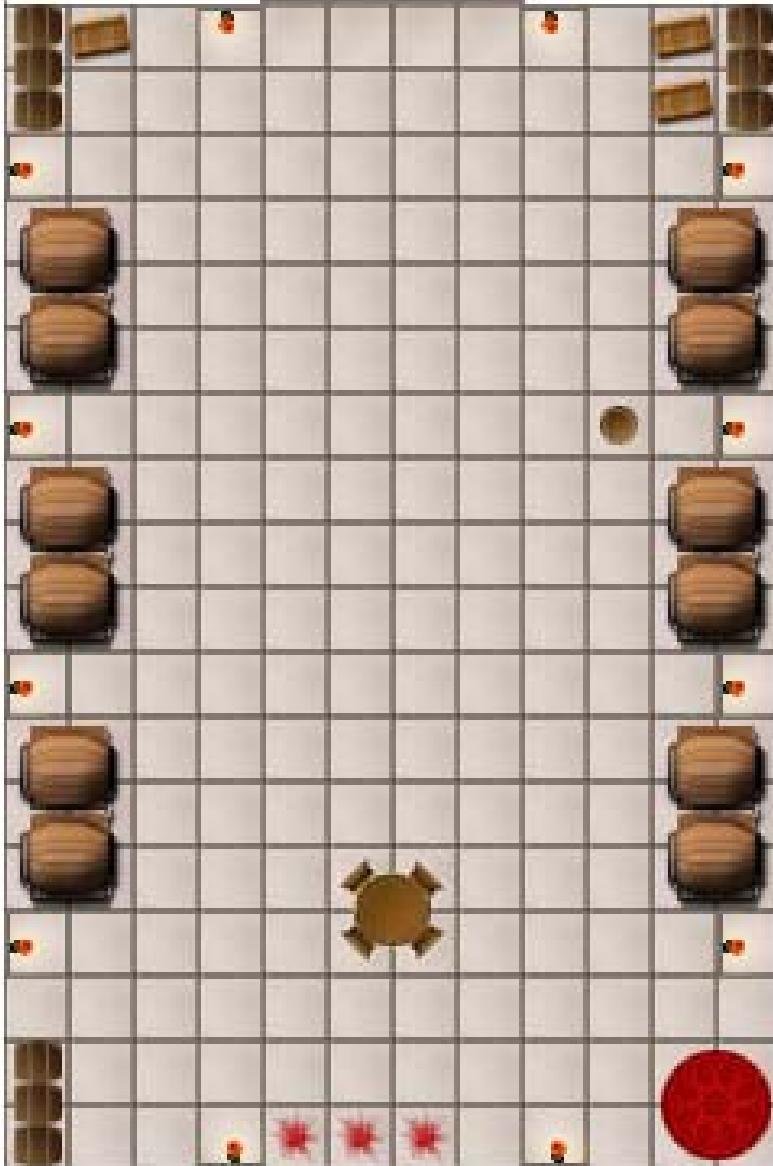
Restricted Spells: Cannot cast Good spells.

Rebuke Undead (Su): Can rebuke undead 5 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+13 on a successful check.

Possessions: Heavy Mace +1, Masterwork Heavy Crossbow, Banded Mail +1, Silver Holy Symbol of the Emperor of Scorn, Full Canon of the House of Scorn - *The Stone Tablets*

Appendix II: Additional Rules

Encounter 4 Warehouse Map







-  Body Pinned to wall
-  Round crate where Homeless man lives
-  Large Barrels

Appendix II: Additional Rules

Encounter 7 Lake Shore Map



-  Stone Slab
-  Lake - Half Movement
No Charging
-  Base Ground - No Penalties to
Movement
-  Sand & Loose Ground - DC 15 Balance check
to avoid falling if using full movement

APPENDIX III: Player Handout 1

[A young lad wearing a uniform of the Guild of Messengers delivers this message to you. The paper is of the finest quality, and it bears the seal of the College of Magic.]

Brave Adventurer,

Having turned to you in the past, I am aware of your unique talents. Through your skills, I now wear the Bracers of Haran and my studies at the College of Magic progress nicely. However, recently I feel I have been under observation by forces that I cannot see or recognize. My friends and peers call me paranoid, but I can feel the eyes of some unknown and hidden person following my every move. I fear I may be in great danger.

I have used my newly learned magical abilities in an attempt to ascertain what is happening, but I have not been able to find anything amiss. I even consulted some of my instructors, but no one has been able to explain my feelings or halt them. I know this sounds foolish, but I cannot shake the feeling that something terrible is going to happen to me.

Please meet me tonight after the 9th bell. Ask for me with the barkeep at The Oyster Bed in the Dock Ward. He will give further instructions about how to contact me. I apologize for the subterfuge I have been forced to employ, but I think you will find my caution is warranted. You will be compensated for your time, of course.

Yours in great need,

Elis Lamir

APPENDIX III: Player Handout 2

[A Kalamaran woman approaches you. Although you have never seen her before, she seems to know who you are, because she does not hesitate in the delivery of her message, and she calls you by name. She does not hand you any paper, but instead recites a message that she has obviously memorized.]

“I deliver the following message on behalf of my master, the merchant P’Dilago, with whom you have had dealings in the past. He has had an extraordinary offer to sell an item known as the Eye of Romelo, which you had a hand in procuring on his behalf. The potential buyer of the Eye has not revealed his identity, but the sum being offered for the gem is enough to warrant extra caution in the specifics of the transaction. P’Dilago wishes to have an escort and guard to make sure nothing unfortunate happens.”

“This evening at half-past the 8th bell, P’Dilago wants you to meet him at his shop, P’Dilago Antiques, in Old Town. From there you will escort him to the place where the transaction will take place, offer protection during the transaction, and then escort him back to his shop.”

“P’Dilago will be unavailable before that time, as he has several tasks to complete before this transaction. If you are willing to undertake the assignment, tell me, and I will relay the message. Your compensation will be most generous.”

[The woman, who says her name is Jelokir, waits for your answer. She doesn’t have any other information on the details. She waits for your answer, either affirmative or negative, and then leaves.]

APPENDIX III: Player Handout 3

[An owl grasping a thin scroll case in its talons flies past you, dropping the case at your feet. It does not wait for a reply as it flies back off toward the center of the city.]

I do not know how you got my name or figured out my connection to the events surrounding the Bracers, the Eye, and the Dust of Gahida, but you risk much making contact with me. However, since your exploits at the estate of the tinkerer in Baneta have thrust you into these circumstances, I am willing to grant you an audience at the time and place you requested. Please take great precautions to make sure you are not followed, and understand that any treachery on your part will be met with the use of deadly force on mine.

A Friend

[After you read the last word of the note, it bursts into flames and disintegrates in front of your eyes.]

APPENDIX III: Player Handout 4

The judge is encouraged to separate each of these fragments and distribute them according to who can read the appropriate languages. Each entry has its original language first, followed by a translation into English to represent being able to read the entry in character. High Kalamaran is different than Low Kalamaran, but they use the same alphabet and basic rules of grammar. Thus a character that knows either language can read Entry 1, although it is a bit difficult for those who only know Low Kalamaran. Archaic Kalamaran uses the same alphabet as well, but due to differences in sentence structure, verb and noun usage, and conjugation, it is practically a foreign language to a modern Kalamaran speaker. Feel free to read a general synopsis of Entry 3 out loud to those who speak High or Low Kalamaran, as only those who know Ancient Kalamaran, make a DC 15 Decipher Script check or can cast Comprehend Languages or a similar spell can fully understand Entry 3.

Entry 1

--From "Α Ηερετι αλ Ηιστορ οφ τηε Καλαμαραν Εμπιρε"

“Βεφορε τηε εσταβλισημεντ οφ τηε Καλαμαραν Εμπιρε τηε λανδ τηατ ισ το
δα κνοων ασ Πεκαλ ωασ ρυλεδ β α διαβολι αλλ ποωερφυλ μαγε πριεστ κνο
ων ασ Γαηιδα Ωηιλε ηισ ρυλε ωασ υν ομπρομισινγ ανδ αβσολυτε ηισ νατι
ον τηριωεδ υνδερ ηισ τ ρανν Τηε πεασαντσ ανδ αρτισανσ αλικε υακεδ υν
δερ ηισ οκε ιτ ισ τρυε Βυτ ιν α τιμε ωηερε ωαρ ανδ στριφε σαπαγεδ σο μαν
νατιονσ Γαηιδα ωασ αβλε το ραισε ανδ λεαδ αν αρμ τηατ ρυσηεδ αν ινω
αδερσ ηυμανσ δεμι ηυμανσ ανδ μονστερσ αλικε Ωηατ ηαππενεδ το Γαηιδ
α ισ λοστ το τηε αγεσ αλτηουγη οραλ ηιστοριεσ πασσεδ δωων φρομ γενερα
τιον το γενερατιον φιναλλ τυρνινγ ιντο φολκλορε συγγεστ τηατ Γαηιδα μα
ηαπε ρειγνεδ επεν αφτερ ηισ δεατη Ωηετηερ τηισ ισ α αυτιοναρ ταλε ορ α
φαιρ ταλε ισ ριφε ωιτη σπε υλατιον”

Entry 1

--From "A Heretical History of the Kalamaran Empire" (penned in High Kalamaran)

“Before the establishment of the Kalamaran Empire, the land that is today known as Pekal was ruled by a diabolically powerful mage-priest known as Gahida. While his rule was uncompromising and absolute, his nation thrived under his tyranny. The peasants and artisans alike quaked under his yoke, it is true. But in a time where war and strife savaged so many nations, Gahida was able to raise and lead an army that crushed any invaders—humans, demi-humans, and monsters alike. What happened to Gahida is lost to the ages, although oral histories passed down from generation to generation—finally turning into folklore—suggest that Gahida may have reigned even after his death. Whether this is a cautionary tale or a fairy tale is rife with speculation.”

Entry 2

--From a tome entitled “Της Σανχτιψ οφ Πυρε Ωρατη”

“Μορμοψ ις τηε προτεχτορ οφ ηομε ανδ ηεαρτη τηε βρινγερ οφ σωιφτ υστιχε Ωηεν ονε ρεμαινσ πυρε σεεσ πυριτψ ασ τηε ηοτ ωηιτε φλαμε τηατ πυργεσ τηοσε υνωορτηψ τηεν ονε χαννοτ βε δεφεατεδ Τηε ινπασιον ανδ συβ υγατιον χαν ονλψ χομε ωηεν ονε τυρνσ ηις βαχ ον Μορμοψ φαιλινγ το ηεεδ Μορμοψ σ ωορδσ ανδ αλλοωινγ τηε χορρυπτιον οφ τηοσε λεσσ ωισε λεσσ στρονγ λεσσ πυρε Τηε προτεχτορ οφ τηε ηεαρτλανδ τηε σχουργ ε οφ ουτσιδερσ τηε τυραντ οφ τηε λα ε αβοπωε τηε βαψ τοο Μορμοψ ιντο ηις προυδ ηεαρτ ανδ επτ αλλ πυρε ηις βοδψ ηις λανδ ηις πεοπλε ανδ φιναλλψ ηις υνδψινγ σουλ Λετ υσ λοο υπον τηατ εαλτεδ ονε ιν Μορμοψ σ εψεσ λοο υπον ηιμ ανδ λεαρν ωηατ χαν βε δ ονε ωηεν ωε λετ τηε βυρνινγ ηατρεδ τοωαρδ τηοσε ωηο ωουλδ ταιντ υσ ωιτη τηειρ διφφ ερενχεσ φλαμε οπενλψ ανδ ωιτηουτ ρεμορσε”

Entry 2

--From a tome entitled “The Sanctity of Pure Wrath” (penned in Brandobian)

“Mormov is the protector of home and hearth—the bringer of swift justice. When one remains pure, sees purity as the hot white flame that purges those unworthy, then one cannot be defeated. The invasion and subjugation can only come when one turns his back on Mormov, failing to heed Mormov’s words and allowing the corruption of those less wise, less strong, less pure. The protector of the heartland, the scourge of outsiders, the tyrant of the lake above the bay, took Mormov into his proud heart and kept all pure: his body, his land, his people, and finally his undying soul. Let us look upon that exalted one in Mormov’s eyes, look upon him and learn what can be done when we let the burning hatred toward those who would taint us with their differences flame openly and without remorse.”

Entry 3

--From a scroll, very old, with no title

“Ιτ ωασ ον τηε σηορεσ οφ τηε λιττλε λακε ιν τηε μουνδσ ωηερε τηε ωερε φο ρεδ το αβανδον τηειρ προτε τορ το προτε τ τηεμσελπωεσ φρομ ηις ινσανιτ Ωιτη τηρεε κε σ τηε διδ βινδ ηις σουλ υναβλε το δεστρο ιτ Τηε τηρεε κε σ ωερε σπιριτεδ αωα τηε μαστερσ οφ τηε κεσ ποωινγ το νεπερ σπεακ αγαιν Τηε κνεω τηατ ιν σπεακινγ αγαιν τηε κε σ μιγητ αγαιν φινδ εα η οτηερ ανδ τηε ομινγ τογετηερ οφ τηε κε σ μεαντ τηε ποσσιβιλιτ τηατ τηε δοορ μιγητ βε οπενεδ Τηατ δοορ τηε κνεω μυστ νεπερ βε οπενεδ Τηατ ωηι η αννοτ βε δε στρο εδ μυστ βε λο κεδ αωα Ονλ τηε τηρεε κε σ μεετινγ ατ τηε πλα ε οφ τηε λο κινγ ωουλδ ρελεασε τηε τοολ οφ ωρατη ανδ ηατρεδ”

Entry 3

--From a scroll, very old, with no title (penned in archaic Kalamaran)

“It was on the shores of the little lake in the mounds where they were forced to abandon their protector to protect themselves from his insanity. With three keys they did bind his soul, unable to destroy it. The three keys were spirited away, the masters of the keys vowing to never speak again. They knew that in speaking again, the keys might again find each other, and the coming together of the keys meant the possibility that the door might be opened. That door, they knew, must never be opened. That which cannot be destroyed must be locked away. Only the three keys meeting at the place of the locking would release the tool of wrath and hatred.”