

BIS5-03

Trials and Triumphs

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

Version 0.2

by Crystal and Jay Babcock

Circle Reviewer: Steven Conforti

Playtesters: Dashiell Anderson, Gabe Bonder, Phil Bonder, Bob Lutinski, and Jon Sedich.

All eyes are focused on the front lines, but the true glimmer of hope is hiding in the background. A tome was recovered from the Necromancer's own collection, and it is believed that a great weapon might hide within. Many have worked tirelessly for the past year, and now it is time to test the fruits of that labor. A Bissel regional adventure for PCs of APLs 2-12, sequel to BIS4-02 *Two Halves of a Whole*, and Part One of the *Sun after the Storm* series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at rshah21@delic.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

While the people of Bissel have won many battles, Evard the Necromancer is winning the war. His progress has only just been halted, and every resource that can be mustered is being used to keep his forces from advancing south from Thornward.

It is now, while nearly all eyes are distracted by the conflict on the front lines that an investment made in the past may pay off, and signal the turning point in the war.

In BIS4-02 *Two Halves of a Whole*, the Bissel Free Companies and the Knights of the Watch found evidence of two weapons that could be of use against the forces threatening Bissel – the first, a spellbook that contains the research needed to create powerful spells that can destroy powerful undead, the second, a set of rituals that Evard used to awaken a smaller undead force that has been causing issue on the border of Rhomstaff and Nightwatch. Brave adventurers recovered the weapons, but the result was less than perfect – it was discovered that only one of the weapons could be used. The Bissel Ruling Council had to choose between using one weapon immediately for a short-term victory, and researching the other weapon for a longer-term advantage. They opted for the latter.

It is now a little more than a year later. Scholars from the Guild of the Arcane Path and the Churches of Heironeous and Pelor have worked tirelessly in secret to complete the research. The weapon is now complete, and

all that remains is to field test it, before trying to use it against Evard and his minions.

ADVENTURE SUMMARY

The PCs are recruited to escort a pair of researchers into an undead-laden dungeon. During each encounter with the denizens, the researchers attempt to employ the weapon against them. Each time, it fails pathetically. After the final combat, one of them discovers the secret that unlocks the power of the weapon.

The dungeon that the group is sent to is an old scar in the wilderness of the Barony of Menawyck. Undead have been seen here regularly, and any attempt to wipe them out has met with failure. However, they do not leave the canyon or cause any disturbance with the locals, so further strikes have little impetus.

As the PCs delve deeper into the rift, they find a long forgotten crypt buried within its confines. Their meddling frees a long imprisoned evil, which they must then destroy once and for all.

Introduction: Light and Dark

The PCs receive a letter from Baron Cainlan Rashedra. He asks them to escort two clerics on a field test.

Encounter 1: A Man with a Mission

The PCs meet with Baron Rashedra. He informs them of their task, and sends them off to the Barony of Menawyck.

Encounter 2: A Heironean and a Pelorite Walk Into A Bar...

The PCs meet up with the two clerics, and are briefed on their destination and the rules of engagement.

Encounter 3: A Hole in the Ground

The party arrives at the Rift of Crayas Dorn. They are attacked by hungry undead as they attempt to climb into its depths.

Encounter 4: Dark and Dank

The party explores the caves below Crayas Dorn. They find the entrance to a long-forgotten crypt, and are ambushed by another group of undead.

Encounter 5: Home Sweet Home

The party explores the crypt, finding it to be unusually well kept. They encounter a powerful evil creature that has been trapped here for centuries.

Conclusion

The undead hordes keep coming, and the weapon does not appear to work. In a last-ditch effort, one of the clerics stumbles upon the key needed to unlock the weapon's power.

INTRODUCTION: LIGHT AND DARK

Of any visitor to Pellak, springtime after a long winter is probably the most welcome. Pelor's warmth has finally melted the last of winter's cloak of snow, giving Beory a chance to turn the land green once more. Today is the first really sunny day of the year, and the streets of town are full – it is a good day to be out, even if only to bask in the sunshine.

The owner of the Rusty Sword has capitalized on this, moving a number of tables and stools outside. You and your friends have been enjoying a fine lunch and each other's company, swapping stories as you watch people go about their business.

There is certainly plenty to talk about. Five months ago, Evard the Necromancer seized control of Thornward, the old capital of Bissel. Within the past two months, the self-styled 'Black Margrave' has apparently gone on the offensive. Rumors abound of an assassination attempt on the Regent Saralind Markavan, current ruler of the March. And all the military folk are whispering in hushed tones about an army of undead that marched forth from Thornward, intent on expanding their master's holdings.

You've spent the last half hour conversing with a young, fresh-faced Army recruit who hardly fills up a uniform. Barely over the age of conscription, he is being deployed for the front lines tomorrow. He speaks in excited tones about the valiant battles he will fight against the minions of the Necromancer, and he wonders if he will be the one to strike Evard's death blow. As he says his farewell and heads off towards the Army encampment, you can't help but ponder how he may never come home again.

At this point, allow the PCs to introduce themselves if they have not already. Once they are all acquainted, continue:

As you drain the last drops of mead and ale from your mugs, a young man steps up to your table and clears his throat. About thirteen years of age, and obviously a page, he is dressed in the colors of blue

and black, and his cloak is fastened with a silver pin engraved to look like swords crossed over a shield.

“Excuse me, lords and ladies?” the page says, with a practiced voice. “I bring a letter from Baron Cainlan Rashedra to you. I have been instructed to wait for a response before leaving.”

Citizens of Bissel can roll a Knowledge (local – Sheldomar Valley Metaregion) check (DC 10) to know that the page is wearing the colors and insignia of the Bissel Free Companies. Members of the Bissel Free Companies automatically make this check.

PCs that have played BIS4-02 *Two Halves of a Whole* or BIS4-04 *Such a Great Weight of Water* will immediately recognize the boy as Kerik, the same page that contacted them at the beginning of those adventures.

The letter is addressed to the highest-level member of the party who is a citizen of Bissel. If no PC is from the region, the letter is addressed to whomever the DM chooses.

If the PC to whom the letter is addressed has met Baron Cainlan Rashedra give the selected PC *Player Handout 1 – Personal Letter from Cainlan Rashedra*.

If the PCs have not met Baron Cainlan Rashedra, but are members of the Great Army of Bissel give the selected PC *Player Handout 2 – Letter from Baron Rashedra*.

Finally, if the PCs are not members of the Bissel military give the selected PC *Player Handout 3 – Letter from Cainlan Rashedra*.

The page will wait patiently for the party’s answer. He will provide directions to the headquarters of the Bissel Free Companies in Pellak, and will truthfully answer any questions to which he knows the answer.

- His name is Kerik, and he is a ward of Baron Cainlan Rashedra of Parulla. He was, until recently, a page for the late Baron Zafar Rashedra.
- The colors he wears are the colors of the Bissel Free Companies. He was personally dispatched by Baron Rashedra to deliver this message.
- He was told to wait for an answer, be polite and provide any directions needed.

Presuming the party agrees to the meeting, Kerik will give them directions, and then leave.

The PCs have the rest of the day to themselves. If they choose, they can shop for anything that they need. They may also wish to gather some information and rumors before heading to their meeting with Baron

Rashedra. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Baron Zafar Rashedra and Baron Darius Besselar were ambushed and slain while traveling just outside of Pellak. It is whispered that the assailants were connected with the Knights of the Watch in Bissel.
- Following the assassination, General Cainlan Rashedra has been named as the new baron of Parulla, and his fiancé Jasmine has been named as baroness of Besselar.

DC 20

- A large undead force was discovered traveling south from Thornward towards Pellak. The force was destroyed through the joint efforts of the Great Army and the Thornward Resistance.
- Protesters have gathered outside of Castle Oversight in Pellak, objecting to Regent Saralind’s inability to stop Evard’s progress. Some citizens have even speculated that she plans to hand Bissel over to her brother.
- [For *Mist Chameleons* only] A number of Bissel citizens have decided to betray their nation, and spy for Evard. These rogues have been quickly uncovered and executed for treason.

DC 25

- The war against Evard has not been going well. If something doesn’t change soon, Evard will win by the year’s end.
- The Great Army has been training heavily, preparing for a large upcoming offensive. It is believed that it will be a direct assault on Thornward.

DC 30

- Mist Chameleon and Nightwatch agents have been seen making raids on private homes in almost every Bissel township. It is unclear what they have been pursuing.
- [Available only to a member of a recognized church in Bissel] The churches of Bissel have been working on some big joint project for the past year. Details have been scarce, but every

experienced scholar or researcher has been pulled away to work on it.

- [For Nightwatch members only] A large number of researchers and scholars within the churches of Bissel have been diverted onto some large project. It is rumored that it is a weapon of some sort for use in the war against Evard.

Once the PCs are ready to head to the meeting, continue with Encounter 1.

ENCOUNTER 1: A MAN WITH A MISSION

After having found comfortable lodgings for the night, you meet up with your fellow adventurers for a light breakfast before heading off to your meeting with Baron Rashedra. There is a palpable air of excitement amongst you, as you can only wonder at what important mission the Baron may have in store for you.

You make your way to edge of town and to the headquarters of the Bissel Free Companies. A long drive leads from the road up to the front of a stately manor house. The path is flanked by budding apple trees, a sure sign that the long winter is behind you.

A pair of young guards is posted at the door. One nods at your approach. "Baron Rashedra is waiting for you in his study," he says, as he opens the door and leads you inside. He heads up a flight of stairs, and down a long hallway, to a shut door. With a brief knock comes the acknowledgment from within to enter. The guard opens the door and stands aside to let you all enter, then closes the door behind you.

Baron Rashedra is a young man with deep creases worn into his brow, telltale signs of the immense stress he has had to endure. You find him seated behind his desk, seemingly buried behind maps and notes. The early morning sun streaming in the ceiling-high windows bathes the room in warm, golden light. Lord Rashedra quickly sets aside the parchment he was working on and looks up to greet you.

"Ah, I see my page found you in good health. Please, have a seat. My apologies, but we are waiting for one more to arrive. I will keep you but a short time, as I know you are all quite..."

Another knock at the door interrupts the Baron mid-sentence. He calls out a greeting, and the door

opens again. A pair of cloaked figures smoothly glide into the room, and quickly survey the scene. Their hands remain at their sides the entire time, resting on sheathed blades. When they are satisfied that the room is safe, they move to opposite corners of the room, and disappear from view.

Your eyes return to the doorway, and the person that the agents are protecting. Lady Saralind Markavan, the Regent of the March of Bissel, is a tall and beautiful woman with pale skin and blonde hair. She appears to be even younger than Lord Rashedra, but she carries with her a distinct air of nobility, as well as a presence that betrays greater experience. She wears a simple burgundy dress and a necklace with a silver pendant fashioned to look like a heraldic crest – a black hound over a tall green tree. A rose-colored ioun stone circles her head. She walks with a noticeable limp.

A PC can make a Knowledge [local - Sheldomar Valley Metaregion] or Knowledge [nobility and royalty] check (DC 15) to identify the pendant on Saralind's necklace as the old baronial crest of Rypthorn, the ancestral home of House Markavan.

"Milady," Baron Rashedra moves across the room to greet the young woman. "Thank you for coming on such short notice."

"Our opportunities are fleeting, Cainlan. We must take them when we can." Lady Saralind surveys each of you in turn, seemingly judging how well you might fare on the mission in store for you. "I can see that you have done well in finding an able group to help us out."

"I was only just beginning to brief them, before you arrived." Baron Rashedra turns to you. "As you may or may not be aware, the war against Evard has not gone well. We have won a scattered handful of battles, but every time he has decided to move, we have been tossed aside. The Necromancer still holds Thornward, and he has given us the impression that he does not plan to stop there." He shakes his head, in spite of himself. "As you can imagine, we have been searching for anything that could give us an edge."

"In the past year, we've recovered two such advantages. The first was research done by Evard himself... some sort of weapon that he probably hoped to use against us. I do not understand how it works, so I will not try to explain further. Fortunately, the research was not completed, and so it has not been used against us. Unfortunately, it wasn't completed, and we could barely scratch the

surface on how to make it work for us. However, we recovered a second advantage - Evard's sister, Lady Saralind..."

The Regent nods. "My brother is very learned. When we were young, he shared many of his secrets with me. I have no memory of what happened, but apparently something drastic changed in him, and he imprisoned me within Calignosis. I can only speculate that he wished to undo the past, and contain his secrets by either killing me or my mind." For a moment, it looks like Saralind is fighting back tears. She turns away, and stares out the window for a long moment before continuing. "Letting me live may be his biggest mistake. I was able to fill in a few holes in the research project, and they have finally made a breakthrough."

Baron Rashedra continues. "Our researchers have constructed a weapon based off of that research. Before we send it to the front lines, we need to test it. We need to know if it will work at all, and if so, how best to employ it. To this end, we would like you to travel to the Barony of Menawyck. There, you will meet up with two of our top researchers, and assist them in whatever manner needed."

"I need not tell you how important this is, or how important it is that it remains secret. Do you accept?"

If the PCs decline the mission, Cainlan will nod solemnly, thank them for their time, and have them escorted out. The adventure is over for them.

Saralind and Cainlan can supply the following information if questioned:

- The researchers that the PCs will be meeting with are Father Sollus Illuminus, a priest of Pelor, and Prefect Levanor Curanis, a priest of Heironeous.
- Father Sollus is well known to both Cainlan and Saralind, as he was heavily involved with the actions taken by the Thornward Resistance.
- Neither of them has met Prefect Curanis, but he came highly recommended by Malto Aneur, the high priest of Heironeous in Bissel.
- They are not aware of the specifics of the mission, as that was left to the researcher's discretion. Understandably, it will likely involve undead.

- They will be meeting the researchers in the village of Salgrath's Nook, in the barony of Menawyck. It should take them about a day to travel to their destination.
- The PCs' first priority is to protect the researchers and the weapon. The March cannot afford to lose any opportunities.
- Cainlan will make sure that the PCs are well-compensated. As well, the PCs will get normal salvage rights on any enemies they defeat.
- Cainlan has only recently taken up the title of Baron of Parulla after his father, the late Zafar Rashedra, and Baron Darius of Besselar were slain in an ambush by unknown forces. Lady Saralind was almost slain, as well, but was saved by a contingency spell that teleported her to safety.
- If a PC asks about Saralind's necklace, she will smile wearily, and explain that it is the crest of the Barony of Rypthorn, which was ruled by House Markavan before the insurrection. She hopes, one day, to return to her home.

If the PCs accept the mission, continue:

Saralind nods approvingly at your acceptance. "I know you will all do just fine. I am sure that Baron Rashedra can help you requisition any supplies you will require. I must take my leave, as other matters need my attention. Thank you." With that, Saralind nods slightly at each of you, and she and her bodyguards depart.

Cainlan turns his attention back to you. "Our researchers await your arrival in Menawyck. Fresh mounts await you at the stables, if you require them. Remember, our fate may very well lie in your hands. Serve Bissel well."

When the PCs are ready to head to Menawyck, continue with Encounter 2.

All APLs

♣ **Baron Cainlan Rashedra:** Male human Rng15; AL NG.

♣ **Lady Saralind Markavan:** Female human Wiz19; AL LG.

ENCOUNTER 2: A HEIRONEAN AND A PELORITE WALK INTO A BAR...

As you leave the headquarters of the Bissel Free Companies, a number of soldiers stand waiting at the stables, and you find your steeds ready for the journey. Those without your own mounts find that they have prepared sturdy horses for you, as well. They go about their work with a silent efficiency, and fairly soon you are on your way.

The rest of the day is a blur. You leave Pellak behind, and ride hard down the Watchtower Road through the plains of the Barony of Davoniya. By mid-afternoon, you head east from the highway, towards the hills of the Lorridges. Most of the day is uneventful, until a heavy northern wind picks up - the harbinger of a coming storm. Still, you press your mounts onward, just crossing into the Barony of Menawyk before stopping for a hot meal and some rest.

Waking at the crack of dawn, you saddle up, and press on further towards your destination. By late morning, you have arrived in the village of Salgrath's Nook - a sleepy mining town, home to more dwarves, gnomes, and halflings than humans.

The Bramble Beard Tavern is a humble establishment. Taller party members have to duck through the doorway - obviously this place caters mostly to the shorter folk that live in the area. You exchange a few hushed words with the proprietor, and are met with nods of recognition - they've been expecting you.

You are led to a private room. A long table, surrounded by a dozen chairs, takes up most of its space. The morning sunlight streams through a pair of windows along one otherwise unadorned wall.

You are left to wait for only a few minutes when the door opens once more, and two individuals enter.

The first is a short, middle-aged human. Beneath his travel cloak you notice a white tunic, trimmed with gold, and a holy symbol shaped like a sunburst with a face. His head is bald, and his skin appears unusually radiant.

This is Father Sollus Illuminus. If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Pelor. The PCs

may have met Father Sollus before (ConnCon 2005 Interactive, BIS5-IN1), in which case he will recognize them, and greet them warmly. Incidentally, this man wears a ring of mind shielding, and so his thoughts cannot be probed by resourceful PCs.

Additionally, if a PC is a member of the Mist Chameleon metaorganization, they will notice a number of innuendos in his dialog - key phrases and gestures - that indicate that he is also an agent.

The second is a tall, older man with a mane of grey hair. He wears a yellow tunic, edged in a dark blue, and a holy symbol of a fist clenching a lightning bolt.

This is Prefect Levanor Curanis. If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Heironeous.

The two men nod in greeting, and move towards the empty seats. Suddenly, they both stop, and they exchange awkward glances. Finally, the older man throws up his arms, and rolls his eyes.

"Alright, alright! Take it... I know you want to."

The younger man smiles, and moves past his companion. He sits down in one of the chairs, which happens to be right next to the window. He basks in the sunlight, and sighs contentedly.

The older man shakes his head and moves to another empty chair, but remains standing as he begins. "I thank you for coming. I am Prefect Levanor Curanis, and this pathetic creature is Father Sollus Illuminus. Let me explain what I can."

"We are the heads of a research team that has been operating in secret for the past year. We have been working tirelessly to..."

"Yes, yes... they already know all that," interrupts Father Sollus. "Don't waste their time by telling them all the details they already know."

Prefect Curanis turns to face the younger man. "Do you think you could do better? Do you want to be up here?"

"I might as well, you'll just put us all to sleep... ahem... anyways, we've worked tirelessly for the last year, and here's what we have to show for it." Father Sollus reaches into a small pouch, and brings forth a crystal-clear orb. The sphere is just big enough to fill the palm of his hand. The morning sunlight shines through the sphere and projects halos of color on the far wall.

“Yes, I know it doesn’t look like much, but we managed to encapsulate the whole ritual inside of this sphere. All that needs to be done is take this out to the battlefield, wait for the living dead to get close enough, then poof! You use it to turn them into happy little dust clouds.” He shrugs, and smirks a bit. “Well, in theory, at least.”

“In theory,” says Prefect Curanis. “That is why we need to perform a good field test, before we try to use it against the Necromancer. So here is what we have planned...”

“A short distance away is our destination - a big hole in the ground, called Crayas Dorn. It’s well known that the place crawls with the undead. From what we’ve heard, it’s been around forever. Folks clear all the baddies out, and they just come right back within a fortnight.”

“Sounds like fun, doesn’t it?” Father Sollus shakes his head and laughs. “Perfect spot for a hunting trip, if you like that sort of prey. Your mission is to keep us - and more importantly, the weapon - safe from harm. I know what you’re thinking - an undead hunt with two extra clerics along for the ride, easy right?”

The older man interrupts, “Not as easy as you might think. We need to conserve our powers for the test. We can keep ourselves healthy, should something bad happen, but only as an absolute last resort. You folks are on your own.”

“Which leads us to one final twist,” says the other priest. “Rules of engagement, if you will. We are not quite sure how the weapon will act, or how long it will take to work. So, when we do go up against the minions of darkness, you can do anything you like to protect all of us... as long as you leave at least one of them for us to test on. If you just wipe them all out, before we get to use the weapon, then the attempt is worthless. Are we clear on that?”

The clerics will wait for an affirmative response from each PC. If they cannot agree to those terms, they will be left behind, and the mission is over for them.

The researchers can provide the following information if questioned:

- Prefect Curanis is a scholar within the church of Heironeous. He has spent the last several years researching potential weapons for use in the war against Evard.
- Father Sollus is an academic within the church of Pelor. He was brought on to the research

team as an expert on undead (and in particular, how to destroy them).

- The Rift of Crayas Dorn is just a few hours’ travel away from this village.
- If the PCs ask how the weapon works, Father Sollus will happily relate a million esoteric details. In summary, the weapon makes the ‘distance’ between the Prime Material and Positive Energy Planes shorter, making a small area uninhabitable by undead. It should be useful for weakening small groups of undead.

Once the PCs all agree to the rules of engagement continue:

Prefect Curanis nods. “Excellent. Then I suggest you make any last minute preparations, and then we’ll get moving.” With that, the two priests rise, and head towards the door.

The PCs may wish to purchase equipment before leaving Salgrath’s Nook. There is a general store here that sells all standard PHB equipment, up to 5 gp in value. Anything else is too difficult to find out here.

When the PCs are ready to head to the Rift of Crayas Dorn, continue with Encounter 3.

All APLs

☛ **Father Sollus Illuminus:** Male human Clr6 / RSoP5 (Bluff +17, Knowledge [religion] +11, Sense Motive +18); AL NG.

☛ **Prefect Levanor Curanis:** Male human Clr13 (Bluff +9, Knowledge [religion] +16, Sense Motive +16); AL LG.

ENCOUNTER 3: A HOLE IN THE GROUND

Leaving the small village behind, the two researchers guide you into the wilderness. The trip through the hills is relatively uneventful... except for all the bickering. It would appear that both clerics consider themselves expert navigators, in spite of the fact that their individual interpretations of the map don’t quite match. Every once in a while one of them will sigh, and snatch the map from the other’s possession.

By mid-afternoon, the wind picks up once more, reminding you that another storm is coming. Undaunted, your party continues on, determined to find the haunted location spoken of by the two researchers.

After what seems like an unnecessarily long time, you find your destination. A deep canyon is cut into the ground here, running like a jagged knife cut for as far as you see. The stream you have been following runs to the edge, before cascading down into the fissure.

Two things are disturbing about this place; first, the air is absolutely silent, aside from the whisper of the waterfall. There isn't even the chirp of a single bird, or the buzz of a single insect. Second, the rift is surrounded by hundreds of heads impaled on wooden spikes, vacantly staring at you through glassy eyes.

Please refer to DM AID - Map #1 - Rift of Crayas Dorn.

At some point, the PCs will want to head down into the canyon. The undead guarding it will try to wait until the PCs are separated before attacking. If possible, they will attack once the first PC has climbed down, and the other PCs are either still climbing, or are still on the surface above. Typically, the PCs will attempt to climb down the difficult path (location D), so the undead are listed there. The researchers will perform their first test of the weapon during this combat.

The canyon is 50 feet deep. The walls are cut from several visible layers of bedrock.

The locations on the map are presented in detail here:

Location A – Skulls and Totems

Hundreds of wooden spikes jut from the landscape. Each one holds the decapitated head of some humanoid or animal - you can see the craniums of goblins, kobolds, orcs, and trolls, as well as a number of different woodland creatures such as bears and raccoons. Many of them are decorated with small totems and crudely painted messages.

If the PCs can read Draconic, Orcish, Infernal, or Abyssal, or can succeed on a Decipher Script or Knowledge [religion] check (DC 15) they can identify this macabre display. The heads have been placed here by primitive humanoids to ward off the evil that dwells within. Some of the messages and totems note that this is a sacred place. Others warn that it is a very dangerous place that should not be disturbed.

Location B – River

A small river winds its way through the woods. When it reaches the edge of the rift, it crashes to the bottom as a spectacular waterfall. The river then continues its way through the canyon.

Location C – Slick Path

These sections of the cliff walls have a number of easy handholds and several small ledges. They appear slick with mist from the nearby waterfall, but would otherwise be fairly easy to climb down.

The PCs may attempt Climb checks (DC 15, base 10 for a very rough wall, +5 for being slippery) to move at one-quarter speed down into the canyon at this location. Failure on this check means that the PC falls the remaining distance, as per the climbing rules (PHB, page 69). There are trees near the top of the canyon, where they can anchor a rope.

If the PCs climb down this way, the undead described in Location D will attack once the first PC has climbed down, and the other PCs are either still climbing, or are still on the surface above. The researchers will perform their first test of the weapon during this combat, as described in Location D.

Location D – Difficult Path

These sections of the cliff walls are rough, but look reasonably climbable. They look like it would be challenging, but certainly easier than scaling the more sheer portions of the canyon.

The PCs may attempt Climb checks (DC 15) to move at one-quarter speed down into the canyon at this location. Failure on this check means that the PC falls the remaining distance, as per the climbing rules (PHB, page 69). There are trees near the top of the canyon, where they can anchor a rope.

A number of undead creatures are lurking within the canyon. If the PCs climb down this way, the monsters will attack once the first PC has climbed down, and the other PCs are either still climbing, or are still on the surface above. The researchers will perform their first test of the weapon during this combat, as described below.

APL 2 (EL 3)

🦴 **Wolf Skeletons (3):** hp 18 each; see *Monster Manual* page 225.

APL 4 (EL 5)

🦴 **Owlbear Skeletons (3):** hp 45 each; see *Monster Manual* page 225.

APL 6 (EL 7)

🦴 **Advanced Shadows (3):** hp 63 each; see *Appendix One*.

APL 8 (EL 9)

☛ **Double-Evolved Advanced Shadows (3):** hp 63 each; see Appendix One.

APL 10 (EL 11)

☛ **Greater Shadows (3):** hp 81 each; see *Monster Manual* page 221.

APL 12 (EL 13)

☛ **Double-Evolved Greater Shadows (3):** hp 81 each; see Appendix One.

Tactics: At APLs 2 and 4, the skeletons are lurking in the silt at the bottom of the stream, and are impossible to notice until they have revealed themselves. They will wait until the first PC has climbed down before emerging, automatically gaining surprise. However, the process of climbing out of the stream will take their entire surprise round action.

At higher APLs, the shadows are lurking within the walls of the canyon, and are impossible to notice until they first attack. They will wait until the first PC has climbed down, and will strike out at the second climber, automatically gaining surprise. Whenever possible, the shadows will remain within the walls of the canyon, striking with concealment.

Researchers: The researchers will stay back behind the PCs, and will occupy themselves with trying to make the weapon work. They will otherwise not participate in the combat. On each of their turns, read the appropriate text:

Round one:

Father Sollus produces the orb from its pouch and looks at Prefect Curanis with a look of uncertainty.

“Um, Levanor... I just realized what we forgot to decide.”

“What would that be?”

“We never decided who would hold the weapon, and who would activate it.”

“Oh, for the love of...” The older priest pauses for a second. “Well, of course I’ll use it first. Heironeous comes before Pelor, alphabetically...”

“But the Sky Father is older than the Archpaladin, from before the alphabet was even chosen. Don’t you think that seniority should matter?”

The two researchers continue to bicker, as the battle rages around you.

Round two:

Father Sollus shrugs at his companion. “I’m just saying that we should decide fairly and equitably.”

“This is ridiculous...”

“How about this...? I’m thinking of a number, between one and ten, and...”

Prefect Curanis pushes the orb back into Father Sollus’ hands “Oh, just hold the darn thing, already, before there isn’t anything left to test it on!”

Father Sollus mutters something under his breath, but concedes. He holds the orb in front of him, while the older priest positions himself nearby.

Round three:

Prefect Curanis gestures, and his holy symbol glows with divine light. Positive energy flows from his fingertips, and he channels it into the glass orb. The center of the sphere glows for a moment, and then a burst of energy emanates from within.

The wave of energy washes over the canyon, and you feel it penetrate you. Somehow, you feel renewed and full of life.

The undead, however, don’t seem impressed. They gaze in the direction of the orb, briefly pausing as if to contemplate the occurrence, before resuming their attack. They seem no worse for wear.

Father Sollus stows the weapon. “Hmm, something didn’t work right. Go ahead and wipe out these foul things. We’ll have to give it another shot.”

After reading the text for round three, each PC within 100 feet is healed for 1d3 points of damage and dying PCs are automatically stabilized. The PCs are now free to kill the remaining undead without penalty.

If the PCs ignore the rules of engagement, and kill all of the undead before the researchers test the weapon, they will be penalized experience points. Read this text instead:

The researchers look at you in dismay as the last undead creature collapses to the ground.

Father Sollus is the first to speak. “Umm, pardon me... but how can we test this if you destroy all our targets, before we get the chance?”

“Yes, remember the rules of engagement,” chastises Prefect Curanis. “Otherwise we are just wasting our time.”

Location E – Treasure Pile

Hidden in a small natural alcove, you find a pile of bones and scraps of cloth - probably belonging to previous victims of the canyon denizens.

If the PCs can succeed on a Search check (DC 15) they can find a number of intact valuables amongst the waste. In particular, there is a short sword whose blade is warm to the touch, a rod engraved with religious markings, and a heavy pole arm of obvious dwarven design (depending on the APL).

Treasure

APL 2: L: 78 gp, C: 5 gp, M: 0 gp.

APL 4: L: 78 gp, C: 10 gp, M: nightstick (625 gp).

APL 6: L: 53 gp, C: 15 gp, M: nightstick (625 gp), +1 short sword (192 gp).

APL 8: L: 53 gp, C: 20 gp, M: +1 ghost touch short sword (692 gp), nightstick (625 gp).

APL 10: L: 53 gp, C: 25 gp, M: +1 ghost touch short sword (692 gp), nightstick (625 gp).

APL 12: L: 53 gp, C: 30 gp, M: +1 ghost strike short sword (1525 gp), nightstick (625 gp).

Location F – Entrance to Caverns

The river has cut its way into the rock at the end of the canyon. It appears to continue on into the dark underground through a low natural archway.

The only way to continue following the river is to wade into the river and duck through the archway. While this may not seem entirely safe, the PCs can do this without incident.

If the PCs decide to follow the river into the caverns beyond, continue with Encounter 4.

ENCOUNTER 4: DANK AND DARK

Please refer to DM Aid - Map 2 - the Caverns. The PCs begin at Location A.

Location A – Cavern Entrance

Emerging from the frigid waters, you find yourself in a small cavern. Only a small amount of light creeps in through the archway, and it is very dark here.

The caverns are completely dark, after the first 10 feet. Once the PCs provide some illumination (or if they all have darkvision) continue with this:

Able to see, you take a good look at your surroundings. The walls are lined with stalactites and stalagmites - delicate, thin structures and massive columns. The varying layers of the sediments paint the cavern in a rainbow of color.

The caverns are also much more expansive than you initially believed. The river continues south through a long passageway, presumably into another chamber.

Location B – Large Cavern

The passageway widens here into a much larger chamber. The river continues on straight ahead, while to your left is a huge cavern.

“Fascinating,” whispers Prefect Curanis. “This whole area consists of limestone. Over time, the river must have worn away at it, forming caves, passageways and domes. So simple in theory, but so riveting to actually see.”

“Is there anything you don’t know about,” mutters Father Sollus under his breath. “Or at least, anything you won’t drone on about?”

“You know, some earth faiths regard sites like this as sacred connections to Oerth,” says the older priest, ignoring his companion. “I’ve never seen any fact to back up that fiction, but I’ve also not seen anything here to explain why it has such a reputation for undeath.”

He pauses for a second, and looks over the entire scene. “I’d bet there’s an answer down here, somewhere.”

Location C – Abandoned Campsite

Completely out of place, this cavern is adorned with a circle of stones - the remnants of a campfire. The fire pit contains a number of charred logs, and an empty skewer is hung above it.

Around the fire circle are a number of rotted sleeping mats, each holding a desiccated corpse. Parts of the bodies are stripped down to the bone, and it appears that they’ve been gnawed upon.

This is the remains of an expedition long past. If the PCs can make a Heal check (DC 15) they can tell that these people died from multiple deep slashing blows, likely from some clawed beast.

If the PCs succeed at a Search check (DC 18) they can find a few coins on the bodies. These coins have been here for quite a while, and are antiques that would be valuable to a collector.

Treasure

APL 2: L: 0 gp, C: 10 gp, M: 0 gp.

APL 4: L: 0 gp, C: 20 gp, M: 0 gp.

APL 6: L: 0 gp, C: 30 gp, M: 0 gp.

APL 8: L: 0 gp, C: 40 gp, M: 0 gp.

APL 10: L: 0 gp, C: 50 gp, M: 0 gp.

APL 12: L: 0 gp, C: 60 gp, M: 0 gp.

Location D – Totem

This section of the caverns is full of loose sediment and mud. The underground river must have flowed through here fairly recently.

Half buried in the mud stands a small obelisk, its clean-cut angles a stark contrast to the smooth curves of the cavern stone. Its surface is covered in markings, mostly worn away by the passage of time.

This stone obelisk is a marker, placed here to caution good people from disturbing the evil that was sealed within these caverns.

If the PCs can read Old Oeridian, they can find a few words that are intact enough to read - "...Tenvatsys, whom should remain in restful solitude forever. Beware his wrath, should he..."

Location E – Dread Feast

At this point, both the cavern and the river split in two and head in different directions.

A number of foul-looking creatures squat over the carcass of some animal. It doesn't appear that they are eating it, so much as tearing it apart for amusement.

They glance up at you, and quickly get to their feet. It appears they have decided to toy with you, instead.

The undead here will attack the PCs as soon as they see them. The undead are not hiding, so unless the PCs are using some sort of magic to mask their presence, there will be no surprise round. The researchers will perform their second test of the weapon during this combat, as described below.

APL 2 (EL 4)

➤ **Ghouls (4):** hp 18 each; see *Monster Manual* page 119.

APL 4 (EL 6)

➤ **Gravetouched Ghoul Lizardfolk (4):** Medium undead; hp 18 each; see *Appendix One*.

APL 6 (EL 8)

➤ **Gravetouched Ghoul Ettercaps (4):** Medium undead; hp 45 each; see *Appendix One*.

APL 8 (EL 10)

➤ **Gravetouched Ghoul Trolls (4):** Large undead; hp 54 each; see *Appendix One*.

APL 10 (EL 12)

➤ **Gravetouched Ghoul Delvers (2):** Huge undead; hp 138 each; see *Appendix One*.

APL 12 (EL 14)

➤ **Gravetouched Ghoul Beholder (1):** Large undead; hp 99; see *Appendix One*.

Tactics: At APLs 2, 4, 8, and 10, the undead will attempt to close with the PCs as quickly as possible, and will attempt to single out wounded opponents.

At APL 6, the ettercaps will use their web ability to immobilize opponents from a distance, following up with their paralyzing bite.

At APL 12, the beholder will fly up 40 feet to the ceiling, avoiding melee threats while it uses its eye rays on opponents with spells and ranged attacks.

Researchers: The researchers will stay back behind the PCs, and will occupy themselves with trying to make the weapon work. They will otherwise not participate in the combat. On each of their turns, read the appropriate text:

Round one:

Father Sollus produces the orb from its pouch and looks at Prefect Curanis with a slightly smug look.

"Here, I'll show you how it's done..."

He hands the orb to the older priest. It rolls through Levanor's hands, and slips out, plunging towards the floor.

There is a moment of panic, and the younger cleric dives for the floor. He catches the sphere

inches away from the solid rock floor, where it surely would have shattered.

Round two:

Father Sollus gets to his feet, and checks the sphere over for damage. Content that it is intact, he hands it to his companion – holding on to it a bit longer this time, just to be sure.

“Light preserve us, man! Be careful with that.”

Prefect Curanis rolls his eyes. “It was an accident! Let it go, already...” He holds the orb in front of him, while the younger priest positions himself nearby.

Round three:

Father Sollus begins to chant and a divine light begins to radiate from his holy symbol. Positive energy flows from his fingertips, and he channels it into the glass orb. The center of the sphere glows for a moment, and then a slight spurt of energy is emitted.

The wave of energy washes over the cavern, but you can barely note its passing. It barely makes your skin tingle, but somehow you feel a bit refreshed.

The undead don’t seem to notice at all. They do not appear affected in the slightest.

Father Sollus sheaths the orb in silence. His companion is much more animated. “Blast, barely any result at all! You might as well wipe out these fiends. We’ll just have to keep going.”

After reading the text for round three, each PC within 100 feet is healed for 1 point of damage and dying PCs are automatically stabilized. The PCs are now free to kill the remaining undead without penalty.

If the PCs ignore the rules of engagement, and kill all of the undead before the researchers test the weapon, they will be penalized experience points. Read this text instead:

The researchers look at you in dismay as the last undead creature collapses to the ground.

Father Sollus is the first to speak. “Now see here... how can we test this if you destroy all our targets, before we get the chance?”

“Have you forgotten already? We need to have specimens to test with,” chastises Prefect Curanis. “Otherwise, being here is pointless...”

Location F – River Ends

The underground river continues from here, but the caverns do not. It doesn’t look like anyone could keep following it, past this point, through mundane means.

If the PCs insist upon following the river beyond this point, all they can find are miles of underground river passages that finally emerge at a spring at the feet of the Lorridges.

Location G – Collapsed Opening

This natural archway appears to lead into another cavern. However, a large section of the stone ceiling has collapsed, blocking passage.

A few hours of work will allow the PCs to clear away enough rubble to enter the next cavern. Resourceful PCs may come up with ways to circumvent this obstacle through ingenuity or magic, but any approach will work just fine.

Location H – Crypt Entrance

When the PCs reach this point, proceed with Encounter 5.

ENCOUNTER 5: HOME SWEET HOME

Please refer to DM Aid - Map 3 – Forgotten Crypt. The PCs begin at Location A.

Every room in the crypt is constructed of blocks of the same white marble. The walls, floors, and ceilings all radiate moderate Abjuration magic – the spell of warding that was supposed to keep the undead imprisoned within. The crypt rooms are noticeably drier and warmer than the caverns outside – a side effect of the warding. The crypt is not lit, but presumably the PCs have found the means to see in the darkened caverns by now.

The crypt is warded against extra-dimensional travel, just like a *dimensional anchor* spell effect.

Location A – Crypt Entrance

Having excavated the collapsed archway, you catch a glimpse of something odd – the stark white glare of marble blocks.

Forgotten by the passage of time, the façade of a large building juts from the cavern wall. Stately columns flank a large double door.

The doors contain a fair amount of engraving – both text and symbols. Father Sollus eagerly studies them like a child in a candy shop.

“Now here is something to talk about, old man,” he excitedly cries to his companion. He points at some of the writing. “The divine alphabet... ‘Evil has been locked away. Allow his slumber, or risk his wrath.’ Very interesting...”

“Oh, yes... thought-provoking.” Prefect Curanis throws up his hands. “And thinking about it is all you’re going to do, because we are not disturbing it. Whatever is in there was sealed here for a reason.”

“Not very well, apparently. Hasn’t it occurred to you that maybe this is the source of the undead in the Rift? Whatever is inside is leaking out. Look at these...” Father Sollus points at a number of sunburst-shaped symbols. “Those are symbols of my order – archaic ones, mind you – but there is no doubt in my mind. There is only one reason a follower of Pelor would choose to come down here.” He looks around at the caverns with disdain. “He had to. Some high and mighty earth-worshipper decided to imprison some great evil down here, and pulled one of my faith along to do the dirty work.”

“But, why do we...” Levanor tries to interrupt.

“No buts. I’ll bet there are some pretty powerful undead in there. Obviously, they’ve found some way to get out. It’s only a matter of time before they decide to leave this place and wreak havoc on the countryside. Besides, we still need to test the weapon, the reason we came here in the first place!”

Prefect Curanis stares at his vocal companion for a moment, before turning to face you. “Well, then. I guess we are going inside. Is that alright with you?”

The façade of the crypt is 40 feet long and 20 feet tall. The massive stone doors are each 10 feet wide, and 15 feet tall.

If the PCs can read Celestial, they can confirm that Father Sollus read the inscriptions on the doors correctly. There are also a number of holy emblems engraved on the doors. Have the PCs make three Knowledge [religion] checks (DC 20). For every one they succeed on, they can identify one of the represented deities - Daern (Oeridian deity of defense and fortification), Fortubo (Dwarven deity of stone, metal, mountains and guardianship), and Pelor (Oeridian deity of sun, light, strength and healing). These symbols are more difficult than usual to identify as they are all of much older styles.

The doors to the crypt are not locked, but they are very heavy. A successful Strength check (DC 25) will allow them to open them. Up to four PCs can work together to make the check.

◆ **Crypt Doors:** 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 25.

Location B – Entrance Foyer

Entering the crypt, you are immediately startled by the difference in environment. The air is stale, but is noticeably drier and warmer than what you found in the caverns.

You stand in a rectangular chamber 40 feet long and 20 feet wide. A stone door graces the opposite wall, leading deeper into the tomb.

What catches your attention are the mosaics decorating the walls of the chamber, and the inscriptions accompanying them.

The first panel shows a young human boy, in a pastoral setting. At his feet are the still forms of small woodland creatures. There is blood on his hands.

All of the inscriptions beneath the mosaics are in Old Oeridian. The one beneath the first mosaic reads “Tenvatsys the Child”.

The second panel shows the same boy as an adolescent. Behind him stands a farmhouse, consumed by fire. A pair of figures can be seen in the windows, pleading to the boy for help. He appears to ignore them as he leaves, his arms full of valuables.

The inscription beneath this mosaic reads “Any price to attain his goals”.

This third panel shows the same adolescent at roughly the same age. He sits at a desk, hungrily reading from a book. A pile of other books lies discarded behind him.

The inscription beneath this mosaic reads “Tenvatsys learned patience, for with it came power”.

The final panel in this chamber shows a robed wizard, extending a hand to the same young man, helping him rise from the desk where he was seated. Under the desk, however, you see the body of another boy. Violent wounds are depicted in graphic detail.

The inscription beneath this mosaic reads “Tenvatsys the opportunist found a mentor”.

The PCs may ask, but there are no applicable Knowledge skills that can be used to identify the figure depicted in the mosaics. Knowledge of his existence was lost long ago in the passage of time.

The door to the next chamber is not locked.

Location C – Outer Hallways

A hallway extends from the entrance foyer towards a larger room. A narrower hallway branches to each side.

Location D – First Puzzle Room

The hallway ends in a 25 foot square room. The walls of this chamber contain a number of mosaics, similar to the ones seen before.

The first panel shows a young man sitting obediently at the feet of his master, a robed wizard. The wizard patiently explains something to the man, while blue fire springs from his fingertips. The man watches attentively, and a spark of blue fire glows in his own hands.

The inscription beneath this mosaic reads “Tenvatsys seemed a good apprentice”.

The second panel shows the robed wizard leaving. The young man remains behind, hunched over a book. He is shown engaged in some sort of ritual, and twisted, nightmarish forms appear nearby.

The inscription beneath this mosaic reads “But Arthelon spent much time advising the Duke, and little attention was paid to what Tenvatsys was doing”.

The third panel shows the robed wizard returning to find the young man summoning the foul creatures. He looks furious as he dismisses them, but is then depicted forgiving the apprentice in the last scene.

The inscription beneath this mosaic reads “Arthelon discovered the ambition of his apprentice, but did not stop it when he had the chance.”

At the center of the chamber is a square pedestal, holding a stone brazier. The font burns with a supernatural white flame.

An odd triangular design is etched into the stone pedestal, surrounded by faint text. Six stone disks are stacked nearby.

Give the players Player Handout 4 – First Puzzle Panel. The text on the panel is in Celestial, so at the very least, Father Sollus can read it.

The six stone disks are numbered one through six, and can be inserted into the depressions in the design. Refer to DM Aid – Solution to the First Tomb Puzzle for one possible solution.

If the disks are inserted in a correct order, the flames in the brazier extinguish, and half of the outer sanctum seal (location F) is unlocked. If the disks are inserted incorrectly, the brazier erupts in holy fire, as described below.

If the PCs are having trouble with the puzzle, they can make a Knowledge [architecture & engineering] or Disable Device check (DC 15) to realize that destroying the brazier, or disabling the mechanism within the brazier, will accomplish the same goal. However, doing so causes an explosion of holy fire to erupt from the brazier, dealing 1d6 points per APL of divine energy damage to everyone within 10 feet.

☛ **Holy Fire Brazier:** hardness 8; hp 10; AC 5; Break DC 26; Disable Device DC 22.

Location E – Second Puzzle Room

The hallway ends in a 25 foot square room. The walls of this chamber contain a number of mosaics, similar to the ones seen before.

The first panel shows an aged robed wizard. Behind him stands an envious young man, watching his master with a look of dark hatred.

The inscription beneath this mosaic reads “Arthelon had earned his position through a lifetime of honor and service, but Tenvatsys was growing tired of patience”.

The second panel shows the robed wizard asleep. The young man lurks nearby, pouring some sort of potion into a wine bottle. He gazes diabolically at his master.

The inscription beneath this mosaic reads “The apprentice set the stage for his master’s downfall”.

The third panel shows the robed wizard seated at a dining table, with the same wine bottle in front of him. He is choking, and reaching out – pleading for help from his apprentice. The young man stands nearby, a wicked smile on his face.

The inscription beneath this mosaic reads “History repeats itself”.

At the center of the chamber is a square pedestal, holding a stone brazier. The font burns with a supernatural white flame.

The front of the pedestal holds six levers, and is etched with a number of words.

Give the players *Player Handout 5 – Second Puzzle Panel*. The text on the panel is in Celestial, so at the very least, Father Sollus can read it.

If the PCs pull the second lever from the right, the flames in the brazier extinguish, and half of the outer sanctum seal (location F) is unlocked. If they pull any other lever, the brazier erupts in holy fire, as described below.

If the PCs are having trouble with the puzzle, they can make a Knowledge [architecture & engineering] or Disable Device check (DC 15) to realize that destroying the brazier, or disabling the mechanism within the brazier, will accomplish the same goal. However, doing so causes an explosion of holy fire to erupt from the brazier, dealing 1d6 points per APL of divine energy damage to everyone within 10 feet.

☛ **Holy Fire Brazier:** hardness 8; hp 10; AC 5; Break DC 26; Disable Device DC 22.

Location F – Outer Sanctum Seal

Large marble stairs fill this chamber, leading up to an ominous stone door. A mosaic flanks each side of the door.

The mosaic to the left shows a funereal march. A stately-looking noble looks on. His hand rests on the shoulder of a young man, apparently the same man from the earlier displays.

The inscription beneath this mosaic reads “The Duke did not see through Tenvatsys’ treachery, and trusted in him as Arthelon’s successor”.

The mosaic to the right shows the young man fleeing. In his hand is a wicked-looking dagger, dripping with blood. The body of the noble lies on the floor, expiring. A number of guards have burst through a nearby door, and are pointing at the fleeing man.

The inscription beneath this mosaic reads “Tenvatsys quickly grew drunk with his newfound power. He slew the Duke, thinking to seize his position, but was quickly discovered.”

If the PCs have not yet completed the first and second puzzle rooms (locations D and E) there is a slight white glow emanating from around the edges of the door, and it cannot be opened by any means.

Once the PCs have completed both puzzles (or extinguished the flames through brute force), the door can be opened.

Location G – Inner Hallways

Another hallway extends from the outer seal chamber, this time ending in a large door. More narrow hallways branch to either side.

Location H – Third Puzzle Room

The hallway ends in a 25 foot square room. The walls of this chamber contain a number of mosaics, similar to the ones seen before.

The first panel shows a number of armed knights, camped outside of a tall tower. A small figure stands atop a tower balcony, raining magical fire upon the forces below.

The inscription beneath this mosaic reads “The forces of good would not allow evil to remain”.

The second panel shows the knights bursting into a room. A middle-aged man - looking a lot like the young man seen in earlier panels - is poised with his arms held up high. Black arcane fire lances from his outstretched fingers.

The inscription beneath this mosaic reads “Tenvatsys soon learned that he was not the wizard that his master was”.

The third panel shows the young wizard fleeing into his study, and barring the door behind him. For the first time in any of the mosaics, he looks scared.

The inscription beneath this mosaic reads “Tenvatsys managed to escape to the safety of his old master’s study”.

At the center of the chamber is a square pedestal, holding a stone brazier. The font burns with a supernatural white flame.

The front of the pedestal is etched with a number of words.

Give the players *Player Handout 6 – Third Puzzle Panel*. The text on the panel is in Celestial, so at the very least, Father Sollus can read it.

If the PCs say the word ‘echo’, the flames in the brazier extinguish, and half of the outer sanctum seal (location J) is unlocked.

If the PCs are having trouble with the puzzle, they can make a Knowledge [architecture & engineering] or Disable Device check (DC 15) to realize that destroying the brazier, or disabling the mechanism within the brazier, will accomplish the same goal. However, doing so causes an explosion of holy fire to erupt from the brazier, dealing 1d6 points per APL of divine energy damage to everyone within 10 feet.

☛ **Holy Fire Brazier:** hardness 8; hp 10; AC 5; Break DC 26; Disable Device DC 22.

Location I – Fourth Puzzle Room

The hallway ends in a 25 foot square room. The walls of this chamber contain a number of mosaics, similar to the ones seen before.

The first panel shows the same young wizard from earlier mosaics. He is hurriedly searching through shelves of books and crates of potions, looking for something. A pronounced look of fear is displayed on his face.

The inscription beneath this mosaic reads "Faced with certain defeat, Tenvatsys searched his old master's study for anything that could save him".

The second panel shows the same young man. He is perched over a large tome, and holds a bottle in his hand. The bottle contains a dark liquid, and the cloud of fumes above the mouth of the bottle looks suspiciously like a skull.

The inscription beneath this mosaic reads "Tenvatsys found a project that Arthelon had hidden away".

The third panel shows a number of knights bursting into the laboratory. On the floor is the body of the young wizard, stricken with some sort of illness.

The inscription beneath this mosaic reads "The forces of good captured Tenvatsys, but they were too late".

At the center of the chamber is a square pedestal, holding a stone brazier. The font burns with a supernatural white flame.

The front of the pedestal holds two levers, and is etched with a number of words.

Give the players *Player Handout 7 – Fourth Puzzle Panel*. The text on the panel is in Celestial, so at the very least, Father Sollus can read it.

If the PCs pull the left lever, the flames in the brazier extinguish, and half of the outer sanctum seal (location J) is unlocked. If they pull the other lever, the brazier erupts in holy fire, as described below.

If the PCs are having trouble with the puzzle, they can make a Knowledge [architecture & engineering] or Disable Device check (DC 15) to realize that destroying the brazier, or disabling the mechanism within the brazier, will accomplish the same goal. However, doing so causes an explosion of holy fire to erupt from the

brazier, dealing 1d6 points per APL of divine energy damage to everyone within 10 feet.

☛ **Holy Fire Brazier:** hardness 8; hp 10; AC 5; Break DC 26; Disable Device DC 22.

Location J – Inner Sanctum Seal

The hallway ends here at a large stone door. Some of the same warding symbols found outside the tomb adorn it, as well. Mosaics adorn the walls on either side of the hallway.

The mosaic to the left shows a group of knights, with swords drawn, glaring at the fallen body of the young wizard that appears in the other murals. A scholarly-looking figure stands between the knights and the body, keeping them separated.

The inscription beneath this mosaic reads "It was realized that slaying Tenvatsys would only allow him to escape. He could never be fully destroyed".

The mosaic to the right shows the same knights carrying the young man, whose arms have been bound to his sides. The group is heading towards a white building that looks a lot like this one.

The inscription beneath this mosaic reads "It was decided that Tenvatsys would be imprisoned for all time".

Father Sollus spends a long time studying the symbols. "Well, I'm sure of it... whatever these ancient people wanted to lock away is behind this door. And see this..." He points to a number of flowing runic characters. "It says 'Great evil sleeps within, until it can be destroyed.' I'd say that's where we come in. Honor and valor, and all that."

Prefect Curanis smiles. "That's the first worthwhile thing you've said all day."

If the PCs can read Celestial, they can tell that Father Sollus actually read the inscription on the door incorrectly – he confused two similar words with very different meanings. The phrase on the door actually says 'Great evil sleeps within, for it can not be destroyed.'

If the PCs have not yet completed the third and fourth puzzle rooms (locations H and I) there is a bright white glow emanating from around the edges of the door, and it cannot be opened by any means.

Once the PCs have completed both puzzles (or extinguished the flames through brute force), the door can be opened.

Location K – Inner Sanctum

The unsealed door creaks open, revealing the innermost chamber of the tomb. It is not quite what you were expecting.

The walls are made of the same stark white marble as the rest of the tomb. However, several gaping holes have been carved through the stone, exposing tunnels into the bare earth beyond.

The chamber itself looks rather well lived-in. An ornate carpet adorns the floor, matching several fine tapestries on the walls. A number of bookshelves fill one wall. A smaller chamber to the right looks like some sort of sleeping chamber, while a matching one to the left contains a desk and alchemical equipment.

In the center of this chamber is a comfortable-looking chair and ottoman. A robed, skeletal form occupies the chair, a book in hand. It is looking at you with what would probably be a look of surprise, if it had facial features.

If the PCs can understand Old Oeridian, read this text:

The creature speaks in a deep, gravely voice. "Is it true? Can it possibly be? After all this time, I am free from this accursed prison! For far too long have I endured its bonds. You have done a great thing, and I shall reward you by allowing you to serve me further."

As the creature rises, a number of undead forms clamber out of the tunnels, and charge to the attack.

If the PCs cannot understand Old Oeridian, read this text instead:

The creature speaks in a deep, gravely voice, in a tongue you cannot understand. As it finishes, the creature rises, and a number of undead forms clamber out of the tunnels, and charge to the attack.

Prefect Curanis turns to look at you. "Hmm... this can't be good."

This is Tenvatsys, the young wizard described in the crypt mosaics. When he was faced with certain defeat, he completed a ritual that started his transformation into a lich. The forces of good realized that they could not destroy him (his body would simply reform). It was decided that he would be imprisoned here, confined within the walls of the tomb.

Tenvatsys managed to find a loophole – he discovered that his spells and his minions could pass beyond the wards of the tomb, even though he could not.

Now that the PCs have unsealed the crypt, Tenvatsys is free to pass beyond the wards.

The researchers will perform their third test of the weapon during this combat, as described below.

APL 2 (EL 5)

- **Tenvatsys:** Ghoul Nec4; hp 30; see *Appendix One*.
- **Human Commoner Zombies (4):** hp 21 each; see *Monster Manual* page 265.

APL 4 (EL 7)

- **Tenvatsys:** Ghoul Nec6; hp 36; see *Appendix One*.
- **Troglodyte Zombies (4):** hp 39 each; see *Monster Manual* page 265.

APL 6 (EL 9)

- **Tenvatsys:** Ghast Nec7; hp 60; see *Appendix One*.
- **Bugbear Zombies (4):** hp 57 each; see *Monster Manual* page 265.

APL 8 (EL 11)

- **Tenvatsys:** Ghast Nec9; hp 66; see *Appendix One*.
- **Minotaur Zombies (4):** hp 111 each; see *Monster Manual* page 265.

APL 10 (EL 13)

- **Tenvatsys:** Ghast Nec11; hp 72; see *Appendix One*.
- **Grey Render Zombies (4):** hp 183 each; see *Monster Manual* page 265.

APL 12 (EL 15)

- **Tenvatsys:** Lich Nec12; hp 108; see *Appendix One*.
- **Bodaks (4):** hp 81 each; see *Monster Manual* page 28.

Preparation: Tenvatsys has either *mage armor* or *greater mage armor* cast in advance.

Tactics: Tenvatsys will attempt to stay behind his undead minions, keeping opponents out of melee range.

APL 2: Tenvatsys will use *ray of enfeeblement* and *scorching ray* to remove front-line fighters from combat, and will use *blindness/deafness* to eliminate archers and spell casters.

APL 4: Tenvatsys will open the combat with *fireball*, trying to weaken the PCs before his minions engage them.

APL 6: Tenvatsys will weaken a melee fighter with *unluck*, and a caster with *enervation*.

APL 8: Tenvatsys will use *reciprocal gyre* against an obviously buffed fighter (for instance, an *enlarged* melee fighter) followed by *mass reduce person* and *baleful polymorph*.

APL 10: Tenvatsys will use *disintegrate* to remove a spell caster from combat, and will save his *quicken*ed *scorching ray* to interrupt a harmful incoming spell.

APL 12: Tenvatsys will use *flesh to stone* and *disintegrate* to remove spell casters from combat, saving his *quicken*ed *scorching ray* and *quicken*ed *magic missile* to interrupt spells.

Researchers: The researchers will stay back behind the PCs, and will occupy themselves with trying to make the weapon work. They will otherwise not participate in the combat. On each of their turns, read the appropriate text:

Round one:

Father Sollus retrieves the orb from its pouch and starts to hand it to Prefect Curanis, and then changes his mind.

"Oh, no... I think I'll just hang on to this, for now. Can't risk breaking it."

The older man throws up his hands. "Give me a break, it was an accident. Fine, you hold it, and I'll get it going. You're not going to stand there, are you?"

"What's wrong with where I'm standing?"

"You stood like that last time, and it didn't work right. You're obviously doing something wrong..."

"Me? It didn't work any better when you positioned it," Father Sollus says defensively. "In fact, it didn't work at all."

The two men continue to argue, almost oblivious to the struggle that is going on around them.

Round two:

"Hold it out farther," Prefect Curanis instructs his companion. "Another inch or two..."

"I'm telling you, the angle is wrong. You're at least five degrees off from my diagrams."

"What does it matter? It's a sphere; it should work the same from any angle."

"There's no evidence that..."

The older man interrupts him. "There's no evidence that it will work at all. Now just hold it out."

Father Sollus holds the orb in front of him, while the older priest positions himself nearby.

Round three:

Once more, Prefect Curanis calls upon the divine might of his deity. Positive energy flows from his fingertips, and he channels it into the glass orb. The center of the sphere glows softly for a moment, and then a slight ripple of energy is released.

The wave of energy washes over the crypt, but you can barely notice it at all. Your wounds tingle a bit, and somehow you feel a bit invigorated.

The undead don't seem to notice at all. They do not appear affected in the slightest.

Prefect Curanis looks very agitated. "I don't know what is wrong. Quick, dispatch the rest. We'll try to figure out what is wrong."

After reading the text for round three, each PC within 100 feet is healed for 1 point of damage and dying PCs are automatically stabilized. The PCs are now free to kill the remaining undead without penalty.

If the PCs ignore the rules of engagement, and kill all of the undead before the researchers test the weapon, they will be penalized experience points. Read this text instead:

The researchers look at you in shock as the last undead creature collapses to the ground.

Father Sollus is the first to speak. "Oh, come on... what are we supposed to test the weapon on now?"

"Remember the rules? We needed specimens to test with," chastises Prefect Curanis. "What are we going to do, now?"

Once all of the undead have been destroyed, continue with the Conclusion.

Treasure

APL 2: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), Codex Oeridium (16 gp), nycoptic manuscripts (208 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook I (12 gp).

APL 4: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), Codex Oeridium (16 gp), nycoptic manuscripts (208 gp), planar fork - negative energy plane (16 gp), planar fork - nine hells (16 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook II (23 gp).

APL 6: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), brooch of shielding (125 gp), Codex Oeridium (16 gp), headband of intellect +2 (333 gp), nycoptic manuscripts (208 gp), planar fork - negative energy plane (16 gp), planar fork - nine hells (16 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook III (33 gp).

APL 8: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), brooch of shielding (125 gp), Codex Oeridium (16 gp), headband of intellect +2 (333 gp), nycoptic manuscripts (208 gp), planar fork - negative energy plane (16 gp), planar fork - nine hells (16 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook IV (55 gp).

APL 10: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), belt of many pockets (916 gp), brooch of shielding (125 gp), Codex Oeridium (16 gp), headband of intellect +2 (333 gp), lesser empower metamagic rod (750 gp), nycoptic manuscripts (208 gp), planar fork - negative energy plane (16 gp), planar fork - nine hells (16 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook V (73 gp).

APL 12: L: 0 gp, C: 0 gp, M: Affairs of Circumstance (16 gp), belt of many pockets (916 gp), brooch of shielding (125 gp), Codex Oeridium (16 gp), headband of intellect +2 (333 gp), lesser empower metamagic rod (750 gp), nycoptic manuscripts (208 gp), planar fork - negative energy plane (16 gp), planar fork - nine hells (16 gp), ring of arcane might (1666 gp), ring of protection +1 (166 gp), Tenvatsys' spellbook VI (78 gp).

CONCLUSION

Tenvatsys and his minions fall before you, but it would appear the battle is not over. A new wave of undead abominations crawls out of the tunnels, and you can hear the sounds of more on the way.

You fight valiantly, but the odds are clearly against you. You begin to lose ground, and your wounds are becoming substantial.

"This is ridiculous," mutters a frustrated Father Sollus. "We're going to get ourselves killed, trying to protect something that probably doesn't even work."

He shoves the glass orb into Levanor's hands, and turns to face the horde of undead. "I've had enough!"

Father Sollus begins to chant and his holy symbol glows very brightly. The foes nearest to him disintegrate into piles of ash as the divine light of Pelor washes over them.

Suddenly, there is a cry from Prefect Curanis. As everyone turns to look, you notice that the glass sphere he is holding has caught some of Pelor's light, and is itself glowing as bright as the sun. A split second later, a torrent of energy bursts forth from the orb, filling the crypt with its radiance. All around you, the undead collapse into piles of dust. In but a moment they are all gone.

There is a moment of stunned silence. Finally, Prefect Curanis speaks.

"Alright, I give up. What just happened?"

"I don't know, Levanor." Father Sollus shakes his head, and then stops as if lost in thought. He looks down at his holy symbol, and he smiles.

"I think I've got it... it's sunlight. When we just channeled energy into the weapon, it didn't do anything. But when I called upon Pelor's light... sunlight carries power over those that dwell in darkness."

The older man ponders this for a second. "You know, you might be right. When we tried to use it outside it was cloudy, and it barely did anything. And down here, it was even weaker."

"Yes, I could only imagine what it could do on a sunny day. Or better yet, during..." Father Sollus suddenly goes pale.

"During what? Don't keep me in suspense like that..."

Father Sollus swallows hard. "There is a holy festival for those of my faith in just a few months. If the sphere was present during the ceremony..." He trails off to silence.

Prefect Curanis nods, and then turns to you. "It is time for us to leave this place. We will take the weapon to the Pelorite temple in Nightwatch. We need to keep this as quiet as possible. The Necromancer has eyes and ears everywhere, and we need this secret kept from them."

"You have done us a great service. Probably more so than you can comprehend. Thank you."

With that, the two researchers turn, and begin the long walk back to civilization.

To Be Continued... Proceed to Gift of the Gnomes below ...

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I have others to seek out. Soon, our paths shall cross again, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?”

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. “Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can’t sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the **Gnome Vale Gemstone** listed on the AR. If they refuse, cross this item off the AR. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the Undead Guards

- APL 2: 90 xp.
- APL 4: 150 xp.
- APL 6: 210 xp.
- APL 8: 270 xp.
- APL 10: 330 xp.
- APL 12: 390 xp.

Encounter 4

Defeat the Undead Ambush

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Encounter 5

Defeat Tenvatsys and his minions

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Story Award

Allow the researchers to test the weapon in Encounter 3

- APL 2: 14 xp.
- APL 4: 28 xp.
- APL 6: 42 xp.
- APL 8: 56 xp.
- APL 10: 70 xp.
- APL 12: 84 xp.

Allow the researchers to test the weapon in Encounter 4

- APL 2: 14 xp.
- APL 4: 28 xp.
- APL 6: 42 xp.
- APL 8: 56 xp.
- APL 10: 70 xp.
- APL 12: 84 xp.

Allow the researchers to test the weapon in Encounter 5

- APL 2: 14 xp.
- APL 4: 28 xp.
- APL 6: 42 xp.
- APL 8: 56 xp.
- APL 10: 70 xp.
- APL 12: 84 xp.

Discretionary roleplaying award

- APL 2: 48 xp.
- APL 4: 51 xp.
- APL 6: 54 xp.
- APL 8: 57 xp.
- APL 10: 60 xp.
- APL 12: 63 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter 3:

APL 2: L: 78 gp, C: 5 gp, M: 0 gp.

APL 4: L: 78 gp, C: 10 gp, M: *nightstick* (625 gp).

APL 6: L: 53 gp, C: 15 gp, M: *nightstick* (625 gp), +1 *short sword* (192 gp).

APL 8: L: 53 gp, C: 20 gp, M: +1 *ghost touch short sword* (692 gp), *nightstick* (625 gp).

APL 10: L: 53 gp, C: 25 gp, M: +1 *ghost touch short sword* (692 gp), *nightstick* (625 gp).

APL 12: L: 53 gp, C: 30 gp, M: +1 *ghost strike short sword* (1525 gp), *nightstick* (625 gp).

Encounter 4:

APL 2: L: 0 gp, C: 10 gp, M: 0 gp.

APL 4: L: 0 gp, C: 20 gp, M: 0 gp.

APL 6: L: 0 gp, C: 30 gp, M: 0 gp.

APL 8: L: 0 gp, C: 40 gp, M: 0 gp.

APL 10: L: 0 gp, C: 50 gp, M: 0 gp.

APL 12: L: 0 gp, C: 60 gp, M: 0 gp.

Encounter 5:

APL 2: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *Codex Oeridium* (16 gp), *nycoptic manuscripts* (208 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook I* (12 gp).

APL 4: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *Codex Oeridium* (16 gp), *nycoptic manuscripts* (208 gp), *planar fork - negative energy plane* (16 gp), *planar fork - nine hells* (16 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook II* (23 gp).

APL 6: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *brooch of shielding* (125 gp), *Codex Oeridium* (16 gp), *headband of intellect +2* (333 gp), *nycoptic manuscripts* (208 gp), *planar fork - negative energy plane* (16 gp), *planar fork - nine hells* (16 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook III* (33 gp).

APL 8: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *brooch of shielding* (125 gp), *Codex Oeridium* (16 gp), *headband of intellect +2* (333 gp), *nycoptic manuscripts* (208 gp), *planar fork - negative energy plane*

(16 gp), *planar fork - nine hells* (16 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook IV* (55 gp).

APL 10: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *belt of many pockets* (916 gp), *brooch of shielding* (125 gp), *Codex Oeridium* (16 gp), *headband of intellect +2* (333 gp), *lesser empower metamagic rod* (750 gp), *nycoptic manuscripts* (208 gp), *planar fork - negative energy plane* (16 gp), *planar fork - nine hells* (16 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook V* (73 gp).

APL 12: L: 0 gp, C: 0 gp, M: *Affairs of Circumstance* (16 gp), *belt of many pockets* (916 gp), *brooch of shielding* (125 gp), *Codex Oeridium* (16 gp), *headband of intellect +2* (333 gp), *lesser empower metamagic rod* (750 gp), *nycoptic manuscripts* (208 gp), *planar fork - negative energy plane* (16 gp), *planar fork - nine hells* (16 gp), *ring of arcane might* (1666 gp), *ring of protection +1* (166 gp), *Tenvatsys' spellbook VI* (78 gp).

Conclusion:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 78 gp, C: 65 gp, M: 418 gp – Total: 561 gp (450 gp).

APL 4: L: 78 gp, C: 80 gp, M: 1086 gp – Total: 1244 gp (650 gp).

APL 6: L: 53 gp, C: 95 gp, M: 1746 gp – Total: 1894 gp (900 gp).

APL 8: L: 53 gp, C: 110 gp, M: 2268 gp – Total: 2431 gp (1,300 gp).

APL 10: L: 53 gp, C: 125 gp, M: 3952 gp – Total: 4130 gp (2,300 gp).

APL 12: L: 53 gp, C: 140 gp, M: 6456 gp – Total: 6649 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

◆ **Gnome Vale Yellow Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

☛ **Favor of the Churches of Heironeous and Pelor:**

This favor counts as an Influence Point with both the Church of Heironeous in Bissel and the Church of Pelor in Bissel. The PC can spend this favor to gain access (Frequency: Any) to purchase any one, and only one of the following items/upgrades (circle when chosen): rings (protection +2 or +3, sustenance, counterspells, minor energy resistance, water walking, minor spell storing), cloak of resistance +2 to +4, pearl of power (1st level to 4th level), periapt of health, lesser strand of prayer beads, gem of brightness, phylactery of undead turning, +4 ability boost item from DMG, armor/shield special abilities (acid resistance, cold resistance, electricity resistance, fire resistance, sonic resistance). Mark this favor as USED once it has been spent.

☛ **Bissel Military Commendation:** For your good work, the powers on high have granted you a commendation in the Great Army of Bissel. Please contact the Bissel Triad for further details.

📖 **Affairs of Circumstance:** This book details information about proper etiquette in formal situations. When using this book as a reference, this PC may take one hour to study this book and receive a +2 competence bonus to Knowledge (nobility and royalty) checks with regards to formal etiquette for the next twelve hours. Market Price: 280 gp; Weight: 3 lbs.

📖 **Codex Oeridium:** This book details information about the history of the Oeridian people and their migrations. When using this book as a reference, this PC may take one hour to study this book and receive a +2 competence bonus to Knowledge (history) checks with regards to the Oeridian people for the next twelve hours. Market Price: 280 gp; Weight: 3 lbs.

📖 **Planar Fork:** This item can be used as the necessary focus for the spell *plane shift* (plane noted below). Market Price: 200 gp; Weight: - lbs.

📖 **Tensatsys' Spellbooks:** This PC gains access to one or more of Tensatsys' spellbooks (the one at the APL played and all those at lower APLs):

- APL 2: 1st – color spray, fist of stone (Complete Arcane), lesser orb of acid (Complete Arcane), lesser orb of cold (Complete Arcane), mage armor, magic missile, ray of enfeeblement; 2nd – blindness/deafness, fireburst (Complete Arcane), mirror image, scorching ray. Market Price: 750 gp; Weight: 3 lbs.
- APL 4: 2nd – invisibility; 3rd – dispel magic, fireball, greater mage armor (Complete Arcane), vampiric touch. Market Price: 700 gp; Weight: 3 lbs.

- APL 6: 4th – enervation, orb of force (Complete Arcane), unluck (Complete Arcane). Market Price: 600 gp; Weight: 3 lbs.
- APL 8: 3rd – cone of cold, stinking cloud; 4th – mass reduce person; 5th – baleful polymorph, reciprocal gyre (Complete Arcane), waves of fatigue. Market Price: 1,250 gp; Weight: 3 lbs.
- APL 10: 4th – wall of fire; 6th – disintegrate, eyebite. Market Price: 800 gp; Weight: 3 lbs.
- APL 12: 5th – cloudkill; 6th – flesh to stone. Market Price: 550 gp; Weight: 3 lbs.

Item Access

APL 2:

- Affairs of Circumstance (Adventure; See Above)
- Brooch Of Shielding (Adventure; Dungeon Master's Guide)
- Codex Oeridium (Adventure; See Above)
- Dwarvencraft Dwarven Warpike (Adventure; Races of Stone)
- Nycoptic Manuscripts (Adventure; Libris Mortis)
- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- Planar Fork – Negative Energy Plane (Adventure; See Above)
- Planar Fork – Nine Hells (Adventure; See Above)
- Tensatsys' Spellbooks (Adventure; See Above)

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

- Nightstick (Adventure; Libris Mortis)

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

- Belt Of Many Pockets (Adventure; Complete Adventure)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Ghost Touch Short Sword (Adventure; Dungeon Master's Guide)
- Lesser Empower Metamagic Rod (Adventure; Dungeon Master's Guide)
- Ring of Protection +2 (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)

- Ring Of Arcane Might (*Adventure; Complete Adventure*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 Ghost Strike Short Sword (*Adventure; Libris Mortis*)
- Cloak of Resistance +3 (*Adventure; Dungeon Master's Guide*)
- Headband of Intellect +4 (*Adventure; Dungeon Master's Guide*)

DRAFT

APPENDIX ONE – MONSTER AND NPC STATISTICS

APL 2

ENCOUNTER 5

Tenvatsys: Ghoul Nec4; CR 4; Medium undead; HD 2d12+4d4; hp 30; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +4 melee (1d6+1 plus paralysis, bite); Full Atk +4 melee (1d6+1 plus paralysis, bite) and +2 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance, summon familiar; AL CE; SV Fort +1, Ref +3, Will +9; Str 13, Dex 15, Con -, Int 20, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Concentration +9, Decipher Script +7, Hide +6, Jump +5, Knowledge [arcana] +15, Move Silently +6, Spellcraft +15, Spot +7; Ability Focus [paralysis], Improved Paralysis, Multiattack, Scribe Scroll.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Wizard Spells Prepared (5/6/4; save DC 15 + spell level): 0 – daze, detect magic, ray of frost (x2), touch of fatigue; 1st – color spray, fist of stone, lesser orb of cold, ~~mage armor~~, magic missile, ray of enfeeblement; 2nd – blindness/deafness, fireburst, mirror image, scorching ray.

Possessions: spellbook, ring of protection +1, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20.

APL 4

ENCOUNTER 4

Gravetouched Ghoul Lizardfolk: CR 2; Medium undead (reptilian, augmented); HD 2d12; hp 18; Init +0; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, claw); Full Atk +3 melee (1d4+2, 2 claws) and +1 melee (1d6+1, bite); SA -; SQ Hold breath, +2 turn resistance, diet dependant, undead traits; AL CE; SV Fort +0, Ref +5, Will +2; Str 15, Dex 14, Con -, Int 11, Wis 14, Cha 12.

Skills and Feats: Balance +8, Jump +8, Swim +7; Multiattack.

Hold Breath (Su): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tales, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a gravetouched ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Diet Dependant: Gravetouched ghouls are diet dependant (see the Undead Metabolism section in *Libris Mortis*, Chapter 1) upon flesh.

ENCOUNTER 5

Tenvatsys: Ghoul Nec6; CR 6; Medium undead; HD 2d12+6d4; hp 36; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19; Base Atk +4; Grp +5; Atk +5 melee (1d6+1 plus paralysis, bite); Full Atk +5 melee (1d6+1 plus paralysis, bite) and +3 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance, summon familiar; AL CE; SV Fort +2, Ref +4, Will +10; Str 13, Dex 15, Con -, Int 21 (23), Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Concentration +11, Decipher Script +12, Hide +6, Jump +5, Knowledge [arcana] +18, Move Silently +10, Spellcraft +18, Spot +7; Ability Focus [paralysis], Craft Wondrous Item, Improved Paralysis, Multiattack, Scribe Scroll.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Wizard Spells Prepared (5/6/6/4; save DC 16 + spell level): 0 – daze, detect magic, ray of frost (x2), touch of fatigue; 1st – color spray, fist of stone, lesser orb of cold, magic missile (x2), ray of enfeeblement; 2nd – blindness/deafness, fireburst (x2), invisibility, mirror image, scorching ray; 3rd – dispel magic, fireball, ~~greater mage armor~~, vampiric touch.

Possessions: spellbook, ring of protection +1, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20, headband of intellect +2.

APL 6

ENCOUNTER 3

Advanced Shadow: CR 4; Medium undead (incorporeal); HD 7d12; hp 63; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +3; Grp -; Atk incorporeal touch +5 melee (1d6 Str, touch); Full Atk incorporeal touch +5 melee (1d6 Str, touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +4, Will +6; Str -, Dex 15, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +12*, Listen +9, Search +4, Spot +9; Alertness, Dodge, Mobility. * Shadows receive a +4 racial bonus to hide checks in shadowy areas. In brightly illuminated areas, they receive a -4 on hide checks.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow under the control of its killer within 1d4 rounds.

ENCOUNTER 4

Gravetouched Ghoul Ettercap: CR 4; Medium undead (augmented); HD 5d12; hp 45; Init +3; Spd 30 ft., climb 30 ft.; AC 18, touch 15, flat-footed 13; Base Atk +3; Grp +6; Atk +6 melee (1d8+3 plus poison, bite); Full Atk +6 melee (1d8+3 plus poison, bite) and +4 melee (1d4+2, 2 claws); SA Poison, web; SQ Low-light vision, +2 turn resistance, diet dependant, undead traits; AL CE; SV Fort +3, Ref +6, Will +8; Str 16, Dex 21, Con -, Int 8, Wis 19, Cha 10.

Skills and Feats: Climb +11, Craft [trapmaking] +5, Hide +11, Listen +6, Spot +10; Great Fortitude, Multiattack.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 12 Escape Artist check or burst the web with a DC 16 Strength check. The check DCs are Constitution-based,

and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and take double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft [trapmaking], Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a gravetouched ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Diet Dependant: Gravetouched ghouls are diet dependant (see the Undead Metabolism section in *Libris Mortis*, Chapter 1) upon flesh.

ENCOUNTER 5

Tenvatsys: Ghast Nec7; CR 8; Medium undead; HD 4d12+7d4+3; hp 60; Init +3; Spd 30 ft.; AC 24, touch 13, flat-footed 21; Base Atk +5; Grp +8; Atk +8 melee (1d8+3 plus paralysis, bite); Full Atk +8 melee (1d8+3 plus paralysis, bite) and +6 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance, summon familiar;

AL CE; SV Fort +3, Ref +6, Will +11; Str 17, Dex 17, Con -, Int 23, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Concentration +12, Decipher Script +11, Hide +8, Jump +9, Knowledge [arcana] +20, Move Silently +12, Spellcraft +20, Spot +8; Ability Focus [paralysis], Craft Wondrous Item, Improved Paralysis, Multiattack, Scribe Scroll, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Wizard Spells Prepared (5/7/6/4/3; save DC 16 + spell level): 0 – *daze, detect magic, ray of frost (x2), touch of fatigue*; 1st – *color spray, fist of stone, lesser orb of cold, magic missile (x2), ray of enfeeblement (x2)*; 2nd – *blindness/deafness, fireburst, invisibility, mirror image, scorching ray (x2)*; 3rd – *dispel magic, fireball, ~~greater mage armor~~, vampiric touch*; 4th – *enervation, orb of force, unluck*.

Possessions: spellbook, ring of protection +1, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20, headband of intellect +2, belt of many pockets (Complete Arcane).

APL 8

ENCOUNTER 3

Double-Evolved Advanced Shadow: CR 6; Medium undead (incorporeal); HD 7d12; hp 63; Init +2; Spd fly 40 ft. (good); AC 17, touch 17, flat-footed 15 (+2 Dex, +5 deflection); Base Atk +3; Grp -; Atk incorporeal touch +5 melee (1d6 Str, touch); Full Atk incorporeal touch +5 melee (1d6 Str, touch); SA Create spawn, strength damage, spell-like abilities; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, fast healing 3 (Ex); AL CE; SV Fort +3, Ref +4, Will +6; Str -, Dex 15, Con -, Int 6, Wis 12, Cha 17.

Skills and Feats: Hide +12*, Listen +9, Search +4, Spot +9; Alertness, Dodge, Mobility. * Shadows receive a +4 racial bonus to hide checks in shadowy areas. In brightly illuminated areas, they receive a -4 on hide checks.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow under the control of its killer within 1d4 rounds.

Spell-like Abilities (Sp): 1/day – see invisibility, unholy blight (DC 17). Caster level 7th; save DC is Cha-based.

ENCOUNTER 4

Gravetouched Ghoul Troll: CR 6; Large undead (augmented); HD 6d12; hp 54; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +4; Grp +15; Atk +10 melee (1d6+7, claw); Full Atk +10 melee (1d6+7, 2 claws) and +5 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, +2 turn resistance, diet dependant, undead traits; AL CE; SV Fort +5, Ref +6, Will +5; Str 25, Dex 18, Con -, Int 8, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +8; Alertness, Iron Will, Multiattack, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Ghoul Fever (Su): Disease-bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a gravetouched ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Diet Dependant: Gravetouched ghouls are diet dependant (see the Undead Metabolism section in *Libris Mortis*, Chapter 1) upon flesh.

ENCOUNTER 5

Tenvatsys: Ghast Nec9; CR 10; Medium undead; HD 4d12+9d4+3; hp 66; Init +3; Spd 30 ft.; AC 25, touch 14, flat-footed 22; Base Atk +6; Grp +9; Atk +9 melee (1d8+3 plus paralysis, bite); Full Atk +9 melee (1d8+3 plus paralysis, bite) and +7 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance, summon familiar; AL CE; SV Fort +4, Ref +7, Will +12; Str 17, Dex 17, Con -, Int 24, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +10, Concentration +14, Decipher Script +14, Hide +8, Jump +9, Knowledge [arcana] +23, Move Silently +12, Spellcraft +23, Spot +12; Ability Focus [paralysis], Craft Wondrous Item, Improved Paralysis, Multiattack, Point Blank Shot, Scribe Scroll, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Wizard Spells Prepared (5/7/7/6/4/3; save DC 17 + spell level): 0 – daze, detect magic, ray of frost (x2), touch of fatigue; 1st – color spray, fist of stone, lesser orb of cold, magic missile (x2), ray of enfeeblement (x2); 2nd – blindness/deafness, fireburst, glitterdust, invisibility, mirror image, scorching ray (x2); 3rd – cone of cold, dispel magic, fireball, ~~greater mage armor~~, stinking cloud, vampiric touch; 4th – enervation, mass reduce person, orb of force, unluck; 5th – baleful polymorph, reciprocal gyre, waves of fatigue.

Possessions: spellbook, ring of protection +2, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20, headband of intellect +2, belt of many pockets (Complete Arcane), metamagic rod (empower, lesser).

APL 10

ENCOUNTER 4

Gravetouched Ghoul Delver: CR 10; Huge undead (augmented); HD 15d12+3; hp 138; Init +5; Spd 30 ft., burrow 10 ft.; AC 28, touch 11, flat-footed 25; Base Atk +11; Grp +28; Atk +18 melee (1d8+9 plus 2d6 acid, claw); Full Atk +18 melee (1d8+9 plus 2d6 acid, 2 claws); Space/Reach 15 ft./10 ft.; SA Corrosive slime; SQ Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft., +2 turn resistance, diet dependant, undead traits; AL CE; SV Fort +7, Ref +8, Will +13; Str 27, Dex 17, Con -, Int 16, Wis 18, Cha 14.

Skills and Feats: Knowledge [dungeoneering] +15, Knowledge [nature] +5, Listen +22, Move Silently +19, Spot +22, Survival +16 (+18 underground); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Multiattack, Power Attack, Toughness.

Corrosive Slime (Ex): A delver produces a mucus-like slime that contains a highly corrosive substance. The slim is particularly effective against stone.

A delver's mere touch deals 2d6 points of acid damage to organize creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime.

An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 17 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 17 Reflex save.

ENCOUNTER 5

Tenvatsys: Ghast NecII; CR 12; Medium undead; HD 4d12+11d4+3; hp 72; Init +3; Spd 30 ft.; AC 25, touch 14, flat-footed 22; Base Atk +7; Grp +10; Atk +10 melee (1d8+3 plus paralysis, bite); Full Atk +10 melee (1d8+3 plus paralysis, bite) and +8 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance, summon familiar; AL CE; SV Fort +4 (+6), Ref +7 (+9), Will +13 (+15); Str 17, Dex 17, Con -, Int 24, Wis 14, Cha 16.

Skills and Feats: Balance +9, Climb +10, Concentration +16, Decipher Script +16, Hide +10, Jump +9, Knowledge [arcana] +25, Move Silently +14, Spellcraft +25, Spot +12; Ability Focus [paralysis], Craft Wondrous

Item, Improved Paralysis, Multiattack, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghastr's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Wizard Spells Prepared (5/7/7/7/5/4/3; save DC 17 + spell level): 0 – daze, detect magic, ray of frost (x2), touch of fatigue; 1st – color spray, fist of stone, lesser orb of cold, magic missile (x2), ray of enfeeblement (x2); 2nd – blindness/deafness, fireburst, glitterdust, invisibility, mirror image, scorching ray (x2); 3rd – cone of cold, dispel magic (x2), fireball, ~~greater mage armor~~, stinking cloud, vampiric touch; 4th – enervation, mass reduce person, orb of force, unluck, wall of fire; 5th – baleful polymorph, cloudkill, reciprocal gyre, waves of fatigue; 6th – disintegrate, eyebite, quickened scorching ray.

Possessions: spellbook, ring of protection +2, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20, headband of intellect +2, belt of many pockets (Complete Arcane), metamagic rod (empower, lesser), ring of arcane might (Complete Adventurer), cloak of resistance +2.

APL 12

ENCOUNTER 3

Double-Evolved Greater Shadow: CR 10; Medium undead (incorporeal); HD 9d12; hp 81; Init +2; Spd fly 40 ft. (good); AC 18, touch 18, flat-footed 16 (+2 Dex, +6 deflection); Base Atk +4; Grp -; Atk incorporeal touch +6 melee (1d8 Str, touch); Full Atk incorporeal touch +6 melee (1d8 Str, touch); SA Create spawn, strength damage, spell-like abilities; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, fast healing 3 (Ex); AL CE; SV Fort +3, Ref +5, Will +7; Str -, Dex 15, Con -, Int 6, Wis 12, Cha 18.

Skills and Feats: Hide +14*, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack. * Shadows receive a +4 racial bonus to hide checks in shadowy areas. In brightly illuminated areas, they receive a -4 on hide checks.

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow under the control of its killer within 1d4 rounds.

Spell-like Abilities (Sp): 1/day – see invisibility, unholy blight (DC 18). Caster level 9th; save DC is Cha-based.

ENCOUNTER 4

Gravetouched Ghoul Beholder: CR 14; Large undead (augmented); HD 11d12; hp 99; Init +6; Spd 5 ft., fly 20 ft. (good); AC 30, touch 13, flat-footed 26; Base Atk +8; Grp +13; Atk ranged touch +11 ranged (eye rays) and +3 melee (2d4+1, bite); Full Atk ranged touch +11 ranged (eye rays) and +3 melee (2d4+1, bite); Space/Reach 10 ft./5 ft.; SA Eye rays; all-around vision, antimagic cone; SQ Darkvision 60 ft., flight, +2 turn resistance, diet dependant, undead traits; AL CE; SV Fort +5, Ref +7, Will +13; Str 12, Dex 18, Con -, Int 19, Wis 19, Cha 17.

Skills and Feats: Hide +14, Knowledge [arcana] +18, Listen +20, Search +22, Spot +24, Survival +4 (+6 following tracks); Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Multiattack.

Eye Rays (Su): Each of a beholder's ten eye rays resembles a spell cast by a 13th-level caster. Each eye ray has a range of 150 feet and a save DC of 18. The save DCs are Charisma-based. The ten eye rays include:

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition, usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or stand aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray in the same manner as the *charm monster* ray.

Disintegrate: The target must succeed on Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight to break up the opposition.

Finger of Death: The target must succeed on Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone: The target must succeed on Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as decoration.)

Inflict Moderate Wounds: This works like the spell, causing 2d8+10 points of damage (Will half).

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they know that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.

Telekinesis: A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed – even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Ghoul Fever (Su): Disease-bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a gravetouched ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Diet Dependancy: Gravetouched ghouls are diet dependant (see the Undead Metabolism section in *Libris Mortis*, Chapter 1) upon flesh.

ENCOUNTER 5

Tenvatsys: Lich Nec12; CR 14; Medium undead (Augmented); HD 12d12; hp 108; Init +3; Spd 30 ft.; AC 26, touch 15, flat-footed 23; Base Atk +6; Grp +6; Atk touch +6 melee (1d8+5 negative energy plus paralysis, touch); Full Atk touch +6/+1 melee (1d8+5 negative energy plus paralysis, touch); SA Damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL CE; SV Fort +4 (+7), Ref +7 (+10), Will +11 (+14); Str 17, Dex 17, Con -, Int 24 (28), Wis 16, Cha 18.

Skills and Feats: Concentration +15, Decipher Script +17, Hide +8, Knowledge [arcana] +17, Knowledge [religion] +5, Listen +16, Move Silently +8, Search +8, Sense Motive +16, Spellcraft +17, Spot +16; Ability Focus [paralysis], Contagious Paralysis, Craft Wondrous Item, Improved Paralysis, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll.

Touch Attack: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10

+1/2 lich's HD + lich's Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack. The DC for this effect is 20.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. The DC for this effect is 20. The save DC is Charisma-based.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, page 203 of the Player's Handbook). This effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 21 Heal check reveals that the victim is still alive.

Contagious Paralysis (Su): Any creature affected by the lich's paralyzing touch can confer paralysis to other creatures that touch it. Any creature touching a creature that you have paralyzed is immediately affected as if you had delivered a paralyzing attack upon it (using the same save DC to resist).

If a creature successfully saves against your contagious paralysis attack, it can't be affected by your attack for 24 hours.

Wizard Spells Prepared (5/8/7/7/5/6/4; save DC 19 + spell level): 0 – *daze*, *detect magic*, *ray of frost* (x2), *touch of fatigue*; 1st – *color spray*, *fist of stone*, *lesser orb of cold* (x2), *magic missile* (x2), *ray of enfeeblement* (x2); 2nd – *blindness/deafness*, *fireburst*, *glitterdust*, *invisibility*, *mirror image*, *scorching ray* (x2); 3rd – *cone of cold*, *dispel magic* (x2), *fireball*, ~~greater magic armor~~, *stinking cloud*, *vampiric touch*; 4th – *enervation*, *mass reduce person*, *orb of force*, *unluck*, *wall of fire*; 5th – *baleful polymorph*, *cloudkill*, *quicken magic missile* (x2), *reciprocal gyre*, *waves of fatigue*; 6th – *disintegrate*, *eyebite*, *flesh to stone*, *quicken scorching ray*.

Possessions: spellbook, ring of protection +2, pearl of power (1st level spell), planar fork - negative energy plane, planar fork - nine hells, brooch of shielding, potion of resist energy (fire) 20, headband of intellect +4, belt of many pockets (Complete Arcane), metamagic rod (empower, lesser), ring of arcane might (Complete Adventurer), cloak of resistance +3.

DRAFT

APPENDIX TWO – NEW TEMPLATES

GRAVETOUCHED GHOUL

Source: *Libris Mortis*, page 103

Like traditional ghouls, gravetouched ghouls haunt graveyards, battlefields, and other places rich with the carrion for which they hunger. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary.

Ghouls are said to be created upon the death of a living sentient being who savored the taste of the flesh of other sentient creatures. This assertion may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that anyone of exceptional debauchery and wickedness runs the risk of becoming a gravetouched ghoul. The transformation from living beings into fell creatures of the night has warped their minds, making them cunning and feral.

While most humanoids who engage in such activities and return from the grave are mere ghouls (as described in the *Monster Manual*), in rare occasions the creation of a ghouls briefly draws the attention of Doresain, King of the Ghouls. When this happens, the newly formed ghoul does not possess the standard *Monster Manual* statistics for a ghoul, but instead the base creature gains this gravetouched ghoul template. These templated creatures are said to be “touched by the King.” The DM decides when this occurs.

Creating a gravetouched ghoul

“Gravetouched ghoul” is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base creature).

A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Armor Class: The base creature's natural armor bonus improves by 2.

Attack: A gravetouched ghouls retains all the attacks of the base creature and also gains a bite and two claw attacks if it didn't already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bite or weapon as it desires.

Full Attack: A gravetouched ghoul fighting without weapons uses its bite and two claws to attack. If armed with a weapon, it chooses whether to use the weapon or use its natural attacks.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	--
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + ½ the gravetouched ghoul's HD + gravetouched ghoul's Cha modifier unless otherwise noted.

Ghoul Fever (Su): Disease – bite, Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any

other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in respects. A humanoid of 4 HD or higher rises as a ghastr, rather than a ghoul.

Paralysis (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Special Qualities: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex): A gravetouched ghoul has +2 turn resistance.

Diet Dependent: Gravetouched ghouls are diet dependent (see the Undead Metabolism section in Chapter 1) upon flesh.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a gravetouched ghoul has no Constitution score.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Environment: Any, usually same as base creature.

Organization: Solitary, gang (2-4 ghouls plus 1 gravetouched ghoul), or pack (7-12 ghouls plus 1-4 gravetouched ghouls).

Challenge Rating: Same as the base creature +1.

Alignment: Base creature's alignment changes to chaotic evil.

Level Adjustment: Same as base creature +2.

APPENDIX THREE – NEW FEATS

CONTAGIOUS PARALYSIS [MONSTROUS]

Source: *Libris Mortis*, page 25.

Your paralyzing attack is contagious.

Prerequisite: Paralysis as an extraordinary or supernatural ability.

Benefit: Any creature paralyzed by your special attack can confer paralysis to other creatures that touch it. Any creature touching a creature that you have paralyzed is immediately affected as if you had delivered a paralyzing attack upon it (using the same save DC to resist, if allowed).

If a creature successfully saves against your contagious paralysis attack, it can't be affected by your attack for 24 hours.

IMPROVED PARALYSIS [MONSTROUS]

Source: *Libris Mortis*, page 27.

You are better at paralyzing your victims.

Prerequisite: Undead type, paralysis special ability, Ability Focus [paralysis]

Benefits: When your natural attacks threaten to paralyze your foe, add a +4 bonus to the save DC.

APPENDIX FOUR – NEW SPELLS

FIREBURST

Source: *Complete Arcane*, page 107.

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

FIST OF STONE

Source: *Complete Arcane*, page 107.

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat;

see page 304 of *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

GREATER MAGE ARMOR

Source: *Complete Arcane*, page 114.

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

LESSER ORB OF ACID

Source: *Complete Arcane*, page 115.

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

LESSER ORB OF COLD

Source: *Complete Arcane*, page 116.

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

ORB OF FORCE

Source: *Complete Arcane*, page 116.

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

RECIPROCAL GYRE

Source: *Complete Arcane*, page 119.

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

UNLUCK

Source: *Complete Arcane*, page 128.

Divination

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and

saving throws), two separate rolls are made and the worst result applied.

A creature carrying a *stone of good luck* is immune to the effects of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

DRAFT

APPENDIX FIVE – NEW ITEMS

BELT OF MANY POCKETS

Source: *Complete Arcane*, page 147.

This broad belt seems to be nothing more than a well-made article of clothing, but closer examination reveals eight small pouches along its inner front. In fact, a total of sixty-four extradimensional pouches exist in the belt, with seven more “behind” each of the eight readily apparent ones. Each pouch is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds. In addition, if the wearer has a familiar any pouch can hold it no matter what its size or weight. The familiar has no need for food, water, or air while inside the pouch, but any other living creature of suitable size placed within a pocket has enough air or only 1 minute, after which it suffocates.

Anything stored in the belt’s pockets is effectively weightless and doesn’t affect the wearer’s carrying capacity so long as the belt is worn around the waist. If removed, the belt weighs one-tenth of the total weight of all the items stored within it.

While worn around the waist, the belt responds to its wearer’s desire to extract something (by opening the correct pouch) or store something (by opening an empty pouch). Retrieving a specific item from the pouch is a move action, but doesn’t provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *familiar pocket*, *Leomund’s secret chest*, *locate object*; Price 11,000 gp; Weight 1 lb.

GHOST STRIKE

Source: *Libris Mortis*, page 77.

A ghost strike weapon deals damage normally against incorporeal creatures, regardless of its bonus, just as if it were a ghost touch weapon.

In addition, a ghost strike weapon can deliver sneak attacks or critical hits to an incorporeal undead creature as if the creature were not undead.

Only melee weapons can have the ghost strike ability.

Moderate conjuration; CL 11th; Craft Magic Arms and Armor, *ghost touch weapon*, *undead to death*; Price +2 bonus.

NIGHTSTICK

Source: *Libris Mortis*, page 78.

This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day.

Moderate necromancy; CL 10th; Craft Rod, Extra Turning, class ability to turn or rebuke undead; Price 7,500 gp.

NYCOPTIC MANUSCRIPTS

Source: *Libris Mortis*, page 79.

These twin papyrus scrolls are inscribed with ancient tales and cryptic prophecies by an anonymous, almost-certainly insane author. Despite their dubious accuracy, the manuscripts contain many useful descriptions of spells from the school of necromancy, and grant the possessor a +5 competence bonus on any Knowledge (arcana) check she makes that deals with necromantic topics as long as the scrolls are in her possession and the character can take 1d4 to find the proper reference.

Moderate necromancy; CL 10th; Craft Wondrous Item, Knowledge (arcana) 5 ranks; Price 2,500 gp; Weight 2 lb.

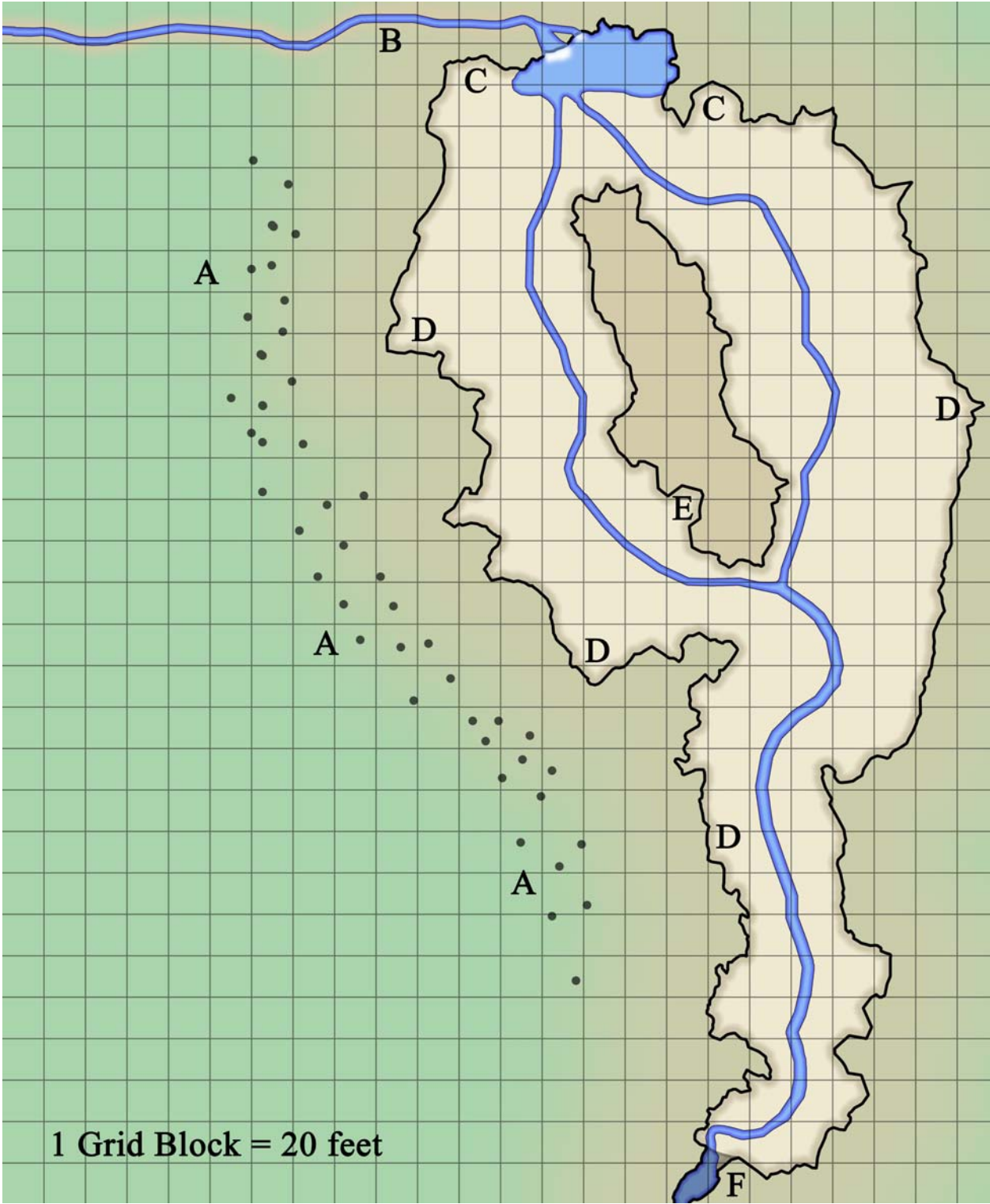
RING OF ARCANES MIGHT

Source: *Complete Arcane*, page 144.

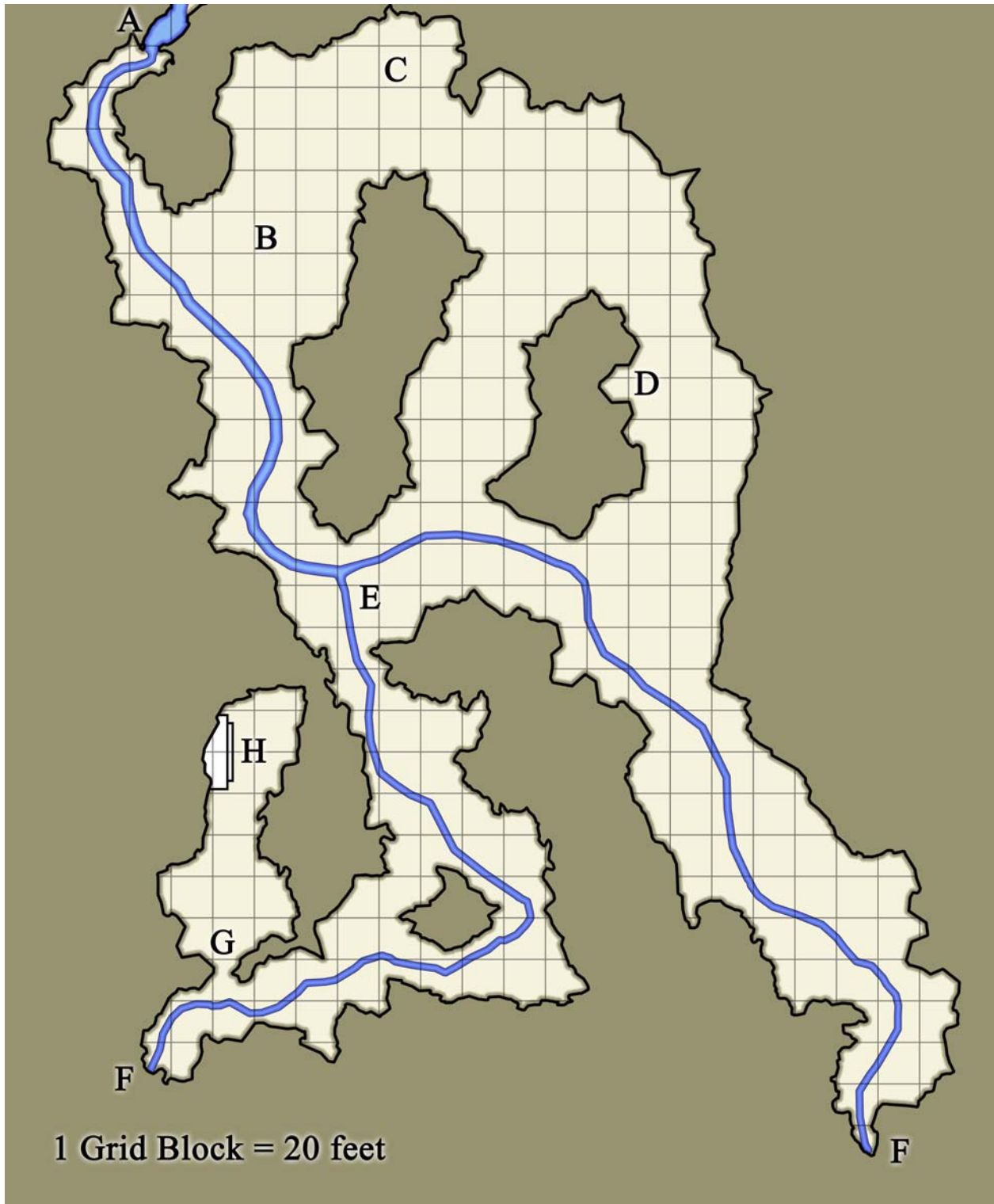
Usually made of bronze, a *ring of arcane might* is forged in the shape of a serpent devouring its own tail. When worn by any arcane spellcaster, the ring provides a +1 bonus to arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of any arcane spell the wearer casts.

Moderate abjuration; CL 8th; Forge Ring, *limited wish*, *greater magic weapon*; Price 20,000 gp.

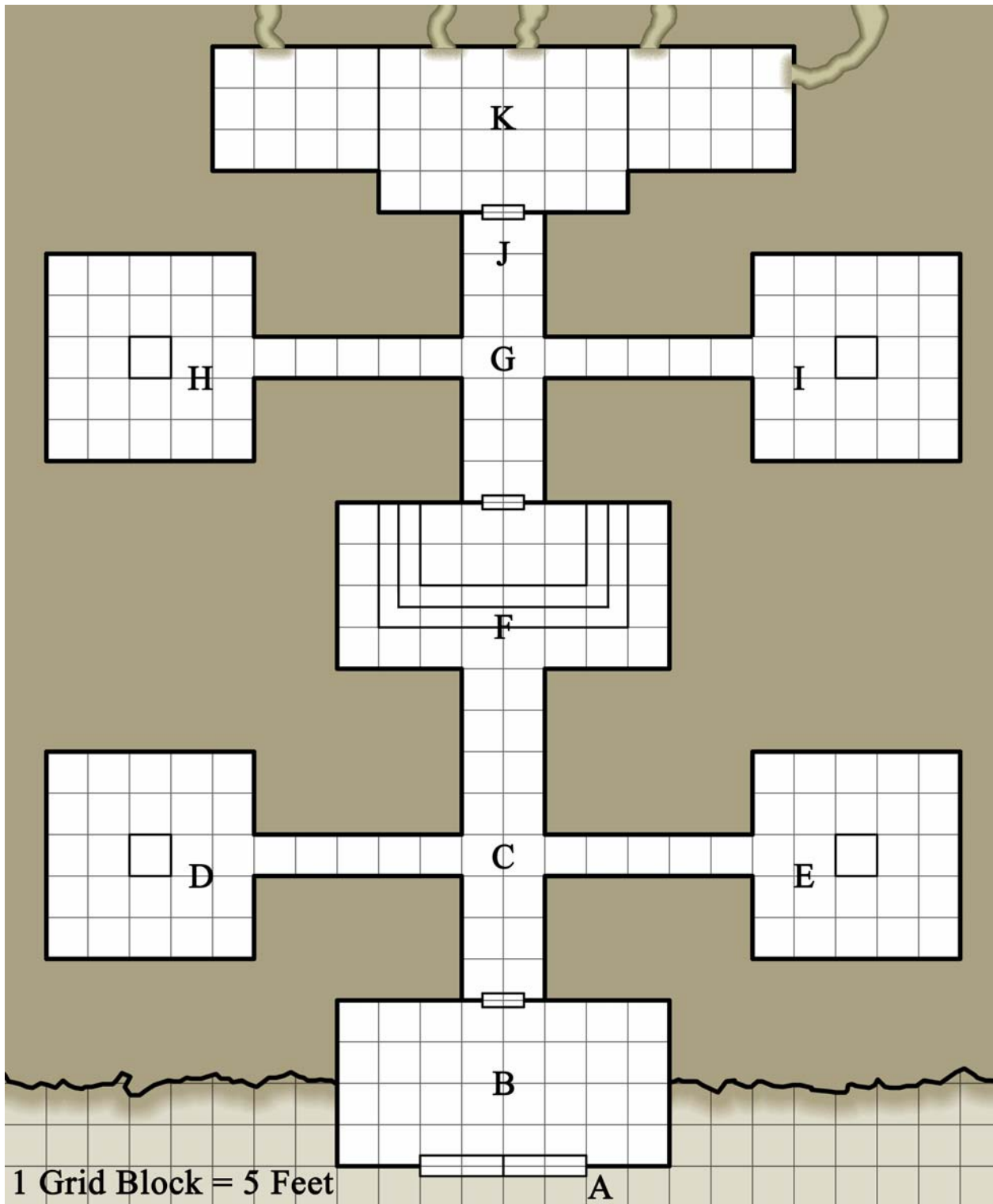
DM AID – MAP #1 – RIFT OF CRAYAS DORN



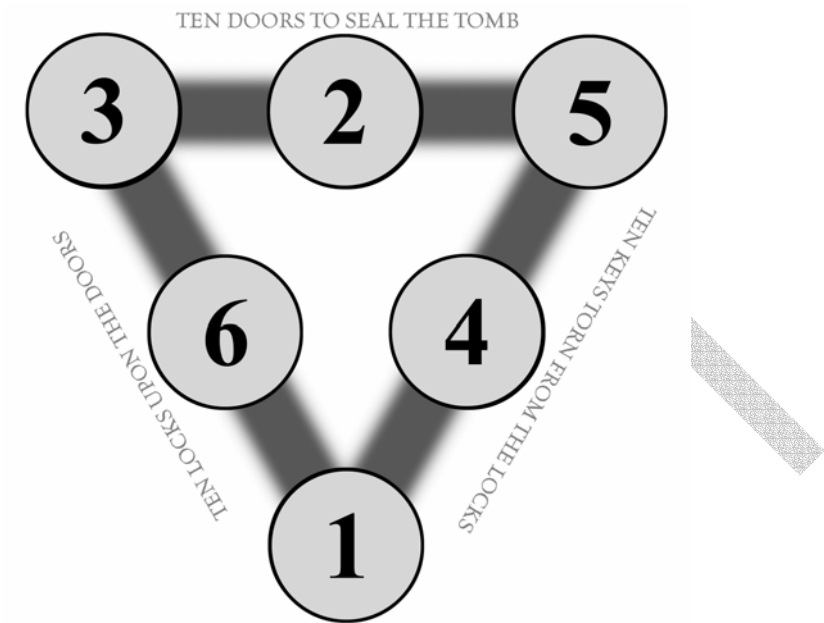
DM AID – MAP #2 – THE CAVERNS



DM AID – MAP #3 – FORGOTTEN CRYPT



DM AID – SOLUTION TO THE FIRST TOMB PUZZLE



There are a number of solutions to this puzzle – the one given is just a single possibility. To be correct, the sum of any three tokens in a row must equal 10.

**PLAYER HANDOUT 1 – PERSONAL LETTER FROM CAINLAN
RASHEDRA**

My dear friend,

I was very much relieved when I heard that you were in Pellak. It happens that I am in need of some trustworthy individuals, and would greatly appreciate it if you could do me a favor. Please assemble a team of adventurers, and meet with me tomorrow morning at the headquarters of the Bissel Free Companies, and I will tell you what I can.

My page will await your answer, and can provide you with directions, if needed. However, I do not expect that you will need them.

I will understand if you cannot meet with me, but I will be greatly disappointed.

Cainlan Rashedra

PLAYER HANDOUT 2 – LETTER FROM BARON RASHEDRA

☞Insert PC name☞,

Based upon the recommendation of your commanding officer, and the convenience of your being in Pellak, you have been selected for a mission of utmost importance.

You are hereby ordered to assemble a team of reliable adventurers, and meet with me tomorrow morning at the headquarters of the Bissel Free Companies for briefing.

My page will await your response, and can provide you with directions, if needed. I will be greatly disappointed if you cannot meet with me.

Baron Cainlan Rashedra

PLAYER HANDOUT 3 – LETTER FROM CAINLAN RASHEDRA

Dear [Insert PC name],

Through word of mouth and a few mutual friends, your name has found its way to me. Based upon such words of praise, and the convenience of your being in Pellak, I would like to request a favor.

Please assemble a team of reliable adventurers, and meet with me tomorrow morning at the headquarters of the Bissel Free Companies, and I will tell you what I can.

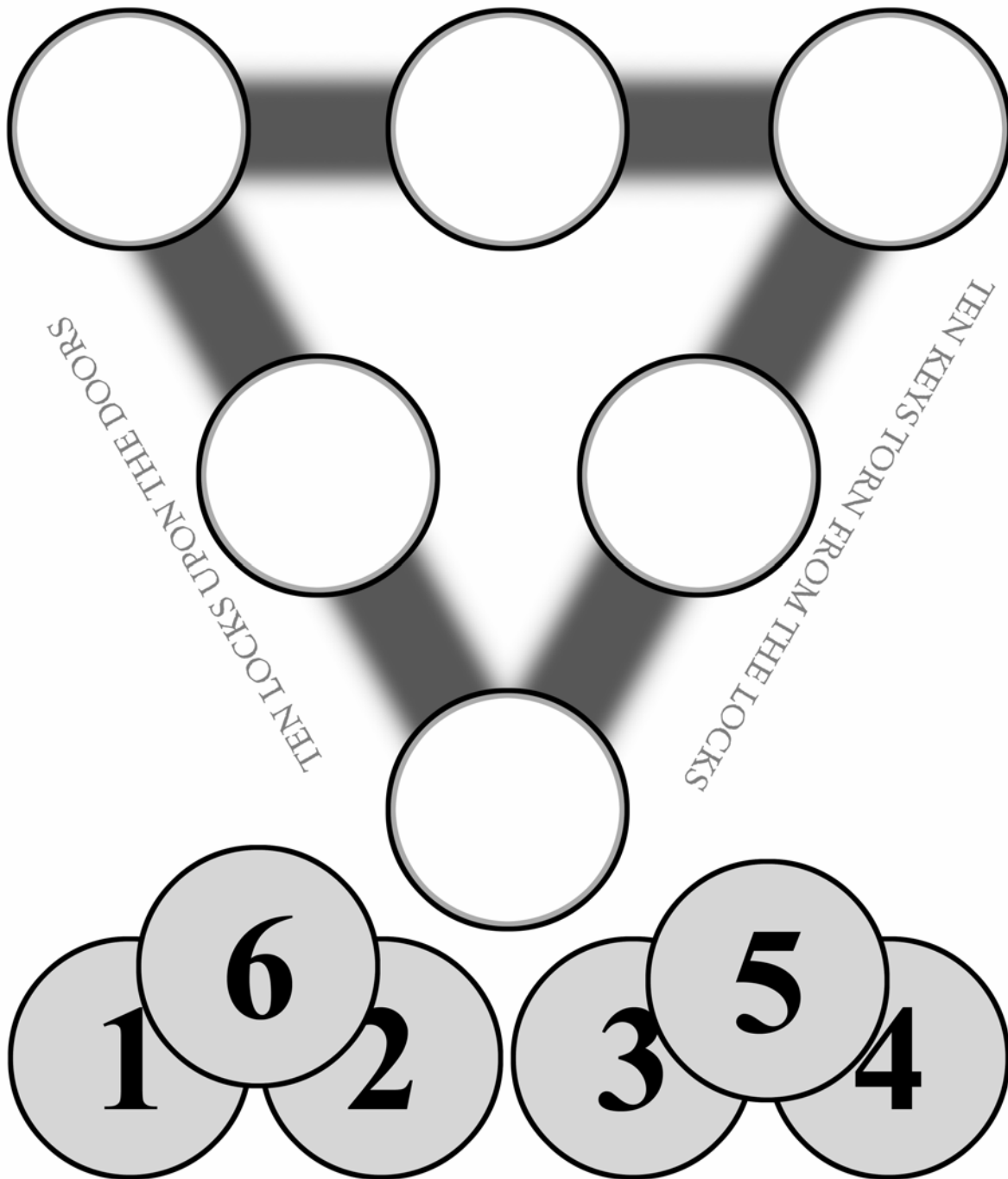
My page will await your response, and can provide you with directions, if needed.

I will understand if you cannot meet with me, but I will be greatly disappointed.

Baron Cainlan Rashedra

PLAYER HANDOUT 4 – FIRST PUZZLE PANEL

TEN DOORS TO SEAL THE TOMB



PLAYER HANDOUT 5 – SECOND PUZZLE PANEL

FIVE LORDS BUILT THE TOMB WHERE EVIL WAS INTERRED

OVFHTES REHECNM EERTRCI HDLOICT GREOSTR

PLAYER HANDOUT 6 – THIRD PUZZLE PANEL

YOU HEARD ME BEFORE,
YET YOU HEAR ME AGAIN.
THEN I DIE,
UNTIL YOU CALL ME ONCE MORE.
WHAT AM I?

PLAYER HANDOUT 7 – FOURTH PUZZLE PANEL

ONE LEVER WILL OPEN THE SEAL. THE OTHER WILL BRING
YOU RUIN.

LEFT LEVER

WOE WILL COME TO HE
WHO PULLS THIS LEVER.

RIGHT LEVER

ONE OF THESE
INSCRIPTIONS IS TRUE,
AND ONE IS FALSE.

BIS5-03 TRIALS AND TRIUMPHS - CRITICAL EVENTS SUMMARY

- 1) What questions did the PCs ask about the weapon?

- 2) Did the PCs adequately defend the researchers and the weapon? What special precautions did they take, if any?

- 3) Was Tenvatsys defeated?

- 4) Was the weapon successfully tested?

If you run this event in June or July of 2005, please e-mail the results from this sheet to a member of the Bissel Triad by August 1st, 2005, or have the Senior DM of your event do so.