

COR3-10



SEPULCHER OF THE WIZARD KING

A TWO-ROUND D&D[®] LIVING GREYHAWK[™]
CORE ADVENTURE

Version 1.0

Rounds 1 and 2

by Jason Bulmahn

Editing by Chris Lindsay and Stephen Radney-MacFarland

Deep in the lands of the Old One is a tomb long forgotten. Sealed deep inside a labyrinth, behind powerful wards and terrible guardians, waits a guide to defeating the hordes of ether creatures infesting Tenh. Deep within the dungeon is part of the most powerful mage ever to walk the face of Oerth. A 2 round event, part 4 of the Ether Threat story Arc. An adventure for characters levels 6 – 12.

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

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

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

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

	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

average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard two-round Core adventure, set in the far northern reaches. All characters pay two Time Units per round to participate in this event. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

This adventure takes place directly after the events from *Return to the Isles of Woe*. As such, the PCs have just finished exploring an ancient island that was beneath the waves of the Nyr Dyv for thousands of years. The isle was an ancient outpost of the mage priests that dominated this area in the earliest records of prehistory. Although the events that occurred on the isle are important to this story, only the most relevant facts are presented here.

Previous adventures in this story arc have been looking for a means to put an end to the horrible ether creatures that have recently appeared, and are infesting the war torn Duchy of Tenh. After rescuing some refugees from Tenh, the ramblings of a crazed elder led the PCs to explore this isle as it might hold the key to pushing back the tide of ether creatures.

Exploration of the island went well and the heroes learned many things, not the least of which was that the leader of the Isles, a man by the name of Yagrax, was instrumental in banishing the ether creatures eons ago. However, after the conflict, Yagrax went insane and had to be put to the sword by his own followers. However, his power was too great and even death could not stop him, the pieces always sought to reform. In the end, they had to be locked away, and most importantly his hands were sealed in a dungeon far to the north.

The blade used to kill the powerful mage priest was entombed on the isle that the PCs explored, and in the end, they recovered it. This blade now resides in the PCs possession (as noted below) and is guiding them to the north, to a long forgotten tomb where Yagrax's hands are buried.

When the tomb was sealed and the hands buried forever, most of the workers and a few younger mage priests were sealed inside as well to prevent the knowledge of the place from spreading. Trapped within the tomb, these few smiths, miners, and mage priests would not give into death. Instead they constructed for themselves bodies made of silver and iron so that they might guard the tomb eternally, becoming Undying Ones. Throughout the centuries they have worked, carving out living spaces, workshops and other necessities but always watchful for any intruders.

Two hundred years ago, a mild earthquake disrupted the tomb and sealed off a portion of it. The workers built new tunnels so that anyone who wished to get to the hands would now have to go through their community. This disruption had another effect as well. Some of the lesser wards containing the hands failed and their madness began to seep out like an ever-growing darkness. Although most of the guardians were resilient to these effects, some were driven mad and now wander the complex with no apparent purpose, attacking any that draw near. Behind all the traps, guardians, and wards, wait a pair of withered hands, crawling about in an eternal darkness.

ADVENTURE SUMMARY

Play begins with the PCs aboard the Brightspray, having just finished their exploration of one of the fabled Isles of Woe. One of the characters is holding Malthindor, Oblivion's Blade and it is urging them to the north. After a brief discussion with the captain, he turns the boat and sets sail for the Shield Lands.

Arriving in Critwall, the PCs are immediately greeted by Motair Castock, an actor pretending to be a scholar. Motair has been asked to offer the PCs assistance by means of travel to the far north, where their destination lies. If they accept, Motair meets them just outside the city and the entire group is *teleported* to the far northern reaches of the Flanaess, within a day's march of their destination. Those that do not take his offer have a long journey in front of them, but one that is strangely without peril from the forces of Iuz.

Arriving at the entrance to the dungeon, the PCs must use Malthindor to open the doors. Beyond they face a number of traps and guardians blocking their path to Yagrax's hands. Not far inside the dungeon, the party runs into the collapsed area, with no choice left but to take a side tunnel down into the depths. It is also obvious to them that these tunnels are more recent than the dungeon above.

Now deep beneath the earth, the PCs run into an insane guardian who they must defeat, one of the Undying Ones. They can also explore his abode and discover a few lost treasures.

Shortly thereafter, the heroes come upon the entire community of Undying Ones. Although free to fight them all, the PCs would be best served by negotiating with the guardians, who will do no harm to them so long as they do not try to continue. The guardians have strict rules that only the Mage Priests are allowed to go further. Clever PCs learn that they can initiate themselves as mage priests if they can survive the test.

Beyond the community of guardians, the heroes must deal with a number of wicked traps and more than a few insane guardians who are now in the service of the hands. Past these final obstacles waits the withered pair of hands, crawling about and looking for freedom. Gathering up the evil things, the PCs can make for the surface and their waiting scholar, Motair. The hands always crawl to the southeast, back toward Tenh. It is then that Motair reveals to them the secret of the hands, and the only thing powerful enough to call to them.

INTRODUCTION

Before play begins, it is important to note a few things. First, it should be stressed that the players of this event should have played the previous events in this series; preferable with the same character they are planning to play in this event. The events of this plot arc include "*Escape from Tenh*," "*Into the Dying Lands*," and "*Return to the Isles*," as well as "*Isle of Woe, homeplay*" as a prequel event. Of most importance however is the event "*Return to the Isles*," as this adventure picks up from the moment that one left off.

In addition to this, before play begins, it should be determined if any of the PCs possess Malthindor, Oblivions Blade. If more than one PC possesses the blade, only one may have it with them during this event. If no PC possesses the blade, refer to Appendix 2: The Oblivion Blade for further information. Once it has been determined who has the blade, begin with the introduction below.

Read or paraphrase the following when ready to begin.

“Well, if the blade points north, then north we shall sail.” Captain Jerandon moves off shouting orders to the rest of the crew, changing course to the north.

The past few days have gone by in a blur. From the visions of an ancient seer your hearty group boarded the Brightspray, captained by Jerandon. That same day you set out for the Isles of Woe, hoping to find some weapon to halt the hordes of ether creatures infesting Tenh. After exploring the Isle, your group indeed found a weapon, a blade of utter blackness.

But what could one weapon do against thousands of horrible creatures capable of traveling the planes and devouring the very land itself. Although that answer has not made itself clear, one fact has surfaced. Anyone holding the blade feels an inexorable pull to the north, toward the lands of the Old One.

Captain Jerandon has graciously offered to take you at least part of the way, to the northern shores of the Nyr Dyv. He says you should reach Critwall in just a few days.

At this point in time, allow the PCs to introduce themselves to one another, as they have had plenty of time to become familiar. The events described above began at the end of “Into the Dying Lands” and took place throughout “Return to the Isles”. A complete summary of these events is not necessary to fully enjoy this event. The key points are summarized above. The blade is supposedly one step in finding a way to stop the ether creatures, and that it points to the north. Nothing more is known where this pull might lead.

Once the players have had a chance to introduce themselves to one another read or paraphrase the following.

The next few days pass with periods of intense boredom and worried anticipation. The blade’s pull is still to the north and is still quite strong. Captain Jerandon has agreed to take all of you only so far as the port city of Critwall, in the Shield Lands. Hope is with you that the destination is not far from here but in your heart that does not feel like the truth. Jerandon knows little of your journey, but he obviously senses its importance as he has refused any form of payment, speaking only of his “civic duty to help good folk such as yerself.”

Steering far clear of the occupied island of Admundfort, Jerandon soon puts into the port of Critwall. The city is quite busy this time of year, both inside the walls and in tent town. Walking down the plank of the Brightspray, captain Jerandon wishes you all the best of luck on your journey. Heartily he hopes that all of you might gather once again under more leisurely circumstances for a pint or three.

Standing at the end of the dock is a man dressed in the robes of a scholar, and he appears to be waiting for you.

At this point in time, proceed to *Encounter 1: An Old Friend*.

ENCOUNTER 1: AN OLD FRIEND

At the beginning of this encounter, ask each player if his or her character participated in the core event “Into the Dying Lands.” For those that did play the event, ask them if they helped the scholar Motair Castock by retrieving a specimen of an ether creature for his master. Make sure to note the answers of each player.

For those that played the event with their current PC, they immediately recognize the scholar from that event. So long as one of the players participated in that event read or paraphrase the following to them.

Standing at the end of the dock is Motair Castock, a scholar that you met in Greyhawk not so long ago. If memory serves, he asked you to retrieve an ether creature for him or rather for his master. How he knew to meet you here is anyone’s guess.

Continue with the following text to all the PCs whether or not they played “Into the Dying Lands.”

Striding up the dock to meet you, the scholar stops to greet you. “Hail and well met friends! I have been sent here to greet you and have a few words. If you can spare a moment or two, I have an offer that might be most appealing to you.” The scholar is an oeridian man in the middle years of his life, with calm features and a disarming smile.

Motair waits for an answer from the PCs before continuing. The PCs may not have the best opinion of Motair, as he gave them very little information in the previous event. They may even flat-out refuse. If this is the case, proceed to *Travel by Land* later in this encounter.

The PCs may wish to know more about this scholar before proceeding, in which case, feel free to give them some of the basic information outlined below. Assuming the PCs agree to at least listen to him, read or paraphrase the following.

“Excellent,” the scholar continues, “perhaps we should find a place more comfortable where we might speak privately.” With that, the scholar makes his way down the dock, looking back to make sure you are in tow.

Motair leads the party to a small tavern near the low end called The Frothy Mug. Once there, he gets a table in the back that is in relative seclusion from the other patrons, and orders a drink for each PC (their choice of ale, water, or wine). The other patrons of the tavern are all workers and locals, most of who are a bit surly, but if left alone, they do not bother the PCs. After paying for the drinks, Motair begins to tell them of his offer.

Handing each of you your drinks, the scholar takes a seat and begins to speak in a low voice. "I am glad that you decided to hear out my master's offer. My name is Motair Castock, servant of Alix, and a scholar of some skill and impeccable reputation. My master sent me here to speak with you about your journey and to make you an offer. The road before you is a long one and my master would like to see it shortened significantly. His offer is one of simple transportation and since your goals and his are aligned, there is no cost to this offer."

Motair is offering to *teleport* the PCs to their destination far to the north. In reality, Motair is not a scholar at all, but rather a veteran actor. Months ago, Motair met an old man going by the name of Alix. Alix hired Motair to be his representative in dealing with the PCs. His first contact with them was during "Into the Dying Lands" where he asked the PCs to retrieve an ether creature for Alix. That task done, Motair was paid rather handsomely. Everything returned to normal for Motair after that until four days ago when Alix contacted Motair again. Told of the task, Motair was *teleported* to Critwall this morning and told to meet the Brightspray and the PCs down by the docks.

No doubt the PCs have some questions for Motair concerning this task, what Motair knows about it is summed up below.

- Motair's master, Alix, is offering to *teleport* the PCs along with all of their gear to the far north, the destination of their "calling." Motair does not know what this means nor does he know where this is, but his master does.
- Motair's master also told him a small bit about the PCs destination. A dungeon of some sort that is said to contain a pair of ancient withered hands. These hands are said to be very important and dangerous and are in some way connected to the ether creatures. Motair knows nothing more about them.
- Motair has no idea how his master knows what he does. If asked, he merely replies, "My master knows many things." If further pressed he says that his master is a high-ranking member of the Greyhawk Wizards guild and that he can say no more.
- If the PCs agree, he tells them that they can spend the day preparing and should meet him just outside the city gates the next morning. They should not bother bringing any mounts or other beasts, as his master will only send the PCs (and their familiars if applicable).
- If the PCs refuse the offer, Motair begs them to reconsider, telling them the following, "My master tells me that the journey may take a fortnight by conventional means and that the importance of your journey cannot wait that long." This is indeed what Alix told Motair to say and nothing more. PCs that make a successful Knowledge (geography) check (DC 15) realize that this would mean that the journey's end is somewhere to the far north, through Iuz's lands and

into the wilds beyond. If they still refuse, Motair looks disappointed, finishes his drink and leaves. Proceed to *Travel by Land* below.

- Alix demands no payment for this service in any way. He says that since they share the same goal, money is of little importance. Once again, he has little idea what this means, but the master seems to think it important.

The PCs may have discovered that Motair is an actor in the previous event or may discover it now (only through magic, as Motair is too good of an actor to let on). If this is the case, Motair can tell them the following.

- The master is some old man only going by the name of Alix. Motair has no idea whether or not this Alix is actually a wizard at all.
- He has paid Motair 500gp just to offer the PCs this service.
- Motair is actually an actor, although skilled, he is now getting on in years and the roles are harder and harder to find.
- Alix has given no indication that he intends to harm the PCs or fail to deliver them safely to their destination.
- Motair usually works out of the City of Greyhawk and he was there only last night. Motair does not know how he got to Critwall. After he agreed to perform this task he was left to his own devices until this morning when he awoke here in Critwall with a note telling him where to look for the PCs. He has since lost the note (in reality it simply disappeared).
- Motair was told that if the PCs agreed, he would be required to meet them in the morning to see them off and then would be sent home.
- Although it may not be readily apparent to the PCs, should they bother to check, Motair does not radiate evil nor does he appear to have any magic about his person. There is an aura of divination in the air of the tavern (faint strength). The reason for this magic is beyond the scope of this adventure.

Once the PCs are done speaking with Motair, he stands up, thanks them for their time and leaves. From there he returns to his room at a local inn and does not leave until the morning.

Refer to *Around Critwall* below for information about the city. If the PCs have agreed to Motair's offer continue with *Travel by Magic* below, when the PCs go to meet him in the morning. If the PCs refused Motair's offer, continue with *Travel by Land* for information about their journey to the north.

☛ **Motair Castock:** Male half-elf Exp3/Brd1; hp 22; see Appendix 1: NPCs.

Roleplaying Notes: Motair's current persona is aloof and aged, a stuffy scholar through and through. In reality, Motair is an outgoing and boisterous man, willing to spend all night singing, acting, and drinking to earn his

bed. Once very handsome, age has now caught up with him, to the detriment of his trade.

Around Critwall

No matter what the PCs choice is concerning Motair's offer, they have some time around Critwall before moving on.

Visitors to Critwall find it a very different place than in previous years. Once a prosperous stop on three major trade roads, the city was surprisingly clean and reasonably safe. It is now vastly overpopulated and still suffering from the neglect and abuse it suffered under Iuz's rule. Since its reclamation in 588 CY the City's pre-war population has increased to nearly half again as many inhabitants reaching a staggering 16,000 plus citizens in a city that was beginning to feel too small at 12,000. As a walled city, the overflow had no choice but to burst free from the walls and spill forth into the surrounding area. Tent Town now houses, if such living conditions can be called that, the remainder of the population. Efforts are being made to reduce the population by reclaiming the manors and villages on recovered land, but the process is agonizingly slow as even "free" lands hide dangers left behind by Iuz.

Most of the buildings within Critwall have at most two or three stories and usually a cellar. Buildings, as in most cities, are built close together with narrow alleys between. The streets are for the most part cobbled with stones from a nearby quarry and tend to range from barely wider than an alley to broad enough for two laden carts to pass abreast. With most of the buildings limited to a few stories, they seem to loom over the streets far less than other cities. This gives Critwall (at least in some areas) an open feeling, aside from the overcrowding, that is.

While plumbing does not exist, the city is built upon a series of sewers and residents often have outhouses that deposit into them. Otherwise, residents must empty bedpans into the sewers by hand. The presence of the sewers helps reduce the typical city stench as the contents of the sewers are carried away with each rain. Unfortunately, the sewers eventually drain into the Veng, making the river below Critwall somewhat murky and unclean. For more information on the city of Critwall, see *Appendix 5: Critwall, Bastion of Hope*.

PCs wishing to make a few last minute purchases on their journey can find any item normally available from in the *Player's Handbook* as well as any item to which they have access.

Travel by Magic

If the PCs have agreed to Motair's offer, they can meet him the next morning outside the city gate. Motair is waiting for them when they arrive. He asks if they are prepared to leave, and upon receiving a positive response, leads them to a small grove sheltered from prying eyes, not to far away. Read or paraphrase the following.

Motair looks prepared for travel as he greets you just outside of the gates of Critwall. Not soon after, he leads you away from

the city toward a small grove of trees not far from the road. Aside from a few farmers nearby, the place appears deserted.

Motair walks up to the grove. "My master said that we would find our transportation here. There should be a circle of green stones nearby."

Some of the players are no doubt be expecting an ambush of some sort, but this is not the case. Motair's offer is genuine. Located just inside the groves is a circle of smooth green stones that looks as if they have been placed here rather recently. There is no one else within the grove.

The circle of stones is 10 feet in diameter and contains an active *teleportation circle*. This magic was cast only minutes before the PCs arrival and is active for another three hours. If the PCs do not step into the circle during this time, the magic fades and the PCs are left with no means of travel aside from the road. If this is the case, Motair returns to the city, disappointed in the PCs. Refer to *Travel by Land* below for information concerning the overland journey. Motair's secretive employer created the circle and he has since left the scene. No sign of him remains here. A *detect magic* cast here reveals a faint aura of Divination magic and a strong aura of Transmutation magic.

PCs that step into the circle are instantly teleported to a spot only one mile from their destination. This spot is in the farthest north reaches of Iuz's domain. Read or paraphrase the following to all PCs that step into the circle.

Stepping into the circle of stones is akin to stepping into an open well. There is no ground before you and suddenly you are falling. Thousands of images fly past at blurring speed, most of which are completely unintelligible. All are a blur but one, a tower of green stone standing in the middle of a barren desert. Suddenly the sensation passes, and fades into bleak dead land, with no movement to be seen or sounds to be heard. Off in the distance is a tumble of broken stone forming jagged hills.

Motair does not step into the circle with the PCs unless forced to. If forced to, he immediately falls unconscious on the other side and cannot be awoken under any means that the PCs possess. There is no apparent cause for this unconsciousness and it lasts until much later in this event (as noted in *Encounter 6*).

Once all the PCs have stepped through the circle, proceed to *Encounter 2: The Gate*.

Travel by Land

If the PCs reject Motair's offer and instead decide to travel by land, they have a long journey in front of them. It takes roughly two weeks on horseback to make the journey, twice that on foot. In addition to the time required, the journey is also along the edge of Iuz's empire. They can set out on this journey whenever they are ready. When they do so, read or paraphrase the following.

Leaving the city of Critwall behind and using the sword as a guide, the days roll by with no end of the journey in sight. Fertile farmlands quickly change into barren scrubland as you journey deeper into the kingdom north of the Shield Lands, the Kingdom of Iuz.

Walking along the border between the vile lands and the Bandit Kingdoms, there is an ever tense brooding here as if the landscape itself were watching you. Although the threat of danger is ever present, none presents itself as the days turn into a week. The few times you have seen patrols; they seem to steer clear of you, none approaching to within a mile of you. Some seem to head straight toward your band, only to reverse direction and head away. Fortunately, the path of the blade does not pass anywhere near any major cities in his dread domain.

After two weeks, the patrols have all but ceased. None have been spotted in over two days. The weather has grown cold here this far north; indeed you must be approaching the Icy Sea. The land has become a dead wasteland, nothing moves and no sounds can be heard. Off in the distance is a tumble of broken stone forming jagged hills.

The PCs face no adversary for the entirety of their journey. Even if they go looking for a fight, none presents itself, not even wild animals. The reasons for this are not important to this adventure but should be an oddity in the PCs' minds.

Once the PCs have arrived in the far north, proceed to *Encounter 2: The Gate*.

Motair

If the PCs leave Critwall via the *teleportation circle*, Motair remains in Critwall for a short period of time before being taken to the north on his next job. If the PCs leave Critwall via land, Motair remains in the city for only one night, spending all of his time in the inn. The next day he is *teleported* back to Greyhawk where he resumes his normal life until the PCs complete their mission to the north at which time he is *teleported* there. The PCs have no chance of seeing who *teleports* Motair, as he appears to cast the spell himself. In either case, see *Encounter 6* for further information.

ENCOUNTER 2: THE GATE

Upon arriving in the northern wastes, the pull of the Oblivion Blade becomes even stronger. When ready to continue, read or paraphrase the following.

Standing in the middle of the cold dead lands the pull of the Oblivion Blade grows ever stronger. Still it pulls to the north, with an amazing urgency. Ahead in that very direction, the broken hills loom in a freezing gray mist.

The pull of the blade leads directly to the broken hills ahead. As the PCs approach, it becomes ever stronger, eventually requiring both hands to keep hold of it. If dropped, it simply falls to the ground, pointing in the direction they must travel.

After only half a mile, the PCs fully enter the broken hills and travel becomes very slow. Another half a mile in is the destination that the sword has been drawing them to, a large crevasse. As mentioned above, nothing lives in this place aside from a slimy white moss that makes the rocks slick. The only noise to be heard is a quiet whistling of the wind, even though the air is perfectly still and laden with a heavy cold fog. Upon approaching the crevasse, read or paraphrase the following.

After an hour of treacherous travel over broken slimy stones, the pull of the blade suddenly changes direction. Instead of pulling to the north, it now pulls down, toward a wide fog filled crevasse whose bottom you cannot see. The sides of the crevasse seem quite steep and covered in slick frost but the pull of the blade is incessant.

The crevasse is over 150 feet long, 40 feet wide, and about 30 feet deep. Climbing down requires a successful Climb skill check (DC 20). If the PCs have a rope, they can tie one off on the rocks with a successful Use Rope check (DC 15). This check is automatically successful if the party possesses a grappling hook. If the PCs succeed at tying off a rope, the DC to climb down the crevasse decreases to 10. If the PCs fail at tying off the rope the first PC who tries it, falls almost immediately. Remember that for each successful Climb check the PC can move up to half their normal speed down the wall of the crevasse. PCs that fall take 1d6 points of damage for every ten feet that they fall. On the floor of the crevasse, on the northern wall is a great stone door that leads into the dungeon. When the PCs reach the bottom of the crevasse, read or paraphrase the following.

Nearing the bottom of the crevasse, the fog thins considerably revealing a ten-foot tall stone door along the northern wall. Covering the door from top to bottom is a stone carving of a great open palmed hand. It protrudes well over two feet from the door. In the center of the palm is a hole, no larger than the width of a sword blade.

The great stone door can only be opened by someone possessing Malthindor, Oblivion's Blade. Opening the door is a two-stage process and if not done correctly, sets off a trap as noted below.

The Door - Part One

When the PCs first approach the door, anyone checking for traps do not find any. However, checking for magic reveals moderate Transmutation magic as well as moderate Evocation magic and faint aura of Abjuration magic as well. The DC to determine these auras is 20. A successful Search check (DC 25) reveals a very fine crack that runs down the center of the hand (this is the seal by which the door opens). Although any longsword may fit into the hole in the palm, only Malthindor has any effect. Once the blade of Malthindor is inserted, read or paraphrase the following.

The dark black blade slowly slides into place, only stopping once the crosspiece touches the palm of the hand. Almost at once, two holes open up on either side of the blade roughly two feet apart and five feet above the ground. Each hole is round and roughly six inches in diameter. Both are entirely black, revealing nothing of within.

Inserting the blade and revealing these holes is only the first part of opening the door. The second part is far more difficult and linked to a trap.

The Door - Part Two

The two holes on either side of the blade are eighteen inches deep and end rather abruptly. At the end of each hole is a stone sphere with the imprint of a hand on it. The right hole contains a right hand and the left hole contains a left hand. The result of this is that a medium-size creature could easily stand next to the hand and insert their arms into the holes and put both of their hands onto the imprints on the spheres at the back of the holes.

The holes themselves are magically dark via a *deeper darkness* spell cast by a 20th level caster. Anyone checking the holes for traps without first dispelling the darkness has a circumstance penalty of -10 applied to their checks. If checked for magic, the door and holes still radiate the same magic mentioned above.

The PCs may be quite hesitant to put their arms within the holes, but nothing happens until a single PC puts both arms in the holes and grasps the spheres. Although it is certainly possible for two PCs to put one arm in each hole, that does not trigger the next phase of the door. As soon as one PC puts both arms in the holes and grasps the spheres within, pull that player aside and read or paraphrase the following to them.

Placing both hands onto the spheres inside the holes, your arms are suddenly grabbed by stone hands inside, holding you with a grip like iron. Suddenly, a voice reverberates inside your head saying the following over and over again.

Cursed hands do cursed deeds but those with wisdom can open the way.

The dexter of commitment.

The sinister of direction.

The dexter of strength.

The sinister of weakness.

The dexter of center.

Follow them and open the way long forgotten, stray and join the long deceased.

As the voice continues over and over you notice that it seems as if the tips of each finger can be depressed not unlike a switch.

Trap: The riddle presented above refers to the order in which the switches must be depressed to open the door and free the PC. Failure to follow this order triggers the trap below.

The term dexter refers to the right hand, while sinister refers to the left. PCs that are particularly

stumped on this portion can attempt an Intelligence check (DC 15) to have this part revealed to them.

The second part of each verse refers to a particular finger on the hand. In order, starting with the thumb and moving outward is the pointer finger, middle finger, ring finger and pinky. The finger of commitment is the ring finger, while the finger of direction is the pointer. The finger of strength is the thumb. Finally the finger of weakness is the pinky and the finger of center is of course the middle finger.

So, in order, the combination to open up the stone door leading into the tomb is as follows:

1. The right hand, ring finger
2. The left hand, pointer finger
3. The right hand, thumb
4. The left hand, pinky finger
5. The right hand, middle finger

The moment an incorrect switch is pressed, the large stone hand on the door begins to move, crushing the PC with the correct finger that they should have used. Although the large stone hand is a right hand, it gives no real indication of which hand is to be used, just the correct finger. After crushing the PC for a moment, the large stone finger returns to its original position and the PC is released.

PCs may attempt to break free of the door and the stone hands holding them fast inside the holes. This requires a successful Strength check (DC 26) to accomplish and may be assisted by other party members (who pull on the PC). Each attempt to break free causes the PC to suffer 1d6 points of damage from the stone hands inside. A *stone shape* spell allows the PC to be free but does not otherwise affect the door. The only other way to be free of the door is to attempt to solve the riddle, as the PC is released if they are successful or not.

APL 6 (EL 4)

Crushing Finger Trap: CR 4; magical device; touch trigger; automatic reset; +15 melee (4d6); Search (DC 20); Disable Device (DC 28).

APL 8 (EL 6)

Crushing Finger Trap: CR 6; magical device; touch trigger; automatic reset; +15 melee (6d6); Search (DC 20); Disable Device (DC 28).

APL 10 (EL 8)

Crushing Finger Trap: CR 8; magical device; touch trigger; automatic reset; +20 melee (8d6); Search (DC 20); Disable Device (DC 28).

APL 12 (EL 10)

Crushing Finger Trap: CR 10; magical device; touch trigger; automatic reset; +20 melee (10d6); Search (DC 20); Disable Device (DC 28).

☞ **Stone Door of the Hand:** 4 ft. thick; hardness 8; hp 720; AC 5; Break DC 40.

Note that the trap cannot be disarmed while a PC's arms are trapped inside. Also remember that any attempt to Search or Disable the trap suffers a –10 circumstance penalty while the *deeper darkness* is still in place, and those PCs also cannot gain any bonus from items or abilities that rely upon sight while the *darkness* is still in place.

Attempting to bypass the door is a far more daunting task. The entire area has been protected from *stone shape* or other such abilities by a series of *walls of force* installed just a foot below the surface of the stone. There are six such walls and all are permanent, created by a 20th level caster. If brought down, the walls restore themselves after one hour.

Assuming the door is opened properly, a seal reveals itself down the middle of the door, as the door swings outward. The PC whose arms were trapped is released and Malthindor, Oblivion's Blade hovers in the air for a moment as the doors swing away and then falls to the floor.

After passing the door, proceed to *Encounter 3: The Outer Halls*.

Encounter 3: The Outer Halls

Upon passing through the gate, read or paraphrase the following.

The great stone doors slowly swing open revealing a long corridor that goes off into darkness. The walls of the place are made of a heavy gray stone with a band of green stone running down either side at waist height. The band is decorated with an unending row of hands, palm out, alternating between left and right hands. The floor is made of a polished green stone and is covered in a thick layer of dust. No noise can be heard and the only smell is that of stale vapors that have not been stirred in hundreds, if thousands, of years.

This passageway leads into the outer halls of the dungeon of Yagrax's hands. Although the PCs might not realize it yet, gaining possession of the hands is their ultimate goal here. There are a number of features common throughout the outer halls. These features are summarized below.

- Dimensional magic does not function within the dungeon. To this end, the following spells do not work within the dungeon: *astral projection*, *blink*, *dimension door*, *Drawmij's instant summons*, *ethereal jaunt*, *etherealness*, *gate*, *Leomund's secret chest*, *planar ally*, *plane shift*, *refuge*, *rope trick*, *summon monster*, *summon nature's ally*, *teleport*, and *word of recall*. This list is not meant to be all-inclusive, as certainly lesser and greater versions of the spells listed do not function as well. In the end, all spells that cross-planar boundaries or involve teleportation do not function. The DM has final adjudication over what spells are affected.

- The above mentioned prohibition affects items as well, including *bags of holding*, *bags of tricks*, *helm of teleportation*, *horn of Valhalla*, *portable hole*, *quiver of Ehlonna*, *ring gates*, or any other item that produces one of the effects above (such as scrolls, potions or wands). No such items work while inside the dungeon and any items within extra dimensional spaces cannot be accessed.
- Due to the protections above, this area of the dungeon radiates moderate abjuration magic if detected. This may mask any lesser adjuration magics present in the area. In addition to this radiation, the entire dungeon detects as faint evil if detected for due to the proximity to the hands.
- All of the rooms are without any light unless otherwise noted.

The walls and doors of the dungeon have the following statistics unless otherwise noted.

☞ **Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

☞ **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

The passageway beyond the door leads on for 150 ft. gently sloping down before opening up into a chamber. See *Area 1- Ancient Guardians* for further information.

Refer to *Map 1 – The Outer Halls* for a layout of this level of the dungeon.

Area 1 – Ancient Guardians

At the end of the long corridor leading to the outside is a large stone door. This stone door bears a large open palmed hand carved into its surface. The door is locked, however the mechanism has long since rusted and jammed. Due to this fact, the only way to open the door is by force, but due to its deteriorated nature, the Break DC is only 22. Once through the door, read or paraphrase the following to the PCs.

With a shudder that sends dust falling from the ceiling, the door finally gives way revealing an odd shaped chamber. Opposite the entry are deep alcoves each with a pile of small stone plates at their end. Doors lead out of the chamber to the right and left. If viewed from above, the layout of this room might resemble that of a large hand. Without making a sound, some of the small piles of stone at the end of the alcoves begins to stir, rising up into the air in a vague man shape, a piece of stone shaped like a hand in place of a head.

Creatures: The piles of stone located at the end of each finger are actually guardians, left here by the mage priests to keep intruders out. Depending upon the APL, a number of guardians rise into swirling masses of stone plates, and then move to attack. They have no general organization and attack until slain. At the lower APL,

some of these guardians have ceased to function and do not rise to attack.

APL 6 (EL 3)

➤ **Medium-size Animated Objects (2):** hp 14, 11; see *Monster Manual*.

Note: Due to the fact that these animate objects are made of stone, they possess Hardness 8.

APL 8 (EL 5)

➤ **Medium-size Animated Objects (4):** hp 14, 11, 11, 11; see *Monster Manual*.

Note: Due to the fact that these animate objects are made of stone, they possess Hardness 8.

APL 10 (EL 7)

➤ **Large Animated Objects (4):** hp 36, 33, 33, 30; see *Monster Manual*.

Note: Due to the fact that these animate objects are made of stone, they possess Hardness 8.

APL 12 (EL 9)

➤ **Huge Animated Objects (4):** hp 75, 70, 65, 60; see *Monster Manual*.

Note: Due to the fact that these animate objects are made of stone, they possess Hardness 8.

After being defeated the pieces of stone suddenly stop moving, fall to the ground, and crumble to dust. There is little else of note in this chamber aside from layers and layers of dust. Neither door leading out of this room is locked.

Area 2 – Broken Trap

This corridor appears to be a mirror-copy of the corridor leading west. Simply put, it appears that the corridor continues for fifty feet and then turns to the left with a door halfway down in the left wall. However, this view is created via an illusion placed on the wall 20 ft. from the door. This corridor contains a trap that no longer functions properly, as noted below.

Trap: Ten feet from the door is a pressure plate that when stepped on releases a huge stone block the size and shape of the corridor from above. Fortunately for the PCs, this trap no longer functions properly and instead of crushing them flat, the block falls only one foot and then jams, not moving any further. The PCs are free to explore this small corridor, even though it leads to nothing by a wall covered by an *illusionary wall*.

All APLs (EL 0)

➤ **Broken Block Trap:** CR 0; mechanical; location trigger; no reset; no damage, block falls only one foot; Search (DC 20); Disable Device (DC 20).

Area 3 – The Hall of Purpose

The door leading into this chamber is not locked and seems to be in good repair. Upon opening the door and entering the chamber beyond, read or paraphrase the following to the PCs.

The door leading into this chamber swings quietly open revealing a rectangular chamber lit by a pale blue radiance from the ceiling. Impeccably clean, the walls of this chamber are covered in faded murals, six in all. There appears to be no other way out.

This room was built to record the purpose of this dungeon so that all those that might be foolish enough to enter it might know the danger they face. The six murals on the walls depict the fall of Yagrax, his murder and dismemberment, and finally the entombing of his hands in this dungeon. Each of the murals has a small silver plaque at its base. The language of these plaques is an old variant of Draconic. Anyone who speaks Draconic can decipher them with a successful Intelligence check (DC 15).

Starting directly to the left of the entry door and proceeding clockwise around the room, the murals each depict the following.

1. This mural depicts a man sitting upon a throne. He has a regal look about him and an expression of glee. He is holding up his right hand, pointer finger extended. Scattered about the foot of his throne is dozen of corpses, most of which have been beheaded. (Plaque: *Yagrax the Tyrant*)
2. This mural depicts a number of robed priests attacking the man from the first mural. One of them wields a black-bladed sword. (Plaque: *Fall of the Tyrant*)
3. This mural depicts the now dead body of the Yagrax, strapped to a table and cut into many pieces. A man with a black-bladed sword stands over him. Off to one side, a robed priest takes the hands and puts them inside a chest. (Plaque: *The Final Death*)
4. This mural depicts the chest from the previous mural being held by two robed priests, standing in front of a great stone door emblazoned with a hand (the entry door). (Plaque: *The Sepulcher of the Wizard King*)
5. This mural depicts two robed priests placing the chest upon a large stone pedestal in an underground chamber. They appear to be offering up a prayer. (Plaque: *May they Rest Forever*)
6. This final mural depicts one robed priest standing outside the great stone door at the entrance to this place. The other robed priest is standing inside the doors with a dagger drawn poised over his own chest. (Plaque: *Sealed for Eternity*)

Area 4 – Ash Bones

The door leading into this chamber is locked, requiring a successful Open Lock check (DC 20) to open. Upon opening the door, read or paraphrase the following.

Opening the door to this chamber, it begins to glow with a pale green light. There are half a dozen piles of bones in the room that immediately begin to stir rising up to form humanoid shapes. They look like humans, but they are strangely elongated with tall skulls. Each of them wears a blue cloak, most of which are in tatters, but one of them is pristine. The skeleton wearing it begins to speak in a strange tongue.

The skeletons are speaking to the party in a language long lost. Only through the use of the *tongues* spell or similar magic can the question be understood. If discovered, the skeleton is asking, "The hand that held the blade, the hand that sealed it away, the only hand allowed to pass." The PCs can answer this cryptic question if they return to Area 3 – The Hall of Purpose and check the murals. If inquired about, the black blade depicted in the mural is always held with the right hand. Also, in the last mural, both priests are holding up their right hand. So the answer to the riddle is right or dexter. If answered correctly, the skeletons crumble to dust.

Trap: If the PCs try to cross the chamber without first answering the riddle or try to attack or turn the skeletons, the trap is set off. Each of the skeletons begins to glow red-hot and quickly crumbles to ash. This red-hot ash blows down through the room and down the corridor, burning anyone in its way. Only a closed door halts its progress. The ashes dissipate after only one round.

APL 6

↙ **Burning Ash Trap:** CR 2; magical device; special trigger (see above); no reset; 2d6 damage plus attack penalty*; Fort save (DC 20) halves the damage and eliminates the attack penalty; Search (DC 20); Disable Device (DC n/a).

APL 8

↙ **Burning Ash Trap:** CR 4; magical device; special trigger (see above); no reset; 4d6 damage plus attack penalty*; Fort save (DC 23) halves the damage and eliminates the attack penalty; Search (DC 20); Disable Device (DC n/a).

APL 10

↙ **Burning Ash Trap:** CR 6; magical device; special trigger (see above); no reset; 6d6 damage plus attack penalty*; Fort save (DC 25) halves the damage and eliminates the attack penalty; Search (DC 20); Disable Device (DC n/a).

APL 12

↙ **Burning Ash Trap:** CR 8; magical device; special trigger (see above); no reset; 8d6 damage plus attack penalty*; Fort save (DC 28) halves the damage and eliminates the attack penalty; Search (DC 20); Disable Device (DC n/a).

*Those that fail their Fort save suffer a –1 circumstance penalty to all attack and damage rolls until all of the damage from the trap is healed. This is a result of the horrible burns caused by the ash. Note that this trap cannot be disabled by ordinary means, due to its unique nature.

These skeletons were minor mage priests who sealed themselves in the tomb to protect it for eternity. Unlike the others, these sacrificed themselves for this specific purpose.

Treasure: Despite whether or not the trap is set off, all six of the cloaks survive relatively undamaged. Five of the cloaks are non-magical tatters (although still wearable). One of the cloaks, the one in perfect condition, is magical. All of the cloaks are deep blue, and are from the time of the mage priests.

APL 6-8: M: *Cloak of Resistance* +1 (83gp per PC)

APL 10-12: M: *Cloak of Resistance* +2 (333gp per PC)

Area 5 – The Hall of Record

Similar to the Hall of Purpose, this chamber depicts some of the happenings in the tomb since it was sealed. The door leading into this chamber is not locked. Upon entering, read or paraphrase the following.

The door slowly swings into a chamber lit by a flickering yellow light. The walls of the chamber are covered with murals, very vibrant and bright. One on each wall, they do not appear to belong here.

This chamber originally served as storage during construction, but since all of that gear has since been taken, this chamber was converted into a history of those that were sealed inside. The murals are relatively crude and do not have a plaque like the others do, nor do they follow any sort of timeline. These murals were made only a century ago, the last time any of the undying ones were on this level. The murals depict the following scenes.

1. This mural depicts a number of robed priests standing inside the dungeon, looking at the backside of the large stone door.
2. This mural depicts a number of robed priests tossed about a room with a large crack down the center; one has clearly fallen into the pit.
3. This mural depicts a very old robed priest lying on a table next to another table with a strange gray and gold body on it. Vaguely humanoid, the other body vaguely resembles the old man.
4. This mural depicts a number of robed priests standing in a great vaulted chamber, raising their hands in triumph. All of them have odd gray skin.

Treasure: In front of each mural is a small candle, on which a *continual flame* spell is cast. The PCs can take these if they like, as they are not attached.

All APLs: *Continual Flame Torches* (4) (16gp per PC)

Area 6 – Sword Storm Guardian

The door leading into this chamber is not locked. However, those who ask for a Listen check (DC 25) at the door before opening it can hear the sound of metal hitting metal (not unlike a sword fight).

Upon opening the door to this chamber, read or paraphrase the following.

The hallway fills with the sounds of battle as the door slowly opens, revealing a large chamber. The southern side of the chamber has four deep alcoves, not unlike the first room of this place. Stepping forward from the farthest alcove is an eight-foot tall being, although he is hard to see due to the mass of blades whirling around his form, ever striking one another and showering the room with sparks. It holds up a hand and all of the blades come flying at you!

Creatures: The tall figure standing in the mass of blades is in reality a golem, while the blades whirling around it are animated weapons that have been given the limited ability to fly. At some of the APLs there is another one of these golems with even more blades that comes out of another alcove to battle the PCs.

These golems have been here a long time and have begun to degrade. Due to that fact, the flesh golems have begun to rot, and the stone golems are always crumbling and reforming at their edges. PCs will most certainly notice this fact once the blades have moved away from them to attack the party.

The animated objects are still in relatively good condition (although a bit tarnished). These weapons have been given the limited ability to fly and little else aside from their inherent qualities. Although commanded to attack outsiders, the weapons often just float about the golems when not in use. Note that at each APL, one of the weapons is magical. At APLs 6-8, this means that one of the longswords has a +1 to hit, damage, hp, and hardness. At APLs 10-12, this results in 1d6 extra points of electrical damage (the +1 is superseded by the enchantment bonus).

APL 6 (EL 8)

➤ **Flesh Golem:** hp 49; see *Monster Manual*.

➤ **Tiny Animated Objects (Daggers) (4):** hp 2, 2, 2, 2; see Appendix 1: NPCs.

➤ **Small Animated Objects (Longswords) (2):** hp 5, 5; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Flesh Golem (2):** hp 49, 49; see *Monster Manual*. ➤ **Tiny Animated Objects (Daggers) (8):** hp 2, 2, 2, 2, 2, 2, 2, 2; see Appendix 1: NPCs.

➤ **Small Animated Objects (Longswords) (4):** hp 5, 5, 5, 5; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **Stone Golem:** hp 77; see *Monster Manual*.

➤ **Small Animated Objects (Enchanted Longswords) (6):** hp 8, 8, 8, 8, 8, 8; see Appendix 1: NPCs.

➤ **Medium-size Animated Objects (Enchanted Greatswords) (4):** hp 14, 14, 14, 14; see Appendix 1: NPCs.

APL 12 (EL 14)

➤ **Stone Golem (2):** hp 77, 77; see *Monster Manual*.

➤ **Medium-size Animated Objects (Enchanted Greatswords) (16):** hp 14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14, 14; see Appendix 1: NPCs.

After the battle, the PCs are free to explore this chamber more thoroughly. There are two doors in this chamber aside from the one they came in through. The northernmost door leads to Area 7 – *The Ruined Hall*. That door is locked however, requiring a successful Open Lock check (DC 20) to open. A successful Search skill check (DC 10) along the northern wall reveals that there was some kind of shift in the wall as it is cracked in many places.

The other door leading east is only partially on its hinges. The door is cracked and broken. Behind it is only loose rubble and then solid rock. The earthquake that shook this place centuries ago collapsed this corridor entirely. It cannot be excavated easily.

Treasure: One of the blades that attacked the party is indeed a magical weapon. So long as it was not completely obliterated in the combat, this weapon remains. In addition to this, there is a small gemstone set into the wall at the end of each finger. Each one bears a slight aura of Divination magic that allows anyone looking into the gemstone to see down the corresponding finger into Area 1. If pried loose from the wall, the gems lose all magic, but maintain a value nonetheless.

APL 6: C: 50gp; M: +1 *longsword* (193 gp each)

APL 8: C: 100gp; M: +1 *longsword* (193 gp each)

APL 10: C: 100gp; M: +1 *shocking longsword* (693 gp each)

APL 12: C: 200gp; M: +1 *shocking longsword* (693 gp each)

Area 7 – The Ruined Hall

As noted above, the door leading into this chamber from Area 6 is locked and requires a successful Open Lock check (DC 20) to open. Once the PCs enter this chamber, read or paraphrase the.

The chamber before you is completely dark, aside from some faint glowing green light coming from far ahead and to the right. There are many columns in this chamber, and a great deal of debris as well. The far end looks like it has completely collapsed.

This chamber was once a great hall that led on to other parts of the complex, but the great earthquake that hit centuries ago completely collapsed it beyond what is shown on the map.

Although still sound, anyone attempting to move across the floor at any speed greater than 5 feet per round must succeed at a Balance check (DC 10) or fall down taking 1d4 points of subdual damage. This is due to the fact that the floor is quite uneven and littered with loose rock and debris.

There are two things of note in this chamber. One of the priests, who were sealed within this tomb, died in this room during the earthquake. A successful Search check (DC 15) reveals the tattered sleeve of his tunic sticking out of the rubble. Although his body was removed, a successful Search check (DC 20) in that area reveals a small curved piece of tarnished silver of odd shape and with intricate carvings on one side. This was part of his arm but the PCs have no way of knowing this.

In addition, there is a passageway leading out of this chamber containing a set of stairs going down. This is also the source of the faint green light mentioned above. When the PCs go to inspect this glow, read or paraphrase the following.

Moving toward the source of the glow, it appears to be coming from the walls of a small side passage. Carved in an entirely different style than any you have seen so far, this small side passage is set nearly one foot above the ground, but is large enough to walk in. Every square inch of the wall, floor and ceiling of the passage is covered in intricate carvings. Small geometric patterns repeated over and over, each one with its own unique quality and faint green glow. This level of detail would take a master over a decade to produce. Further down, the passageway turns into a stair, descending into the depths.

This passageway was made by the Undying Ones, after the earthquake, in an attempt to reconnect them with the rest of the dungeon. Ultimately successful, the work still took many years to complete. A successful Craft (stonemasonry) check (DC 10) reveals the work to be authentic carving and not the work of magic.

This passageway is the entryway into *Encounter 4 -The City of the Undying*. Specifically, the stairs lead to *Area 8 -The Staircase*.

ENCOUNTER 4: THE CITY OF THE UNDYING

This portion of the dungeon is almost entirely new compared to the rest of the complex. After the earthquake, these spaces opened up and were some of the first discovered by the survivors. Since all of their living quarters above had been buried under tons of stone, these caverns became their new homes. Here they have spent the past hundreds of years, clearing out the space, carving intricate detail into every surface, and building their city.

While most have taken these centuries with a measure of understanding, a few have cracked under the pressure, their minds going insane inside undying bodies. Some were destroyed while others fell under the

influence of the hands. One such individual, Malcrux, lives outside the city buried deep within insanity.

On this level, the PCs must make it past the insane Malcrux and to the undying city. Once there, they must find a way to convince the people of the undying city that they should be allowed to continue.

History of the Undying Ones

Although the passage of time is not fully recorded among those trapped within the tomb, they do have a bit of an understanding about the past. The following narrative is from their perspective.

In the beginning, they were of bone and blood, sealed within the holy halls for all time by the great and powerful gods, the Magpris. A great curse, brought down upon them by their lack of faith, threatened their duty. That curse was known as death. To defeat the curse, they stripped away their bone and blood to reveal the metal beneath and death could touch them no more. That was the end of the first age.

The second age was a time of worship, an age of solemn duty and the founding of their highest beliefs. This was the longest age and it was without end, or nearly so.

The third age was brought about by a slip in duty, as the pride of the people and their devotion to ceremony caused the evil to be loosed. The evil was The Ten, and it made the world tremble and swallow the unfaithful. It wiped away the old and opened up the halls of the new way, the Undying City.

Now is the fourth age. Though in its first times, things went poorly and many of the undying succumbed to the old curse, others joined The Ten and some lost their reason. Now, through careful vigilance, duty, and constant toil, the citizens of the undying city make amends for the flaws of the past and wait for the day that their great gods might return.

This tale is not entirely true but close to the facts. After the mage priests sealed the place, those who remained inside began to die of old age but did not want to abandon their duty. The most powerful among them crafted bodies of metal and with great rituals, transferred their minds into these forms, thus the Undying Ones were born.

They lived for many centuries, quietly protecting their charge and awaiting a time that they might be rid of the hands forever. This time never came and eventually they became rather frustrated. It was then they made a fatal mistake and began tampering with the wards around the hands. One of these wards was designed to collapse the entire complex should it be tampered with. In their tampering, the Undying Ones nearly brought the entire complex down around them. Many died in the resulting earthquake and those that did not, lost all sense of their true history.

The survivors of the quake sought to rebuild some sort of home and settled in the newly formed caves underneath the complex. Unfortunately, the mistakes of the past came back to haunt them. The hands could now influence those around them. Some of the Undying ones went insane and others fell under the control of the

hands. Although still unable to escape, the hands are looking for more servants as well as a means of escape.

Those left behind have formed a very ritualistic life, and it is ritual that keeps the influence of the hands at bay. Through all the years, there is still one rule that they hold above all others. None other than the mage priests (or magpris as they call them) are allowed to enter the inner halls, under penalty of death.

Features in the City of the Undying

The following features are common throughout this level of the dungeon.

- Dimension magic works occasionally on this level. Whenever these spells are utilized, the caster must succeed at a caster level check (DC 10 + APL) or the spell fails. For guidelines on the spells affected, see the features of the Outer Halls at the beginning of *Encounter 3*.
- Magic items are not impeded on this level as they are in other portions of the dungeon.
- Due to the protections above, this area of the dungeon radiates moderate abjuration magic if detected. This may mask any lesser Abjuration spells present in the area. In addition to this radiation, the entire dungeon has a faint aura of evil if detected for, due to the proximity to the hands.
- All of the rooms are lit with a pale green radiance unless otherwise noted. Almost every square inch of surface on this level has been intricately carved. In most cases, this carving is on the natural rock formation. In some cases, the stone has been reformed to serve a specific purpose.

The walls and doors of the dungeon have the following statistics unless otherwise noted.

☛ **Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

☛ **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

The staircase leading to and from the Outer Halls leads to *Area 8 – The Staircase* on this level. Note that while this adventure is two rounds long, there is no division between rounds. Just after the PCs reach the Undying City (*Area 13*) is an appropriate breaking point if one is needed.

Refer to *Map 2 – The City of the Undying* for a layout of this part of the dungeon.

Area 8 – The Staircase

The stairs leading from *Area 7* arrive at this location. They seem to go down for well over thirty feet without a break. Upon reaching the bottom of the stairs, read or paraphrase the following.

The stairs finally come to an end, opening up into a large natural chamber. A faint green glow about the cavern gives it a soft light and reveals the same sort of carving you found along the stairs. Twenty feet from the stairs is a massive column, carefully carved along its entire length. You can see others glowing faintly in the distance.

Area 9 – The First Hall

Leaving the staircase, the PCs enter the first hall. This large chamber is natural at its exterior by dominated by several large shaped columns. Nearly every surface in this space is carved in intricate patterns. Although amazingly intricate, there is little of note in this chamber aside from the following.

The two columns nearest the north passage, which leads to *Area 10 – Malcrux's Lair*, have been defiled. Their carvings have been scratched and chiseled away and the magic changed to radiate a deep purple. Malcrux, the insane undying one, altered these.

Finally, if the PCs do not take extra special care to be quiet in this chamber, Malcrux hears them and comes to investigate. For more information on Malcrux, see *Area 10 – Malcrux's Lair*.

From this chamber, the PCs can explore *Area 10 – Malcrux's Lair* or continue onward to *Area 11 – The Bridge*.

Area 10 – Malcrux's Lair

The winding path in the northern wall of the First Hall leads to a small chamber used by the outcast undying one, Malcrux as a home. It is unlikely that the PCs reach this cave before encountering the madman as he has set three permanent *alarm* spells throughout the corridor leading to his abode.

Once the PCs enter his lair, read or paraphrase the following.

Only flickering purple lights emanating from chaotic swirling patterns on the walls, floor and ceiling lighting the passageway leading to this dark chamber. The chamber is a complete mess, with half broken statues of strange alien figures, shattered pieces of stone, and haphazard stone furniture scattered about the place. Even with all of this mess, it is obvious that someone lives here.

The chamber is absolutely full of failed sculpture and the chaotic whims of the madman, Malcrux. Searching the entirety of this chamber takes twice as long as normal and yields little other than what is noted below.

A successful Search check (DC 20) reveals a number of tools of varying quality scattered throughout the place. A successful Wisdom check (DC 15) notes that while it appears that this is a living space of some sort, there is no bed, wardrobe, food, water, or any of the other things common to such spaces.

Creature: There are three possible ways the PCs might meet Malcrux, each one outlined below.

The most common way is outside of this chamber, out in the First Hall. Unless the PCs are absolutely quiet, Malcrux hears them and comes to investigate. If this is

the case, Malcrux first casts *darkvision* before moving in so that he might better see the intruders in the darkness.

If the PCs do manage to be quiet and move up the corridor heading toward his lair, Malcrux is alerted to their approach by his permanent *alarm* spells placed on the corridor. That is, unless the characters disarm them. This requires a rogue to make a successful Search check (DC 26) in order to locate each one, as well as a successful Disable Device check (DC 26) in order to remove them. However, if this is not the case, and they set an *alarm off*, Malcrux promptly casts *silent image* on the far alcove making it seem like a rock wall and stands inside of it to observe the PCs as they enter.

If the PCs manage to quietly approach and bypass his alarms, Malcrux is hard at work on another failed sculpture when they enter. He is attempting to carve another likeness of himself as he once was, but cannot remember what he looked like.

All APLs (EL 6)

➤ **Malcrux, Undying One:** Male human Ill4; hp 31; see Appendix 1: NPCs.

Tactics: Malcrux has lost almost all of his sanity. Of all the wizards locked into this place, he was one of the few illusionists who survived. After the transformation into undying ones, most of his spells became completely worthless, though he still prepares them out of habit. Now, since the earthquake, he has finally cracked. He now believes himself to be an all-powerful “magpris” trapped in an inferior body and if he could only carve a proper likeness of himself, he might make it human and inhabit it.

Upon seeing the flesh and blood PCs, Malcrux, immediately forms a plan to “inhabit” one of them. Although he has no idea how this might be accomplished, he still plans to try. First he must capture one of them though; alive or dead makes no difference to him, as he does not know the difference.

This does not necessarily have to be a combat encounter. Depending upon the circumstances, he may try and lure one of the PCs away from the party (using his illusions and charm) or may attempt to subdue the weakest looking among them quickly and quietly. Most of this depends on the situation and the party’s actions. If they present themselves in a hostile manner, he attacks. If not and they appear weak, he might try and gird them into submission by presenting himself as a mighty “magpris.”

Treasure: In addition to the two wands he always carries, Malcrux has a few items of note scattered about his abode. Finding either one of these items requires an exhaustive search that takes ten minutes. After that time a successful Search check (DC 15 + APL) reveals one of the following, though another check is required to find the other.

The first thing the party finds is a small piece of crystal of a very peculiar shape. It comes to a point on one end and is jagged on the other, as if it were only part of a larger whole. It also appears to be made of diamond.

Although valuable, the true value of this piece reveals itself later in the City proper. It is part of the *crystal heart* that the PCs have to reassemble if they wish to gain access to the rest of the dungeon. See Area 13 - *The Test* for further information regarding the *crystal heart*.

The second thing the party can find in this scattered mess that is Malcrux’s home, is a strange wedge shaped piece of stone covered in calcified grime and filth, most of which cannot be removed easily or without damaging the stone. This item is not from the place and was brought here with the mage priests when the dungeon was constructed. It is known as the *keystone of kilypsis*. Any PC that succeeds at a Knowledge (geology) or Craft (stonemasonry) or related skill (DC 15) can easily tell that this stone is not from this dungeon and is very old.

All APLs: M: piece of the *crystal heart* (50 gp each), *keystone of kilypsis* (42gp each), *wand of charm person* (25 gp each), *wand of silent image* (38 gp each).

Area 11 – The Bridge

This area is dominated by a chasm that was formed during the earthquake. The undying ones have built a bridge here and have posted two guards here to look out for intruders. When the PCs approach, read or paraphrase the following.

The cavern floor ahead drops away suddenly forming a broad chasm over thirty feet across. Spanning this gap is a slender bridge of stone heavily carved with glowing patterns. On the far side, flanking the bridge is a pair of complex iron statues, each one with burning green eyes. In unison, both statues begin to move, holding up their right arms. A booming voice can be heard, “Stop, who are you that wishes to enter the City of the Undying Ones?”

The two “statues” are in fact Undying Ones, whose sole purpose is to stand guard at this bridge. While they are obstacles for the PCs, there needs not (and probably should not) be combat here. So long as the PCs do not start slinging spells and charging across the bridge, the guardians are more than willing to parley with the PCs and can be convinced to allow them to pass. Both of the guardians have a permanent *tongues* spell cast upon them allowing them to converse with the PCs easily.

The two guardians are under specific instructions not to allow any to pass that seek to take the hands. However, there are some caveats to that rule. “Magpris” or mage priests are allowed to pass and be escorted to Oblaxan immediately (the leader of the city). Note that, according to the undying ones, blue is the color of the mage priests and anyone wearing it is considered to be one (this includes the cloaks from Area 4).

The second exception is the mention of the ether creatures. If the PCs mention that they need the hands to stop the ether creatures, or that they are on a quest to stop the horrible creatures, the guardians immediately escort the PCs to Oblaxan.

Due to these rules, one of the first questions asked by the guardians is “why are you here?” Any answer other than one of the exceptions listed results in the reply “You

may not pass.” Only if the PCs mention the hands do the guardians change their response to “those are not for you.” The DM should give the PCs plenty of opportunities to get across the bridge without battle. This may require a number of Diplomacy and Bluff skill checks depending upon the situation. For more information on the attitude of the undying ones, see *Area 13*.

Creatures: The two guardians on the other side of the bridge are well prepared to battle intruders should it come to that. One of the guardians is standing next to a trigger on the ground that collapses the bridge if stepped upon. Those on the bridge may attempt a standing Jump skill check to reach one side or the other before falling into the 50-ft. deep pit (5d6 damage). The bridge itself is 30 feet long and only 3 feet wide. Those attempting to cross it at a speed greater than their base movement must succeed at a Balance skill check (DC 10) or fall into the pit due to the uneven surface.

The other guardian is directly linked to Oblaxan via an *alarm* spell. Should he die, Oblaxan would become immediately aware and prepare the city for battle as noted in *Area 13*.

Both guardians fight to the death if combat begins.

All APLs (EL 9)

☞ **Guardian Undying Ones (2):** Male/Female human Ftr5; hp 34, 34; see Appendix 1: NPCs.

Assuming the PCs deal with the guardians diplomatically, one of the guardians leaves with the PCs and escorts them through the maze (*Area 12*) to the Undying City (*Area 13*). If instead, the PCs battle the guardians, they must navigate the maze on their own and due to that fact, face the city prepared to meet them.

Area 12 – The Maze

This entire area of the dungeon is specifically designed to waste the time of those seeking to enter the city, while it prepares for the intruders. If the PCs have a guardian with them, he can lead them through the maze with practiced ease. If they do not, the DM should keep track of how long it takes for the PCs to navigate it. In this case, the DM should not draw a map for the PCs but instead should merely describe their choices and allow them to map it. For this purpose, it is easiest to assume that it takes one round from junction to junction, a minimum of seven rounds to get through it.

All of the corridors of the maze are exactly identical. Marks placed on any surface strangely disappear only seconds after they are made. Only leaving behind some token or defacing the walls leaves a permanent mark.

Area 13 – The City

This city has become the living space for all the remaining undying ones that are still true to their purpose. Upon entering the chamber, read or paraphrase the following.

The vast underground chamber before you contains a city of sorts. Scattered about, are half a dozen two-story stone buildings, immaculate in their detail and graceful in their form. Off to the left is a stone building whose windows glow with flame, and is obviously a forge of some sort. In the distance, rising above it all is a step pyramid. Rising up over forty feet, the ziggurat is a masterpiece of carving skill, a symbol of both strength and dedication. There are a number of forms moving about the city, all similar to those guarding the bridge, but bearing a wide variety of forms and color.

This area of the dungeon is broken down into three specific sections. The first describes the various locations in the city. The second describes some of the important undying ones that inhabit the city, as well as tips on roleplaying them. The final section describes various situations that can develop in the city, from a massive battle to having to convince the undying ones that they should be allowed to continue.

Part One – The Layout of the Undying City

The Undying City is not laid out in an organized fashion due to the natural rock formation of the cavern. All of the buildings are made of the same stone as the cavern and all are covered in the same style of carvings that the PCs have seen before. It is these ever-present carvings that light the cavern.

Area 13A – The Step Pyramid

This building is by far the largest of the city. On the exterior, it is a three-step pyramid, with one central staircase descending from the uppermost level to the city below. There are two broad gutters running alongside this stair that run into pools at the pyramid's base. These are to be used to catch the water from the test as noted below. On top of the pyramid is another staircase going down into its interior.

Inside the pyramid is quite different from its exterior. First of all, there are no carvings on the walls, just plain, though highly polished, stone blocks. The space inside the pyramid is divided into two areas, the quarters of Oblaxan and his clerics, and the inner workings of the fountain, which is part of the test as noted below.

There are two guardians positioned at the base of the pyramid at all times.

Area 13B – Residences

Although the undying ones have no need for rest, they still cling to some of the needs of the past, including the need for a home. Each one of these buildings is home to four expert undying ones. Usually half of them can be found in a building at any time while the other two are out carving or working in the forge.

Each building is divided into four small homes each consisting of a pair of rooms, one a living room the other a workroom. There is an assortment of furniture in each home as well as an assortment of projects being worked on. If the PCs approach the city peacefully, they are given

one of these homes to use while they are here and provided with low tables to use as beds.

Area 13C – The Forge

This large building dominates an entire corner of the city. This is the place that the undying ones use to work with metal of all sorts that they have mined from the chasm and other areas of the dungeon. The building contains four separate forges for working with various sorts of metals. This includes weapons made of adamantine, which the PCs are able to purchase if they pass *the Test*. Weapons that can be purchased include an adamantine dagger, heavy mace, or longsword. All are of masterwork quality and cost 3,000 gp more than a normal version of the weapon.

There are usually between four and eight expert undying ones here at all times, however the forges can be used by as many as sixteen. Outside the building are a dozen carts of ore from various parts of the dungeon.

Area 13D – The Tombs

This place is sacred to the undying ones and those who are not of their ilk are not allowed into this place. There are two guardian undying ones here at all times.

The tombs house the now dead bodies of each and every undying one in the city. Each is placed inside its own niche in the wall and covered in a dark gray shroud. The bodies are completely mummified now, to the point of being nearly as hard as stone. The PCs are not allowed into this sacred place without a battle, although the PCs might gain access to it through magic and cunning without a fight.

Area 13E – The Great Doors

These two great gilded doors stand almost thirty feet tall and are made of solid stone. Beyond them is a staircase that leads up into the final part of this dungeon. There are four guardian undying ones here at all times. None are allowed to pass without Oblaxan's express permission.

Even if the guardians are destroyed and the PCs attempt to open the doors themselves, each one weighs over 4 tons and is normally moved by a mechanism to which only Oblaxan has the key. In addition to this the doors are warded against magic of all sorts and have an effective SR of 30. The mechanism to open the door can be forced into operation with a successful Open Lock check (DC 40, due to a +10 from *arcane lock*).

If the PCs pass *the Test* as noted below, Oblaxan opens these doors and allows the PCs to continue.

Part Two – Inhabitants of the Undying City

The total population of the Undying City, including the guardians stationed at various locations, is thirty-nine, and although this number used to be higher, it has been stable at this total for the past hundred years since Malcrux and the others left. The population breaks down as follows.

All APLs

☛ **Oblaxan, Undying Leader:** Male human Clr3/Abj12; hp 94; see Appendix 1: NPCs.

☛ **Clergy Undying One (4):** Male/Female human Clr8; hp 52, 52, 52, 52; see Appendix 1: NPCs.

☛ **Guardian Undying Ones (10):** Male/Female human Ftr5; hp 34, 34, 34, 34, 34, 34, 34, 34, 34, 34; see Appendix 1: NPCs.

☛ **Expert Undying One (24):** Male/Female human Exp4; hp 24, 24; see Appendix 1: NPCs.

The undying ones have a very specific mindset and view of the world. Being completely isolated in a body that does not age has had a number of odd effects on their society. Please be sure to take the following into account when playing the part of the undying ones.

- The undying ones do not note the passage of time as they have no days and no nights. To them, all of time is relative. They know that they have been here for a long time but measure such time in ages and little else.
- The undying ones do not understand death. Instead they think it a curse, an unending paralysis. They do not understand aging or the concepts of being young or old.
- The undying ones do not have much of a sense of humor and do not understand figures of speech. Most of the experts only speak Draconic although a few do have permanent *tongues* spells cast upon them.
- The undying ones do not have gender but do recognize the difference, and are very curious about it.
- The undying ones see the color blue as sacred and the color of the magpris. Anyone wearing the color in any fashion is treated with reverence and suspected greatness.
- Most undying ones only have a limited knowledge of what they guard. They call the hands "The Ten." Most know that they are a great evil and that they are charged with guarding them. This task was set upon them by the magpris and is a great honor.
- The undying ones are very curious of any outsiders. Especially considering the fact that the PCs are made of flesh. Most cannot remember what flesh looks like and ask many questions about it, including pain, injury, itches, tickles, etc.
- The society of the undying ones is a meritocracy (the most skilled lead). They value skill and cunning above all else. Laziness and half-hearted actions are treated as insults to their way of life. Sleeping is first seen as a weakness, as they do not sleep, but they are willing to allow it so long as it is explained.

- Malcrux, the insane undying one from *Area 10*, was an outcast from the city due to his blasphemous nature. He was cast out a long time ago and has never returned.
- Other undying ones have disappeared over the years but the residents of the city are hesitant to speak of them. Most know that they have been taken by The Ten a fate worse than the curse of death.

PCs entering the city have a number of undying ones to deal with. Three in particular are of importance to this adventure and have been treated with detail below. First amongst them is Oblaxan, the leader of the city. Next is the historian, Syrinia. Finally if the PCs decide to rest, they share a building with Tilcyv, one of the cities' experts.

Oblaxan: The undisputed leader of the city, Oblaxan is both wise and fair. In all matters concerning the hands and the party's quest, the PCs deal with this tall silver undying one. The only one in the city with blue eyes, Oblaxan is respected and obeyed without question by every undying one in the city. Oblaxan lives in the step pyramid and can often be found there working on some magnificent sculpture or performing the daily rituals. In regards to the PCs, Oblaxan is skeptical but willing to allow the PCs to prove themselves. For more information, see *Appendix 1: NPCs*.

Syrinia: This undying one is a member of the clergy and has vaguely female features, although this does not show through in her demeanor. Syrinia is the historian of the city. If the PCs seek any knowledge concerning the history of the city, they are promptly sent to Syrinia. She knows all of the knowledge presented at the beginning of this encounter and can recite it to the PCs. Syrinia is rather long winded for an undying one. If speaking to the PCs she is constantly scribing the entire conversation for record. While not speaking to them, she is speaking with other undying ones that have and recording their experience with the outsiders.

Tilcyv: Assuming the PCs make peaceful contact with the undying ones, they no doubt want to rest. Although initially they find this notion absurd, they eventually give the PCs access to one of the homes to use while they are in town. Tilcyv, one of the city's experts, shares the home the PCs are allowed to use. Tilcyv is obsessed with his current project, a small-scale replica of the cavern and city carved entirely out of one solid piece of stone. He is early in the process when the PCs arrive and works on it nearly constantly, stopping only to sharpen his tools. He speaks to the PCs while working and is quite noisy at all times of the day. The PCs have to explain their need for quiet rest if they wish to have any hope of Tilcyv taking a break.

Part Three – Events in the Undying City

A number of events can occur in the undying city, most important being the PCs entrance and their attempt to continue on in the dungeon. These events along with a few others have been summarized below.

Peaceful Entry

If the PCs spoke with the guardians at the bridge, and convinced them of their intentions, they are taken to the city immediately to meet with Oblaxan. After reading the introduction of the city at the beginning of this area description the PCs are taken straight to the pyramid. Read or paraphrase the following.

Leading you through the city, the guardian from the bridge takes you straight to the great step pyramid. Stopping at its base, he ascends the stairs and then disappears inside the great structure. Standing next to the great stone structure, it is clear that every square inch has been carefully carved with complex geometric patterns and relief carvings of robed priests marching in file.

Four guards emerge from the top of the pyramid and stand to either side of the uppermost level when a fifth figure comes into view. Made entirely of silver, this being has blue glowing eyes that appear to be both wise and aged. Moving with grace and perfectly timed motion the figure comes down the stairs to stand before you.

“My guardians tell me that you are here for The Ten. I am Oblaxan, leader of the undying city. None, who are not magpris are allowed to pass.”

There are many ways the PCs can hope to approach this dilemma. Oblaxan and his fellow undying ones do not let anyone through the great gates that seal off the final parts of the dungeon unless they can prove that they are magpris or that the need is particularly great.

To this end, there are two specific ways the PCs can get the undying ones to open the doors. The first is to attempt to convince Oblaxan that they are magpris, returned to claim the hands. The other is for the PCs to explain the current situation with the ethers and that the hands are needed to banish them.

If the PCs claim to be magpris, Oblaxan is very skeptical at first, until the PCs show him something blue, which they regard as the color of the magpris, and the Oblivion Blade. Once this is done, Oblaxan is willing to give the PCs a chance to test their worth and prove that they are magpris. He then explains that they have a test that the PCs can undertake. The test must be prepared however which takes some time (nearly a day, although the undying ones do not know how long that is). Oblaxan issues the PCs a place to rest and proceeds with preparations for the test. See *The Test* below for further information.

The other way the PCs have for convincing the undying ones to allow them to pass is to explain what is happening with the ethers and Tenh. Oblaxan and the rest of the undying ones have little understanding of what the PCs mention (For example - What is a Tenh?) but recognizes one word, “Ether”. At the mention of this, Oblaxan calls for Syrinia, the cities' historian. Although she does not know the exact nature of the ether creatures, she does know that the hands are needed to destroy this great evil. On this knowledge alone, Oblaxan considers the PCs' wish. Oblaxan decides to allow the PCs to pass, so long as they can prove themselves to the rest of the

undying ones as worthy of the title of magpris, as they cannot set aside the law prohibiting non-magpris to continue. To this end, Oblaxan tells the PCs that he will prepare the Test as noted above. The PCs are given a place to stay and must wait a day before taking the test. See *The Test* below for further information.

Finally, the PCs may not think of either of these options. In this case, Oblaxan firmly refuses to allow the PCs to proceed stating *“Only the Magpris are allowed to go beyond the great doors, there are no exceptions.”* This alone should give them a clue concerning their course. If not, they are given a place to stay and allowed to stay as long as they like (not that there is any food or much clean water about). While staying in town, any mention of the ethers startles whomever it is spoken to (as they think of the ethers as the only evil greater than The Ten). Whomever this is spoken to soon reports it to Oblaxan who summons the PCs to hear more of the ether threat. If this occurs, he offers to let the PCs proceed as noted above.

Forceful Entry

If the PCs attacked the guardians at the bridge, they find the city a very different place. All of the undying ones have turned out to “greet” them with weapons drawn. Note that Oblaxan alone could destroy most parties with just a few spells. To this end, he should be used very sparingly in any battle, only bringing his full might to bear if a quarter of his subjects have been destroyed or the PCs make a personal attack against him.

More than likely, this is a battle the PCs cannot hope to win. This may end the adventure for some parties. Others may attempt to sneak through the city after a brief retreat and attempt to get through the great stone doors without fighting the entire city. The DM should make this task extremely difficult if not impossible depending upon the plan employed. Once the guardians have been killed, there is no way to gain the friendship of the undying ones although an elaborate ruse might prove effective. Using Transmutation magic to change appearance and pretending to be magpris might work, but would be very difficult. The possibilities of these options as well as developments that come with them are left up for the DM to decide.

A Place to Rest

Once the PCs have spoken with Oblaxan, they are given a place to rest, which they should need by now. When this happens, read or paraphrase the following.

As Oblaxan promised, one of the residences within the city has been made available for your use. An odd place, it does not seem to have any beds or true furniture of any sort, just workbenches and assorted tables. You have been told that you may go where you like except for the pyramid and the halls of the cursed. Within the same building as yours there are three other residences. The one next door to you is quite loud with the constant sound of heavy chiseling.

This portion is merely presented to introduce the PCs to their neighbor Tilcyv, and inform them of the places they cannot go. The Halls of the Cursed are what the undying ones call *Area 13D – The Tombs*.

The Test

It is important to note that no one in the entire city tells the PCs what the test is, as it has never been given before. Only Oblaxan knows and he is not telling. After waiting a full day for Oblaxan to prepare, all of the undying ones inside the city, aside from the guardians, are called to the pyramid to witness the test. Shortly thereafter the PCs are summoned to the pyramid by two of the clergy. When they arrive, read or paraphrase the following.

Approaching the pyramid, all of the folk of the undying city line the way of your approach. As you pass, they fall in step behind you. A low chanting fills the air but the words are not comprehensible.

Alone, on top of the pyramid, Oblaxan stands with a blue tabard draped on his silver form. He calls out to the assembled crowd. “Will those who wish to prove themselves step forward, the test is about to begin.”

Once the PCs step forward they are called to the top of the pyramid beside Oblaxan. As they ascend the steps, the chanting grows louder and louder until finally dying away when they reach the top. Oblaxan holds his hands up and tells the assembled masses that the test begins and then takes the PCs down the stairs at the top of the pyramid and inside. Once down the stairs, he stops the PCs at a dusty cobweb ridden stone door. Once the PCs are there, read or paraphrase the following.

Taking you down inside the pyramid, Oblaxan stops in front of an ancient stone door unlike any other you have seen in the city. This door is not carved or adorned in any way and it is covered in dust and cobwebs. Oblaxan produces a key and looks to you. “Beyond this door is a wonder from the ancient times, from the magpris. Since the great quake, it has not functioned, as it should, as a giver of life and of water. Only the magpris could possibly fix it, and so YOU shall.” With that, he puts the key into the door and swings it wide, revealing a room full of gears, pulleys, and a great stone pedestal. “We will wait”, Oblaxan says, “until you finish and the water flows again”.

The PCs have as much time as they need to solve this puzzle and may even come and go as they please until they are finished. The citizens of the undying city wait outside the pyramid for as long as it takes for the PCs to finish their task. Should they give up in this task, they are expelled from the city and not allowed to return.

Three things must be done to get the device working and pumping water again. The gears must be cleaned and repaired. The water pipe leading up to the top of the pyramid it clogged and must be opened. Finally, the *crystal heart* that powers the device must be reassembled and put into place. Each of these tasks is described in detail below.

Cleaning and repairing the gears is a simple task, requiring two hours of work to clean the gears and another hour repairing them. After this time, the party must succeed at a Disable Device skill check (DC 24) to get the device in working order. This is an assisted check, with the rest of the party assisting whoever has the highest Disable Device score. If none in the party have this skill, instead use a Dexterity check and increase the DC by 4. Failure requires another hour of work before another check is allowed.

Realizing the pipe leading out of this room is clogged may not occur until the water is already flowing in which case the water backs into the room and begins filling it, although removing the gemstone stops the flow. While searching the room, a successful Spot check (DC 30) reveals this blockage. Once the water is flowing, this DC drops to 10. Clearing the block can be done in a variety of ways, but the simplest is to get a pole at least ten feet long and push the blockage out which requires a Strength check (DC 15). The blockage is a stone, which allows spells that affect stone to work efficiently but it does weigh more than 5 pounds, eliminating the possibility of a simple *mage hand*. Other ways of clearing the pipe are up to DMs discretion.

The *crystal heart*, a star shaped gemstone that powers the water pump, broke during the great earthquake that struck the dungeon two hundred years ago. At that time, the *crystal heart* shattered into a number of pieces that are scattered about the room. The pedestal in the center of the room is where the complete gemstone needs to be placed to reactivate the pump. On top of this pedestal is a depression in the shape of the completed gemstone.

During the PCs initial examination of the chamber, a successful Search check (DC 10) locates one of the missing pieces. This is a jigsaw puzzle of sorts. For each piece found, give the PCs one piece of *Players' Handout 1*, which should be cut out into its individual pieces before the event begins. Additional pieces can be found with successful Search checks (DC 10) until all the pieces are found (except for one as noted below). PCs that examine the top of the pedestal should be given *Players' Handout 2*, which depicts the top of the pedestal. Note that *Players' Handout 2* is of sufficient size for the PCs to arrange the pieces on. As mentioned above, one of the pieces is missing. When Malcrux left the city of the undying he stole one of these pieces and has had it ever since. The PCs may have already recovered this piece, in which case, they should be given the final missing piece of the puzzle. If they have not found it, they have to ask around. Oblaxan has no idea the piece was even missing, but he suspects the Malcrux may have taken it and mentions as much to the PCs if asked. To help with recognizing the puzzle in its completed state, refer to DMs *Aid 1*.

Once the *crystal heart* is completed and placed within the pedestal, the pieces fuse back together and the pump functions again, so long as the gears have been cleaned and repaired. If the pipe has not been cleared by this time, the room begins to fill with water at a slow rate due to the blocked pipe. If all the steps have been followed, the water begins flowing up to the top of the pyramid

and flows down the sides of the stairs. Read or paraphrase the following to the players when this has been accomplished.

Placing the gemstone on top of the pedestal, the gears and pistons begin to hum and move. Soon the sound of water can be heard rushing through pipes and cheers can be heard from outside. Oblaxan opens the door to the chamber moments later and escorts you back outside where the people of the undying city are bowing to you. Oblaxan looks to you and speaks. "Truly, you are the magpris returned to us. If you wish it my liege, I shall open the great stone doors and allow you to proceed with your most important task."

From this point onward the PCs are treated as royalty by all of the inhabitants of the city and may continue on their journey whenever they please. Before they leave, the undying ones present them with a number of gifts as noted in the treasure section down below.

Treasure: If all goes well and the PCs succeed at the test, they are given a few of treasures to help them with their journey as noted below, based upon their APL. Also as noted above, PCs are able to purchase a few weapons made of adamantite (dagger, longsword, and heavy mace) as noted on the AR. All of these weapons are masterwork of course.

APL 6 – M: *figurine of wondrous power (silver raven)* (317gp each), *wand of magic missile (1st level caster)* (63gp each).

APL 8 – M: *figurine of wondrous power (silver raven)* (317gp each), *wand of magic missile (5th level caster)* (312gp each).

APL 10 – M: *figurine of wondrous power (serpentine owl)* (758gp each), *wand of magic missile (5th level caster)* (312gp each).

APL 12 – M: *figurine of wondrous power (bronze griffon)* (833gp each), *wand of magic missile (9th level caster)* (652gp each).

Area 14 – The Stairs

Beyond the great stone doors, in the city of the undying ones, is a set of stairs. They are only modestly carved and thick with cobwebs and dust that heads up to *Area 15 of Encounter 5*.

ENCOUNTER 5: THE INNER HALLS

The inner halls are similar to that of the outer halls with a few exceptions. The hand motif is ever present on the walls, but the floors are different. The floors of each room are made up of a pattern of hexagons, each with the slight imprint of a right hand in the center. These rooms are dimly lit with a flickering green, blue, or red light. There are a number of features common throughout the inner halls and the remainder of the dungeon. These features are summarized below.

- Dimensional magic does not function within the dungeon. To this end, the following spells do not work within the dungeon: *astral projection*, *blink*, *dimension door*, *Drawmij's instant summons*, *ethereal jaunt*, *etherealness*, *gate*, *Leomund's secret chest*, *planar ally*, *plane shift*, *refuge*, *rope trick*, *summon monster*, *summon nature's ally*, *teleport*, *word of recall*. This list is not meant to be all-inclusive, as certainly lesser and greater versions of the spells listed do not function as well. In the end, all spells that cross-planar boundaries or involve teleportation do not function. The DM has final adjudication over what spells are affected.
- The above mentioned prohibition affects items as well, including *bags of holding*, *bags of tricks*, *helm of teleportation*, *horn of Valhalla*, *portable hole*, *quiver of Ehlonna*, *ring gates*, or any other item that produces one of the effects above (such as scrolls, potions or wands). No such items work while inside the dungeon and any items within extra dimensional spaces cannot be accessed.
- Due to the protections above, this area of the dungeon radiates moderate Abjuration magic if detected. This may mask any lesser Abjuration spells present in the area. In addition to this radiation, the entire dungeon detects as moderate evil if detected for due to the very close proximity of the hands.
- All of the rooms are without any light unless otherwise noted.

The walls and doors of the dungeon have the following statistics unless otherwise noted.

🗡️ **Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

🗡️ **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

The staircase from *Area 14* leads to the small chamber that is *Area 15* of the inner halls.

Refer to *Map 3 – The Inner Halls* for a layout of this part of the dungeon.

Area 15 – Evil Ooze

The stairs leading into this chamber connect to *Area 14* below in the city of the undying ones. Upon entering this chamber, read or paraphrase the following.

The stairs beyond the great stone doors rise some thirty feet before ending in a ruined chamber. Four exits exist within this room however all but one appears to be completely choked with debris and fallen stone. The rest of the chamber appears to be bare, aside from a large pool of black undulating liquid that reeks of sulfur.

Creatures: The pool in the center of the chamber is not ordinary liquid by any means. A number of oozes reside in this small hallow and wait until the PCs are within

striking distance before they slither out to attack. These vile creatures literally seeped from the hands and formed a pool at their base. Now they serve the hands as guardians to their domain. The oozes fight until slain.

APL 6 (EL 6)

🗡️ **Fiendish Gray Oozes (2):** hp 26, 26; see Appendix 1: NPCs.

APL 8 (EL 8)

🗡️ **Fiendish Ochre Jellys (2):** hp 60, 60; see Appendix 1: NPCs.

APL 10 (EL 10)

🗡️ **Fiendish Ochre Jellys (4):** hp 60, 60, 60, 60; see Appendix 1: NPCs.

APL 12

🗡️ **Fiendish Black Puddings (3):** hp 115, 115, 115; see Appendix 1: NPCs.

After defeating the oozes, the PCs can investigate the door leading toward *Area 16*. The door is not locked. All of the other passageways leading out of this chamber are completely cluttered with debris and are impassable.

Area 16 – Elemental Wards

This room is one of the final gateways before the PCs reach the final chamber containing the hands of Yagrax. When the PCs enter, read or paraphrase the following.

Beyond the door is a large square chamber with only one other apparent exit. In the center of each wall is a depression of a handprint, above which is a column of four crystals protruding from the wall. Four columns support the ceiling of this chamber, made of a strange black marble. Between each pair of columns is a wall of energy, each a different color, red, white, blue, and brown. The walls form a box around a pedestal that in turn is surrounded by another field of energy; this one fed by sparks of magic from the outer walls. On the top of the pedestal is a miniature replica of the door leading out of this chamber.

This chamber contains an elaborate trap meant to keep out intruders while allowing entry to those with the wit to understand it. First and foremost, the door out of this chamber does not open unless the small replica on top of the pedestal is opened. Due to its weight and construction, this door can only be opened by hand. Spells such as *mage hand* and *telekinesis* do not work. This cannot be accomplished until the wall of force surrounding the pedestal is brought down.

The four columns in this chamber are ten feet apart, forming a box as noted on *Map 3 – The Inner Halls*. Between the columns are fields of energy corresponding to a given element. Starting with the northern wall and going clockwise around the room, the walls are red/fire, white/air, blue/water, and brown/earth. Those who approach to within five feet of a wall can feel its affect. The red wall gives off heat while the blue feels cold. The

white wall smells of ozone, and the brown gives off an acrid scent.

To get to the miniature door, each one of these walls must be brought down in a specified order. This is accomplished by pressing a hand into the imprints on the outer walls. When this is done, one of the crystals above the handprint fires a beam of energy at the nearest wall. Which beam is fired depends on the order in which they are pressed. Above each handprint is an array of four crystals, all in a row. These crystals are all of varying colors and correspond to the same colors as the walls. Listed below is each set of crystals, as well as what beam it fires at the nearest wall depending upon the order it is pressed in.

North Wall (Fires at the red/fire wall)

First: red; Second: blue; Third: red; Fourth: white

East Wall (Fires at the white/air wall)

First: brown; Second: white; Third: white; Fourth: blue

South Wall (Fires at the blue/water wall)

First: blue; Second: brown; Third: red; Fourth: blue

West Wall (Fires at the brown/earth wall)

First: red; Second: brown; Third: brown; Fourth: white

These crystals are arranged on the wall in the same order presented above (the north wall has a red crystal above a blue crystal, above another red crystal, with a white crystal at the bottom).

Trap: The key to this trap is firing the crystal of an opposite color at the nearest wall (blue at red, white at brown, red at blue, and brown at white). Firing any other crystal at the wall causes the wall to fire a beam back at the PC. If the correct color is fired, the wall dissipates and the interior barrier (the *wall of force* surrounding the stone pedestal) fades a bit. Once all of the outer walls are brought down, the *wall of force* surrounding the pedestal disappears, allowing the PCs to freely open up a small replica door and leave this chamber. As noted above, the only way to do this is to fire the crystals in a specific order. For example, if the east wall is pressed first, it fires forth a brown (earth) beam which dissipates the white (air) wall. If then the south wall is pressed, it fires a brown (earth) beam at the blue (water) wall that triggers the trap. The correct order to fire the beams is as follows.

- 1) East wall (brown beam)
- 2) North wall (blue beam)
- 3) South wall (red beam)
- 4) West wall (white beam)

Any other order causes the trap to go off, all the walls return and the sequence must be started all over again. If set off, the nearest wall fires a beam at the PC, whose color and damage type depends upon the wall. The red wall fires a beam of fire. The white wall fires a beam of electricity. The blue wall fires forth a beam of cold and the brown wall fires a beam of acid. If a PC attempts to

cross through a wall, he suffers the same affects of being hit by one of the beams but without a save. The damage caused by the beam depends upon the APL of the party as noted below.

APL 6 (EL 4)

↗**Energy Beam Trap:** CR 4; magical device; special trigger (see above); automatic reset; 4d6 damage (of a type dependent upon the wall); Reflex save for half (DC 20); Search (DC 20); Disable Device (DC 35).

APL 8 (EL 6)

↗**Energy Beam Trap:** CR 6; magical device; special trigger (see above); automatic reset; 6d6 damage (of a type dependent upon the wall); Reflex save for half (DC 22); Search (DC 20); Disable Device (DC 35).

APL 10 (EL 8)

↗**Energy Beam Trap:** CR 8; magical device; special trigger (see above); automatic reset; 8d6 damage (of a type dependent upon the wall); Reflex save for half (DC 24); Search (DC 20); Disable Device (DC 35).

APL 12 (EL 10)

↗**Energy Beam Trap:** CR 10; magical device; special trigger (see above); automatic reset; 10d6 damage (of a type dependent upon the wall); Reflex save for half (DC 27); Search (DC 20); Disable Device (DC 35).

Note that the Disable Device skill can be used to disable the energy beam that the walls fire, but it does not bring down the wall itself or the *wall of force* surrounding the pedestal. All magical effects in this chamber are cast by a 20th level caster and are considered permanent effects for the purposes of *dispel magic*.

Once all of the walls are brought down, and the miniature door replica opened, the door leading out of this chamber and on to *Area 17* opens. A beam from the red wall (with the same effects as noted above) immediately strikes any PCs that attempts to bash down the door leading out of this room.

Area 17 – The Final Despair

This long hallway leads to the final resting place of the hands of Yagrax. Once the PCs open the door leading into this hall, read or paraphrase the following.

A long hallway ends in a large stone door, bearing the image of two hands upon its surface. Along both walls are thousands of identical carvings all in a row. They all depict a robed priest holding up one hand as if to stop your approach.

Trap: Those who march their way down this chamber begin to feel great despair that only mounts with each step they take. As this feeling grows, it becomes clear to each PC that life is meaningless and nothing they do, can change the course of the great evils of the world. This is of course a magical effect created by some of the carvings on the walls to discourage intruders from going any

further. By the time any PC reaches the end of this corridor, they are fully under the effect of an *emotion* spell with the despair effect (-2 morale penalty to attacks, saves, skill checks, ability checks, and weapon damage rolls). PCs are allowed a Will save against this effect as noted below.

APL 6 (EL 6)

↖ **Despair Corridor:** CR 6; magical device; location trigger; automatic reset; *emotion* (despair); Will save negates (DC 20); Search (DC 30); Disable Device (DC 20).

APL 8 (EL 8)

↖ **Despair Corridor:** CR 8; magical device; location trigger; automatic reset; *emotion* (despair); Will save negates (DC 25); Search (DC 30); Disable Device (DC 25).

APL 10 (EL 10)

↖ **Despair Corridor:** CR 8; magical device; location trigger; automatic reset; *emotion* (despair); Will save negates (DC 28); Search (DC 30); Disable Device (DC 25).

APL 12 (EL 12)

↖ **Despair Corridor:** CR 9; magical device; location trigger; automatic reset; *emotion* (despair); Will save negates (DC 30); Search (DC 35); Disable Device (DC 25).

If the trap is not disabled, the *emotion* effect lasts until the PCs leave the dungeon entirely.

Clever PCs may attempt to use *detect magic* to determine the source of the effect. Unfortunately, the mage priests thought of this possibility and enchanted each carving with a *nystul's magical aura* spell. This gives each individual carving a magical aura (of varying schools and power). If the PCs can identify the school or name the spell that is causing this effect, then a *detect magic* helps them weed out those that are obviously false and gives the searcher a +5 circumstance bonus to his check to locate the trap.

The door at the end of the hall was once locked, but the lock has since been smashed and broken by the two undying ones that now serve the hands. As such, the door leading into *Area 18* is open.

Area 18 – The Hands of Yagrax

This final chamber contains the hands of Yagrax, ancient mage priest of unimaginable power. When the PCs enter this chamber, read or paraphrase the following to them.

The stone door swings open slowly and without sound. Beyond the door is a vast chamber shaped like a huge hand. Four long corridors lie opposite the entry with a fifth and shallower corridor off to the right. At the end of each corridor is a large black altar on which rests a large iron chest bound with many locks. Two undying ones stand in the center of the room. Both possess burning black eyes. One carries a sword in his right hand while the other carries a staff in his left. Both hands that carry the weapons seem to burn with a black fire even though

the metal remains underneath. They howl with a primal rage and advance upon you.

Creatures: Shortly after the earthquake, the influence of the hands spread to the undying ones very quickly. While most resisted, these two did not, and came here to join with the hands. They have since been looking for a way to free the hands, but nothing that would allow them to get past the other undying ones has presented itself.

In addition to their already formidable array of abilities, these two undying ones have additional powers granted to them by the hands. This is why one of their hands burns with a black fire. While this effect lasts (see below), both of these undying ones are under the effect of a *stoneskin* and *endure elements* versus all energy types (this is a *resist elements* at APLs 10-12). Treat these spells as though cast by a 20th-level caster for dispelling as well as the total amount of damage the *stoneskin* can absorb.

However, there are two ways to nullify these powers. Whoever holds Malthindor, Oblivion's Blade is immune to these effects, as spells and attacks from this individual affect them normally. The other way is to find the Hands of Yagrax in one of the five cold iron chests. If found and released from their chest, the undying ones immediately lose the aforementioned powers. This is no easy task however, as all of the chests are completely identical and all are locked with three complex locks that require an Open Lock skill check (DC 25) to open. The hands are located in the chest that is at the end of the pointer finger. All of the other chests contain nothing at all. For the stats of the chests, see below.

If the PCs make a good deal of noise in the hall (*Area 17*) or otherwise alert the undying ones to their presence, The Left can cast a number of spells. If given the time, an appropriate selection might be as follows: *shield and invisibility*, followed by *enlarge* upon The Right. During combat The Left hangs back to assault the party with spells while The Right dives into melee immediately. The Left uses his elemental damage spells on The Right liberally, knowing that his *endure* or *resist elements* are in place. This is especially true of *ice storm* whose cold damage and impact damage can be absorbed.

APL 6 (EL 8)

☛ **The Left (Undying One):** Male human Wiz5; hp 34; see Appendix 1: NPCs.

☛ **The Right (Undying One):** Male human Ftr3; hp 22; see Appendix 1: NPCs.

APL 8 (EL 10)

☛ **The Left (Undying One):** Male human Wiz7; hp 46; see Appendix 1: NPCs.

☛ **The Right (Undying One):** Male human Ftr5; hp 34; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **The Left (Undying One):** Male human Wiz9; hp 58; see Appendix 1: NPCs.

➤ **The Right (Undying One):** Male human Ftr7; hp 46; see Appendix 1: NPCs.

APL 12 (EL 14)

➤ **The Left (Undying One):** Male human Wiz11; hp 70; see Appendix 1: NPCs.

➤ **The Right (Undying One):** Male human Ftr9; hp 58; see Appendix 1: NPCs.

The Hands of Yagrax: Either during or directly following the combat, the PCs discover *The Hands of Yagrax* in one of the cold iron chests. Upon opening the chest containing the hands read or paraphrase the following.

Opening the lid of the cold iron chest reveals a black velvet interior on which sit a pair of withered black hands severed at the wrist. Immediately, they begin to twitch and leap from the chest to crawl about your neck and shoulders with a cold lifeless touch.

The PC that opened the chest is now cursed with *The Hands of Yagrax* as noted on the adventure record. However, if the PC who opened the chest is bearing *Malthindor*, *Oblivion's Blade*, the hands instead choose the nearest PC and begin crawling toward them at twenty feet per round. Upon reaching that PC, that PC is now cursed.

While cursed with *The Hands* the PC does not heal naturally, suffers a -2 to all attack rolls and skill checks due to the hands interference and must succeed at a Concentration check (DC 15 + the spell level) before casting any spell. The PC also suffers a -4 circumstance penalty to Diplomacy, Bluff, and Perform skill checks due to the appalling nature of *The Hands*. This effect does grant a +4 circumstance bonus to *Intimidate* skill checks. All skill check modifiers are subject to the DM's discretion (and may be greater or lesser depending upon the circumstances). Finally, a PC cursed with *The Hands* may never pick up or possess *Malthindor*, *Oblivion's Blade*.

These effects can be subdued by placing *The Hands of Yagrax* back into their cold iron chest, as none of the penalties or bonuses are in effect while the hands are in the chest. However, while inside the chest, the PC constantly dreams of the hands and must rest an extra 1d4 hours each night or be fatigued the next day (cannot run or charge and suffers a -2 penalty to Strength and Dexterity). Unfortunately, the PC must bear the chest with them at all times. If the chest ever becomes separated from the PC by more than 100 ft. the hands suddenly appear on the PC, leaving the chest behind. The chest weighs 40 lb and is the only chest that may hold the hands.

The curse of *The Hands of Yagrax* can be removed with a *limited wish* followed by a *remove curse* cast by a

caster of at least 13th-level. If this is done, *The Hands of Yagrax* simply disappears, never to be seen again.

❖ **Cold Iron Chest:** 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 25 (3 locks each; Hardness 15; hp 30).

Development: Upon defeating the corrupted undying ones and gaining possession of *The Hands of Yagrax*, the PCs are free to leave the dungeon as soon as they are able. Proceed to *Encounter 6* for further details.

Treasure: Although *The Hands of Yagrax*, as a cursed item, have no value, there are a number of other items in the possession of the corrupted undying ones that the PCs might find valuable.

APL 6 – M: +1 Bracers of Armor (83gp), +1 Breastplate (112gp), +1 Longsword (193gp), Ring of Protection +1 (167gp), Scroll of Fireball x2 (5th level) (31gp each), Scroll of Dispel Magic (5th level) (31 gp).

APL 8 – M: +2 Bracers of Armor (333gp), +1 Breastplate of Light Fortification (362gp), +1 Longsword (193gp), Ring of Protection +1 (167gp), Scroll of Fireball x2 (5th level) (31gp each), Scroll of Dispel Magic (5th level) (31 gp).

APL 10 – M: +2 Bracers of Armor (333gp), +1 Breastplate of Light Fortification (362gp), +1 Longsword (193gp), Ring of Protection +1 (167gp), Scroll of Fireball x2 (5th level) (31gp each), Scroll of Dispel Magic (5th level) (31 gp), Wand of Ice Storm (15 charges, 7th level) (525gp).

APL 12 – M: +2 Bracers of Armor (333gp), +1 Breastplate of Light Fortification (362gp), +2 Defending Longsword (1526gp), Ring of Protection +1 (167gp), Scroll of Fireball x2 (5th level) (31gp each), Scroll of Dispel Magic (5th level) (31 gp), Wand of Ice Storm (15 charges, 7th level) (525gp).

ENCOUNTER 6: THE RETURN OF MOTAIR

The PCs have little trouble leaving the dungeon, assuming that they left no enemies alive in their wake. If the PCs did not recover *The Hands*, skip this encounter and proceed to the *Conclusion*.

Upon reaching the surface, they quickly find that they have a visitor. Motair is waiting for them at the entrance. If the PCs forced Motair to step through the *teleportation circle* and he fell unconscious on the other side, he suddenly regains consciousness when the PCs exit. In either case, Read or paraphrase the following when they exit the dungeon.

Although the fog is still heavy, sunlight can still be seen just outside the door of the dungeon. The air smells clean and fresh, not at all like the dead air of this forgotten tomb.

Just outside the door, there is a dark shape in the fog. It appears to rise and move toward you, revealing a familiar face. Motair, the scholar appears to be waiting for you.

Motair is not quite himself at this moment, but is here nonetheless. He approaches the PCs, hoping to have a

few words with them and share some valuable information with them. Here is what Motair has to offer.

- Motair wishes to congratulate them on their success in the dungeon.
- Motair tells the PCs that he now knows how to find the weapon to banish the ethers forever. To find it, he asks that *The Hands of Yagrax* be presented and placed on the ground. The PCs may be hesitant to trust him, but he makes no threatening moves and even offers to leave their presence while they do this. Once the hands are placed on the ground, they begin crawling directly toward the southeast, but never getting more than 5 feet from the PC. Once told the direction that the hands were crawling, Motair says “Its as I thought, they are heading toward Tenh.”
- Only after this is confirmed does Motair tell the PCs what their goal is. Motair explains that the ethers could not be banished by simple spells. It took the mightiest artifacts in the Mage Priests' control to send away the creatures. That item has since been forever lost, but the hands that held it can lead them to it. The hands can lead them to *The Codex of Infinite Planes*. Motair speaks nothing more of the *Codex* during this event, not even to describe it or what it does.
- Finally, after revealing all this, Motair asks that the PCs allow him to accompany them back to Tenh. If they accept, proceed to the *Conclusion*. If they refuse, Motair pleads with them, telling them that it is his destiny to go with them. If they still refuse, Motair simply vanishes. In either case, proceed to the *Conclusion*.

By the end of this discussion, it should be obvious to the PCs that something is different about Motair. When portraying him at this late stage of the event, he should have different mannerisms than those used before. In addition to this, he makes no reference to his master Alix, nor does he answer any questions not directly related to the above points. The PCs may attempt to use *detect magic*, *detect evil*, or other such effects to determine what is afoot here, but all such attempts reveal nothing. The truth behind Motair is not covered in this event.

This encounter should be a short one. Motair is very to the point and does not allow the PCs to stray from what he needs to discuss. In the end, the PCs should be left with questions unanswered.

CONCLUSION

There are three possible endings to this event. The PCs failed in their task and did not recover *The Hands*, the PCs recovered *The Hands* but refused Motair's offer of companionship, or they recovered *The Hands* and accepted Motair's offer. Read or paraphrase the following upon the conclusion of the event, depending upon the outcome of the adventure.

The PCs Failed to recover The Hands

Stumbling out of the dungeon, you can't help but wonder what went wrong. Your goal left unfinished, perhaps one day, other adventurers might pick up where you left off. Hopefully that day will be soon for the ethers infesting Tenh grow in numbers by the day and who knows where they will strike next.

The PCs recovered The Hands, refused Motair

Standing at the bottom of the crevasse with the cursed Hands of Yagrax, the words of Motair ring hollow to you. He had a look of deep sadness in his eyes as he faded from view, however his advice seems to be true. The Hands do crawl toward the south and east, back toward Tenh. All too soon, your path may lead back to that dead land. Hopefully, The Hands are the answer.

The PCs recovered The Hands, accept Motair

Standing at the bottom of the crevasse with the cursed Hands of Yagrax, Motair manages a grim and determined smile. His advice seems to be true. The Hands do crawl toward the south and east, back toward Tenh. Motair has assured you that the Hands are the answer, that the Hands will find the way. It appears that way leads back to Tenh, a road fraught with danger and, hopefully, a road to salvation.

This plot arc concludes with *Endgame*.

The End

EXPERIENCE POINT SUMMARY

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

Encounter Two

Solving the Door Puzzle/Trap
APL6 120xp; APL8 150xp; APL10 180xp; APL12 210xp.

Encounter Three – Area 1

Defeating the Animated Objects
APL6 120xp; APL8 180xp; APL10 240xp; APL12 300xp.

Encounter Three – Area 4

Dealing with the Ash Bones Trap
APL6 60xp; APL8 90xp; APL10 120xp; APL12 150xp.

Encounter Three – Area 6

Defeating the Golems and Animated Objects
APL6 240xp; APL8 300xp; APL10 360xp; APL12 420xp.

Encounter Four – Area 10

Defeating, negotiating with, or subduing Malcrux
APL6-12 180xp.

Encounter Five – Area 15

Defeating the Fiendish Oozes

APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp.

Encounter Five – Area 16

Defeating the Elemental Ward Trap

APL6 120xp; APL8 150xp; APL10 180xp; APL12 210xp.

Encounter Five – Area 17

Disarming or accepting the Emotion Trap

APL6 180xp; APL8 210xp; APL10 240xp; APL12 270xp.

Encounter Five – Area 18

Defeating the corrupted Undying Ones

APL6 240xp; APL8 300xp; APL10 360xp; APL12 420xp.

Story Award

Entering the Undying City Peacefully

APL6 40xp; APL8 50xp; APL10 60xp; APL12 70xp.

Passing the Test in the Undying City

APL6 80xp; APL8 100xp; APL10 120xp; APL12 140xp.

Retrieving the Hands of Yagrax

APL6 120xp; APL8 150xp; APL10 180xp; APL12 210xp.

Discretionary roleplaying award

APL6 120xp; APL8 150xp; APL10 180xp; APL12 210xp.

Total possible experience:

APL6 1,800xp

APL8 2,250xp

APL10 2,700xp

APL12 3,150xp

TREASURE SUMMARY

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3 - Area 4

APL 6-8: M: Cloak of Resistance +1 (83gp per PC)

APL 10-12: M: Cloak of Resistance +2 (333gp per PC)

Encounter 3 - Area 5

All APLs: Continual Flame Torches (4) (16gp per PC)

Encounter 3 - Area 6

APL 6: C: 50gp; M: +1 longsword (193 gp each)

APL 8: C: 100gp; M: +1 longsword (193 gp each)

APL 10: C: 100gp; M: +1 longsword of shock (693 gp each)

APL 12: C: 200gp; M: +1 longsword of shock (693 gp each)

Encounter 4 - Area 10

All APLs: M: piece of the crystal heart (50 gp each), keystone of kilypsis (42gp each), wand of charm person (25 gp each), wand of silent image (38 gp each).

Encounter 4 - Area 13

APL 6 – M: figurine of wondrous power (silver raven) (317gp each), wand of magic missile (1st level caster) (63gp each).

APL 8 – M: figurine of wondrous power (silver raven) (317gp each), wand of magic missile (5th level caster) (312gp each).

APL 10 – M: figurine of wondrous power (serpentine owl) (758gp each), wand of magic missile (5th level caster) (312gp each).

APL 12 – M: figurine of wondrous power (bronze griffon) (833gp each), wand of magic missile (9th level caster) (652gp each).

Encounter 5 - Area 18

APL 6 – M: +1 Bracers of Armor (83gp), +1 Breastplate (112gp), +1 Longsword (193gp), Ring of Protection +1

(167gp), *Scroll of Fireball* x2 (5th level) (31gp each), *Scroll of Dispel Magic* (5th level) (31 gp).

APL 8 – M: +2 *Bracers of Armor* (333gp), +1 *Breastplate of Light Fortification* (362gp), +1 *Longsword* (193gp), *Ring of Protection* +1 (167gp), *Scroll of Fireball* x2 (5th level) (31gp each), *Scroll of Dispel Magic* (5th level) (31 gp).

APL 10 – M: +2 *Bracers of Armor* (333gp), +1 *Breastplate of Light Fortification* (362gp), +1 *Longsword* (193gp), *Ring of Protection* +1 (167gp), *Scroll of Fireball* x2 (5th level) (31gp each), *Scroll of Dispel Magic* (5th level) (31 gp), *Wand of Ice Storm* (15 charges, 7th level) (525gp).

APL 12 – M: +2 *Bracers of Armor* (333gp), +1 *Breastplate of Light Fortification* (362gp), +2 *Defending Longsword* (1526gp), *Ring of Protection* +1 (167gp), *Scroll of Fireball* x2 (5th level) (31gp each), *Scroll of Dispel Magic* (5th level) (31 gp), *Wand of Ice Storm* (15 charges, 7th level) (525gp).

Total Possible Treasure

APL 6: L: 0 gp; C: 50 gp; M: 1,475 gp - Total: 1,525 gp
APL 8: L: 0 gp; C: 100 gp; M: 2,224 gp - Total: 2,324 gp
APL 10: L: 0 gp; C: 100 gp; M: 3,940 gp - Total: 4,040 gp
APL 12: L: 0 gp; C: 200 gp; M: 5,685 gp - Total: 5,885 gp

Items for the Adventure Record

APL 6

Adamantine Dagger (Adventure, DMG)
Adamantine Heavy Mace (Adventure, DMG)
Adamantine Longsword (Adventure, DMG)
Continual flame torch (Adventure, DMG)
Figurine of Wondrous Power (silver raven) (Adventure, DMG)
The Hands of Yagrax (Cursed, See Above)
Keystone of Kilypsis (Adventure, See Above)
Wand of Charm Person (1st level caster) (Adventure, DMG)
Wand of Magic Missile (1st level caster) (Adventure, DMG)
Wand of Silent Image (1st level caster) (Adventure, DMG)

APL 8

Bracers of Armor +2 (Adventure, DMG)
+1 *Breastplate of Light Fortification* (Adventure, DMG)
Wand of Magic Missile (5th level caster) (Adventure, DMG)

APL 10

Cloak of Resistance +2 (Adventure, DMG)
Figurine of Wondrous Power (serpentine owl) (Adventure, DMG)
+1 *Longsword of Shock* (Adventure, DMG)
Wand of Ice Storm (Adventure, 7th level caster, DMG)

APL 12

Figurine of Wondrous Power (bronze griffon) (Adventure, DMG)
+2 *Longsword of Defending* (Adventure, DMG)
Wand of Magic Missile (9th level caster) (Adventure, DMG)

☛The Hands of Yagrax

This pair of withered black hands is severed at each wrist but both possess a limited form of life. While outside their cold iron chest, these hands constantly crawl about

the PC with a cold dead touch. *The Hands* radiate strong Necromancy, Transmutation, and Divination magic.

While *The Hands* are outside their cold iron chest the PC does not heal naturally, suffers a –2 to all attack rolls and skill checks due to the hands interference and must succeed at a Concentration check (DC 15 + the spell level) before casting any spell. The PC also suffers a –4 circumstance penalty to Diplomacy, Bluff, and Perform skill checks due to the appalling nature of *The Hands*. This effect does grant a +4 circumstance bonus to Intimidate skill checks. All skill check modifiers are subject to the DMs discretion (and may be greater or lesser depending upon the circumstances). Finally, a PC cursed with *The Hands* may never pick up or possess *Malthindor, Oblivion's Blade*.

These effects can be subdued by placing *The Hands of Yagrax* back into their cold iron chest (none of the penalties or bonuses are in effect while the hands are in the chest). However, while inside the chest, the PC constantly dreams of the hands and must rest an extra 1d4 hours each night or be fatigued the next day (cannot run or charge and suffers a –2 penalty to Strength and Dexterity). Unfortunately, the PC must bear the chest with them at all times. If the chest ever becomes separated from the PC by more than 100 ft. the hands suddenly appear on the PC, leaving the chest behind.

The curse of *The Hands of Yagrax* can be removed with a *limited wish* followed by a *remove curse*, cast by a 13th-level or greater caster. If this is done, *The Hands of Yagrax* simply disappear, never to be seen again.

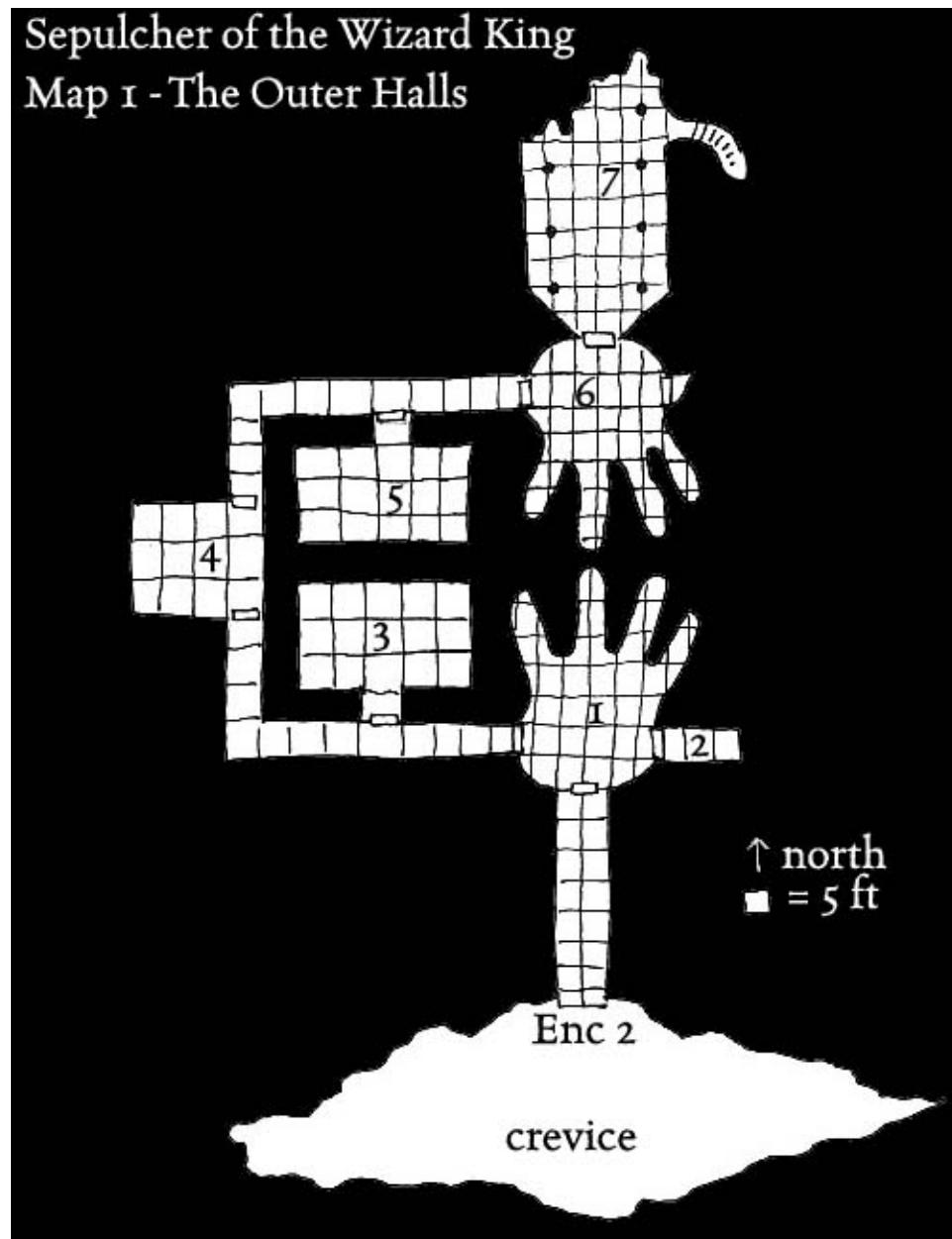
Frequency: Cursed; *Market Price*: 0gp, this item is added to the PCs MIL free of charge and may not be sold or traded. It can only be removed in the manner noted above; *Requirements*: Cannot be crafted.

☛Keystone of Kilypsis

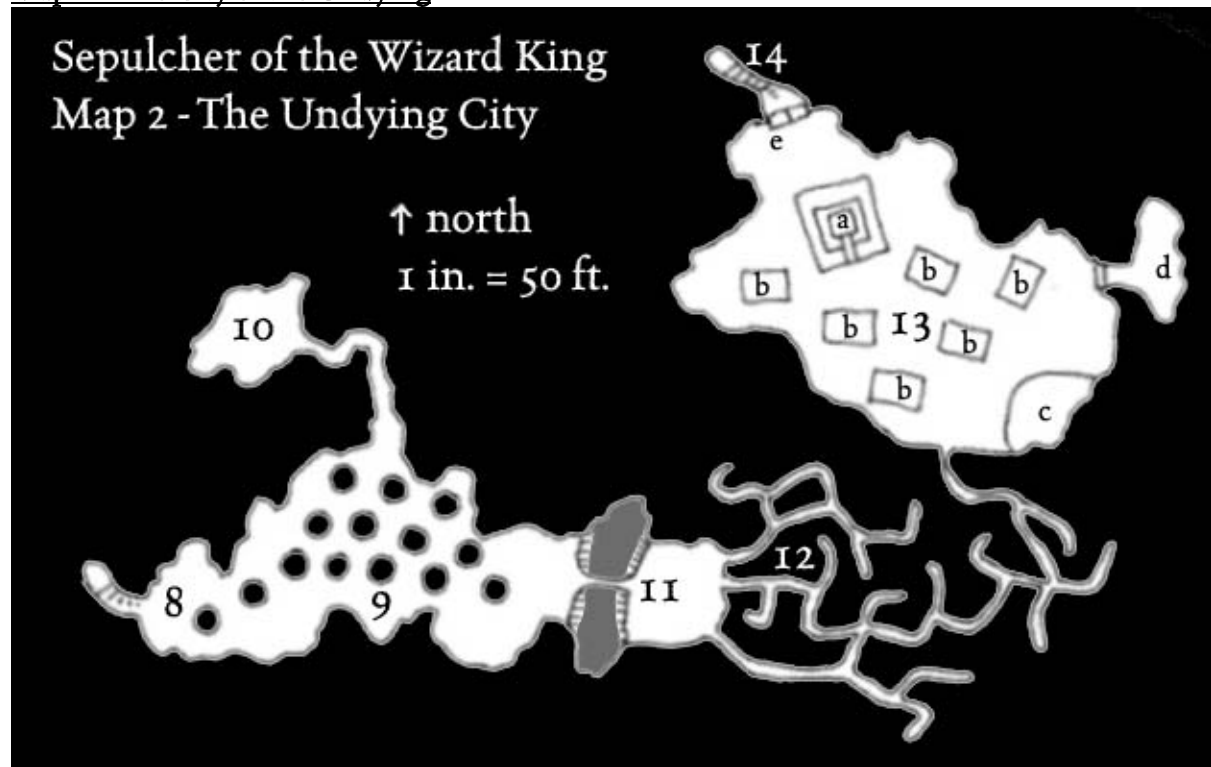
This wedge shaped piece of stone is covered in a thick layer of calcified grime and filth. Magic does not appear to clean off this grime, but slow and determined work does. Any PC that purchases this stone must immediately spend 2 TU to clean and reveal the stone's original form. Once this is done, the stone begins to radiate strong Conjunction magic. Ownership of this stone qualifies a PC to play in the special event "Dust of a Dead World." Instead of spending the required TU, the PC may instead pay a skilled wizard to do it, paying 1,000gp per TU. In either case, the cost paid must be recorded on this AR.

Frequency: Adventure; *Market Price*: 500gp and 2 TU (or 1,000gp for each TU); *Requirements*: Cannot be crafted.

Map 1 – The Outer Halls

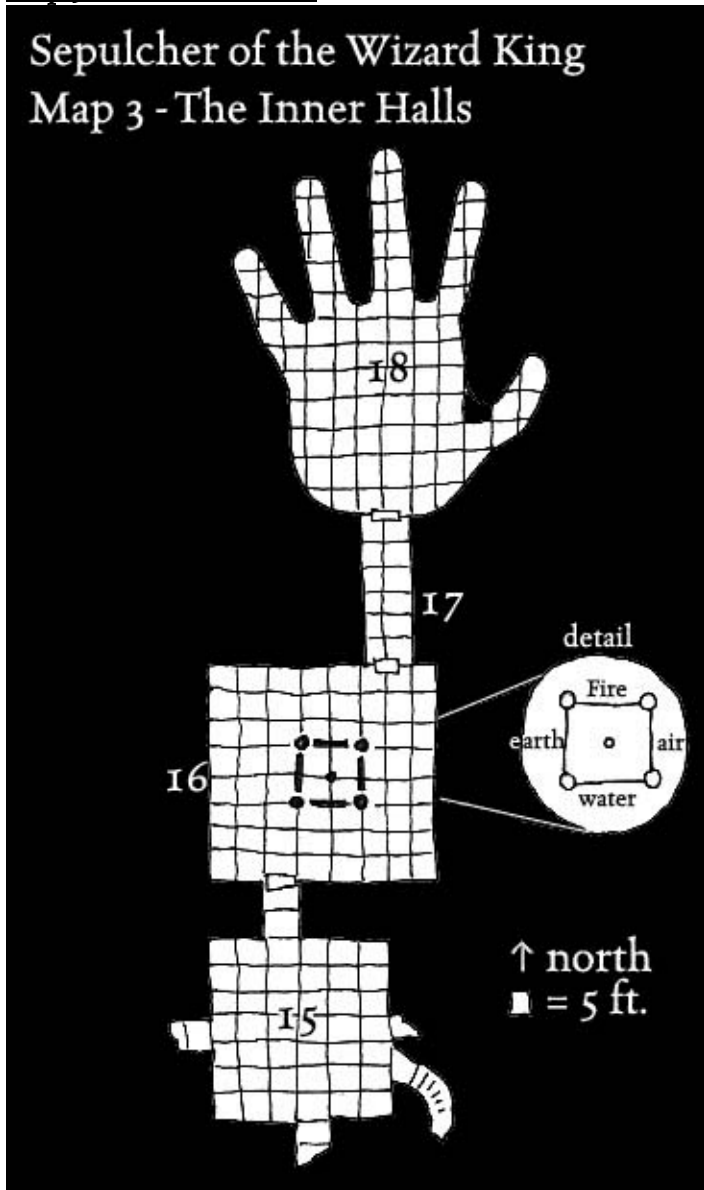


Map 2 – The City of the Undying



Map 3 – The Inner Halls

Sepulcher of the Wizard King
Map 3 - The Inner Halls



Appendix 1: NPCs

Encounter 2: The Gate

◆ **Motair Castock:** Male half-elf Exp3/Brd1; CR 3; Medium-size humanoid (elf); HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, thrown dagger); SQ Half-elf traits; AL CN; SV Fort +2, Ref +5, Will +7; Str 9, Dex 15, Con 12, Int 13, Wis 14, Cha 18.

Skills and Feats: Balance +6, Bluff +11, Diplomacy +7, Disguise +11, Escape Artist +3, Innuendo +6, Listen +9, Move Silently +4, Perform +13, Search +2, Sense Motive +5, Spot +5, Tumble +7; Alertness, Skill Focus (Perform).

Possessions: masterwork dagger, vial of ink, inkpen, scholar's outfit.

Spells Known (2; base DC = 14 + spell level): o— *dancing lights, ghost sound, mage hand, prestidigitation.*

Half-Elf Traits: Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, elven blood.

Roleplaying Notes: Motair's current persona is aloof and aged, a stuffy scholar through and through. In reality, Motair is a outgoing and boisterous man, willing to spend all night singing, acting, and drinking to earn his bed. Once very handsome, age has now caught up with him, to the detriment of his trade.

Encounter 3: Area 6 – Sword Storm Guardian

APL 6 (EL 8)

◆ **Tiny Animated Objects (Daggers) (4):** CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2; Spd fly 20 ft. (clumsy); AC 14 (touch 14, flat-footed 12); Atk +1 melee (1d4-1/19-20, dagger); SQ Construct traits, hardness 10; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

◆ **Small Animated Object (Longswords) (2):** CR 1; Small construct; HD 1d10; hp 5; Init +1; Spd fly 15 ft. (clumsy); AC 14 (touch 12, flat-footed 13); Atk +1 melee (1d8/19-20, longsword); SQ Construct traits, hardness 10; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 8 (EL 10)

◆ **Tiny Animated Objects (Daggers) (8):** CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2; Spd fly 20 ft. (clumsy); AC 14 (touch 14, flat-footed 12); Atk +1 melee

(1d4-1/19-20, dagger); SQ Construct traits, hardness 10; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

◆ **Small Animated Object (Longswords) (4):** CR 1; Small construct; HD 1d10; hp 5; Init +1; Spd fly 15 ft. (clumsy); AC 14 (touch 12, flat-footed 13); Atk +1 melee (1d8/19-20, longsword); SQ Construct traits, hardness 10; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 10 (EL 12)

◆ **Small Animated Objects (Enchanted Longswords) (6):** CR 2; Small construct; HD 1d10+3; hp 8; Init +1; Spd fly 15 ft. (clumsy); AC 14 (touch 12, flat-footed 13); Atk +6 melee (1d8+6/19-20, longsword); SA Enchanted; SQ Construct traits, hardness 13; AL N; SV Fort +0, Ref +1, Will -5; Str 14, Dex 12, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Enchanted (Su): This weapon has been treated as though with the spell *greater magic weapon*. As such, it is treated as +3, and gains 3 hp, +3 to its hardness, and +3 to attack and damage. Normal weapons can still affect it however. If slain, this weapon may still be used so long as it remains in the room.

◆ **Medium-size Animated Objects (Enchanted Greatswords) (4):** CR 3; Medium-size construct; HD 2d10+3; hp 14; Init +0; Spd fly 15 ft. (clumsy); AC 14 (touch 10, flat-footed 14); Atk +7 melee (2d6+7/19-20, greatsword); SA Enchanted; SQ Construct traits, hardness 13; AL N; SV Fort +0, Ref +0, Will -5; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Enchanted (Su): This weapon has been treated as though with the spell *greater magic weapon*. As such, it is treated as +3, and gains 3 hp, +3 to its hardness, and +3 to attack and damage. Normal weapons can still affect it however. If slain, this weapon may still be used so long as it remains in the room.

APL 12 (EL 14)

◆ **Medium-size Animated Objects (Enchanted Greatswords) (16):** CR 3; Medium-size construct; HD

2d10+3; hp 14; Init +0; Spd fly 15 ft. (clumsy); AC 14 (touch 10, flat-footed 14); Atk +7 melee (2d6+7/19-20, greatsword); SA Enchanted; SQ Construct traits, hardness 13; AL N; SV Fort +0, Ref +0, Will -5; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Enchanted (Su): This weapon has been treated as though with the spell *greater magic weapon*. As such, it is treated as +3, and gains 3 hp, +3 to its hardness, and +3 to attack and damage. Normal weapons can still affect it however. If slain, this weapon may still be used so long as it remains in the room.

Encounter 4: Area 10 – Malcrux's Lair

All APLs

➤ **Malcrux, Undying One:** Male human Ill4; CR 6; Medium-size construct; HD 4d10+3; hp 31; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d8+3, slam) or +5 ranged (1d8/19-20, light crossbow); SA Spells, spell-like abilities; SQ Construct traits, DR 5/adamantine; AL CN; SV Fort +1, Ref +4, Will +3; Str 16, Dex 16, Con -, Int 21, Wis 8, Cha 7.

Skills and Feats: Concentration +7, Craft (stonemasonry) +17, Hide +2, Knowledge (arcana) +12, Listen +10, Move Silently +2, Spellcraft +12, Spot +10; Combat Casting, Improved Initiative, Toughness.

Spell-like abilities (Su): 3/day – *detect magic*; 1/day – *cure light wounds**, *shatter*, *shocking grasp*. Caster Level 4th; save DC = 15 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Undying ones do not need to eat, sleep or breathe, but those with spellcasting abilities must still rest for a period to regain their spells if required.

Spells Prepared (5/6/4; base DC = 15 + spell level): 0—*daze*, *ghost sound (2)*, *mage hand*, *mending*; 1st—*change self*, *magic missile (2)*, *shield*, *silent image*, *spider climb*; 2nd—*darkvision*, *flaming sphere*, *invisibility*, *mirror image*.

Possessions: *wand of charm person* (1st level caster, 20 charges), *wand of silent image* (1st level caster, 30 charges).

Role-playing notes: Malcrux looks like a six-foot tall humanoid made entirely of silver, with iron gears, pistons, and coils. His eyes are two purple orbs of flame, the only feature on his head aside from ears and a small opening that serves as a mouth. Malcrux is completely insane, believing himself to be a “magpris” of old, trapped in a worthless body, incapable of greatness. He hopes to build a flesh body out of stone, so that he can inhabit it and return to greatness again. This is all he talks about for the most part, only occasionally mentioning the other fools that do not believe him. For more information on

the mindset and mannerisms of the Undying Ones, see *Encounter 4 – Area 13*.

Encounter 4: Area 11 – The Bridge

All APLs

♣ **Guardian Undying Ones (2):** Male/Female human Ftr5; CR 7; Medium-size construct; HD 5d10; hp 34; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 20); Atk +12 melee (2d6+11/19-20, greatsword) or +11 melee (1d8+6, slam) or +6 ranged (1d6+6, javelin); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL N; SV Fort +4, Ref +5, Will +2; Str 22, Dex 12, Con -, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft: Climb +8, Jump +8, Listen +13, Spot +13; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spell-like abilities (Su): 3/day – *detect magic*; 1/day – *cure light wounds**, *lightning bolt*, *shatter*, *shocking grasp*. Caster Level 5th; save DC = 11 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: banded mail, greatsword.

Role-playing notes: Stoic and cold, the guardians of the City of the Undying Ones, are the keepers of a solemn duty. They guard the city's entrances and most sacred sites. Unflinching in their duty, these Undying Ones perform their task tirelessly for all eternity. Guardians can speak all languages, as they are under the effect of a permanent *tongues* spell.

Encounter 4: Area 13 – The City

All APLs

♣ **Oblaxan, Undying Leader:** Male human Clr3/Abj12; CR 17; Medium-size construct; HD 15d10; hp 94; Init +3; Spd 40 ft.; AC 18 (touch 14, flat-footed 15); Atk +10/+5 melee (1d8+2, slam) or +11/+6 ranged (1d4+2/19-20, dagger); SA Spells, spell-like abilities; SQ Construct traits, DR 5/adamantine; AL N; SV Fort +8, Ref +9, Will +16; Str 14, Dex 16, Con -, Int 22, Wis 18, Cha 12.

Skills and Feats: Concentration +18, Craft (stonemasonry) +32, Craft (metalwork) +32, Knowledge (arcana) +24, Knowledge (history) +15, Knowledge (the planes) +24, Knowledge (religion) +15, Listen +21, Spellcraft +24, Spot +21; Combat Casting, Craft Wondrous Item, Craft Wand, Empower Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Abjuration), Spell Focus (Evocation), Still Spell.

Spell-like abilities (Su): 3/day – *detect magic*, *minor creation*; 1/day – *chain lightning*, *cure light wounds**, *cure serious wounds**, *heal**, *lightning bolt*, *major creation*, *shatter*, *shocking grasp*. Caster Level 15th; spell DC = 16 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Cleric Spells Prepared (4/3+1/2+1; base DC = 14 + spell level; 16 + spell level for Abjuration and Evocation spells): 0—guidance (2), light, read magic; 1st—bless, protection from evil, shield of faith, undetectable aura*; 2nd—augury, detect thoughts*, shield other.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. The character casts divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half the character's cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Wizard Spells Prepared (5/7/7/6/5/5/4; base DC = 16 + spell level; 18 + spell level for Abjuration and Evocation spells): 0—flare, mage hand, read magic, resistance (2); 1st—expeditious retreat, mage armor, magic missile (2), obscuring mist, protection from chaos, shield; 2nd—continual flame, detect thoughts, glitterdust, levitate, protection from arrows, resist elements, web; 3rd—dispel magic, fireball (2), protection from elements, slow, tongues; 4th—emotion, Evard's black tentacles, minor globe of invulnerability, stonewall, wall of ice; 5th—fireball (empowered), hold monster, shield (quicken), telekinesis, wall of stone; 6th—disintegrate, mass suggestion, repulsion, wall of fire (empowered).

Equipment: 2 daggers, ring of protection +1, cloak of resistance +1.

Role-playing notes: The city of the undying ones is a meritocracy (the most skilled rule) and in that capacity, Oblaxan is more skilled and powerful than the others are. Oblaxan has ruled the city since its founding shortly after the earthquake when all of the old masters were lost. Since then, he has bolstered his community and led its reconstruction. It was Oblaxan that developed the ritual to keep the influence of the hands at bay.

When dealing with Oblaxan, the PCs should feel a sense of power and rulership. Oblaxan is confident in all matters and a capable judge of character. Wise and compromising, he is more than willing to allow the PCs to attempt the test and prove their heritage. Until that time, he treats them as lesser (although not overly so) but that attitude quickly changes to reverence should they pass the test.

Oblaxan stands six feet tall and is made of solid silver. His eyes glow blue as a sign of his position, the only blue to be found in the entire city. He is slow and methodical with his speech and deliberate with his action. Oblaxan speaks the truth, bluntly and fairly, working only with fact and his intuition. Oblaxan can speak all languages due to a permanent *tongues* spell.

☞ **Clergy Undying One (4):** Male/Female human Clr8; CR 10; Medium-size construct; HD 8d10; hp 52; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +10/+5 melee (1d8+6, heavy mace) or +7/+2 ranged (1d4+2/19-20, dagger); SA Spells, spell-like abilities; SQ Construct

traits, DR 5/adamantine; AL N; SV Fort +6, Ref +3, Will +11; Str 18, Dex 12, Con -, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +11, Knowledge: History +12, Knowledge: Religion +12, Spellcraft +12; Combat Casting, Craft Wand, Craft Wondrous Item, Scribe Scroll.

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 8th; spell DC = 11 + spell level. *This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—create water, guidance (2), light, mending, read magic; 1st—bless, command, endure elements, protection from evil, sanctuary, shield of faith, undetectable aura*; 2nd—augury, detect thoughts*, make whole, shield other, spiritual weapon; 3rd—continual flame, dispel magic* (2), prayer, stone shape; 4th—divination, imbue with spell ability*, spell immunity, tongues.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. The character casts divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half the character's cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Possessions: breastplate, heavy mace, 2 daggers.

Role-playing notes: The clergy of the undying city are the lore keepers of the community, retaining what knowledge there is about the times past. Although they worship Boccob, albeit an old version of him, they also venerate the magpris as god figures. They are both wise and knowledgeable, more than capable of leading their people in religious matters.

Should the PCs prove themselves in the test, the clergy treats them as gods, attending to their every whim while in the city. Before that time, they treat the PCs with a bit of skepticism and distrust. The Clergy can speak all languages due to a permanent *tongues* spell.

☞ **Guardian Undying Ones (10):** Male/Female human Ftr5; CR 7; Medium-size construct; HD 5d10; hp 34; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 20); Atk +12 melee (2d6+11/19-20, greatsword) or +11 melee (1d8+6, slam) or +6 ranged (1d6+6, javelin); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL N; SV Fort +4, Ref +5, Will +2; Str 22, Dex 12, Con -, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft: Climb +8, Jump +8, Listen +13, Spot +13; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spell-like abilities (Su): 3/day – detect magic; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 5th; save DC = 11 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: banded mail, greatsword.

Role-playing notes: Stoic and cold, the guardians of the City of the Undying Ones, are the keepers of a solemn duty. They guard the city's entrances and most sacred sites. Unflinching in their duty, these Undying Ones perform their task tirelessly for all eternity. Guardians can speak all languages, as they are under the effect of a permanent *tongues* spell.

🔪 **Expert Undying One (24):** Male/Female human Exp4; CR 5; Medium-size construct; HD 4d10; hp 24; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d8+2, slam) or +4 ranged (1d4+2/19-20, dagger); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL N; SV Fort +1, Ref +2, Will +5; Str 15, Dex 12, Con -, Int 14, Wis 12, Cha 8.

Skills and Feats: Craft (armor) +17, Craft (metalwork) +20, Craft (sculpting) +17, Craft (stonemasonry) +20, Craft (trapmaking) +17, Craft (weaponsmithing) +17, Listen +12, Profession (miner) +8, Spot +12; Dodge, Skill Focus (Craft [metalwork]), Skill Focus (Craft [stonemasonry]).

Spell-like abilities (Su): 3/day – *detect magic*; 1/day – *cure light wounds**, *shatter*, *shocking grasp*. Caster Level 4th; save DC = 11 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: tools, 2 daggers.

Role-playing notes: Dedicated to their work, the experts of the Undying City are without equal in their craftsmanship and expertise. Often times this borders on obsession and any that the PCs meet should be preoccupied with their current project, from carving a statue to building a new decorative chest plate.

Experts have little understanding of the PCs' way of life and attempt to understand it through their own way of thinking. They are in general, curious and very questioning.

Encounter 5: Area 15 – Evil Ooze

APL 6 (EL 6)

🔪 **Fiendish Gray Oozes (2):** CR 4; Medium-size ooze; HD 3d10+10; hp 26; Init -5; Spd 10; AC 5 ft.; Atk +3 melee (1d6+1 and 1d6 acid, Slam); SA Improved grab, acid, corrosion, constrict, smite good; SQ: Blindsight 60 ft, cold and fire immunity, camouflage, SR 6; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int 3, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets hold it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

Corrosion (Ex): The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to reflex saves against the acid.

Smite Good (Su): Once per day, the ooze can make a normal attack to deal +3 additional damage against a good foe.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

Ooze: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

APL 8 (EL 8)

🔪 **Fiendish Ochre Jellies (2):** CR 6; Large ooze; HD 6d10+27; hp 60; Init -5; Spd 10 ft., climb 10 ft.; AC 4 (touch 4, flat-footed 4); Atk +5 melee (2d4+3 and 1d4 acid, slam); SA Acid, improved grab, constrict, smite good; SQ Blindsight 60 ft, cold and fire resistance 10, DR 5/+1, SR 12, split, ooze; AL N; SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int 3, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the ochre jelly must hit with its slam attack. If it gets hold it can constrict.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check

Smite Good (Su): Once per day, the ooze can make a normal attack to deal +6 additional damage against a good foe.

Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split. If the original jelly had not used its *smite good* ability, both of the halves can use the ability independently.

Ooze: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

APL 10 (EL 10)

🔪 **Fiendish Ochre Jellies (4):** CR 6; Large ooze; HD 6d10+27; hp 60; Init -5; Spd 10 ft., climb 10 ft.; AC 4 (touch 4, flat-footed 4); Atk +5 melee (2d4+3 and 1d4 acid, slam); SA Acid, improved grab, constrict, smite good; SQ Blindsight 60 ft, cold and fire resistance 10, DR 5/+1, SR

12, split, ooze; AL N; SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int 3, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the ochre jelly must hit with its slam attack. If it gets hold it can constrict.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check

Smite Good (Su): Once per day, the ooze can make a normal attack to deal +6 additional damage against a good foe.

Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split. If the original jelly had not used its *smite good* ability, both of the halves can use the ability independently.

Ooze: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

APL 12 (EL 12)

➤ **Fiendish Black Pudding (3):** CR 9; Huge Ooze; HD 10d10+60; hp 115; Init -5; Spd 20 ft., climb 20 ft.; AC 3 (touch 3, flat-footed 3); Atk +8 melee (2d6+4 and 2d6 acid, slam); SA Acid, constrict, improved grab, smite good; SQ: Blindsight 60 ft, cold and fire resistance 15, DR 5/+2, SR 20, split; AL N; SV Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int 3, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the black pudding must hit with its slam attack. If it gets hold it can constrict.

Acid (Ex): A black pudding secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The pudding's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to reflex saves against the acid.

Smite Good (Su): Once per day, the pudding can make a normal attack to deal +10 additional damage against a good foe.

Split (Ex): Weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split. If the original pudding had not used its *smite good* ability, both of the halves can use the ability independently.

Ooze: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Encounter 5: Area 18 – The Hands of Yagrax

APL 6 (EL 8)

➤ **The Left (Undying One):** Male human Wiz5; CR 7; Medium-size construct; HD 5d10; hp 34; Init +9; Spd 40 ft.; AC 21 (touch 16, flat-footed 16); Atk +4 melee (1d6+3, quarterstaff) or +4 melee (1d8+2, slam); SA Spells, spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +1, Ref +6, Will +7; Str 15, Dex 20, Con -, Int 20, Wis 17, Cha 13.

Skills and Feats: Concentration +8, Escape Artist +9, Knowledge (arcana) +13, Listen +15, Spellcraft +13, Spot +15, Tumble +9; Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Still Spell.

Spell-like abilities (Su): 3/day – *detect magic*; 1/day – *cure light wounds**, *lightning bolt*, *shatter*, *shocking grasp*. Caster Level 5th; save DC = 15 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: quarterstaff, ring of protection +1, 2 scrolls of fireball (5th level), scroll of dispel magic (5th level), bracers of armor +1.

Spells Prepared (5/6/4/3; base DC = 15 + spell level, 17 + spell level for Evocation spells): 0 – *flare (2)*, *mage hand*, *open/close*, *resistance*; 1st – *color spray*, *enlarge*, *magic missile (2)*, *ray of enfeeblement*, *shield*; 2nd – *blindness/deafness*, *darkness*, *flaming sphere*, *invisibility*; 3rd – *dispel magic*, *fireball*, *slow*.

➤ **The Right (Undying One):** Male human Ftr3; CR 5; Medium-sized Construct; HD 3d10; hp 22; Init +8; Spd 30 ft.; AC 25 (touch 13, flat-footed 22); Atk +11 melee (1d8+7/19-20, longsword) or +9 melee (1d8+6, slam); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +3, Ref +5, Will +4; Str 22, Dex 18, Con -, Int 15, Wis 17, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +14, Spot +14; Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword).

Spell-like abilities (Su): 3/day – *detect magic*; 1/day – *cure light wounds**, *shatter*, *shocking grasp*. Caster Level 3rd; save DC = 13 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 longsword, +1 breastplate, large steel shield.

APL 8 (EL 10)

➤ **The Left (Undying One):** Male human Wiz7; CR 9; Medium-size construct; HD 7d10; hp 46; Init +9; Spd 40 ft.; AC 22 (touch 16, flat-footed 17); Atk +5 melee (1d6+3, quarterstaff) or +5 melee (1d8+2, slam); SA Spells, spell-

like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +2, Ref +7, Will +8; Str 15, Dex 20, Con -, Int 20, Wis 17, Cha 13.

Skills and Feats: Concentration +10, Escape Artist +10, Knowledge (arcana) +15, Listen +16, Spellcraft +15, Spot +16, Tumble +10; Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Still Spell.

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 7th; save DC = 15 + spell level. *This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: quarterstaff, ring of protection +1, 2 scrolls of fireball (5th level), scroll of dispel magic (5th level), bracers of armor +2.

Spells Prepared (5/7/5/4/3; base DC = 15 + spell level, 17 + spell level for Evocation spells): 0 – flare (2), mage hand, open/close, resistance; 1st – enlarge, magic missile (3), ray of enfeeblement (2), shield; 2nd – blindness/deafness, darkness, flaming sphere, invisibility, magic missile (stilled); 3rd – dispel magic, fireball (2), slow; 4th – fear, fire shield, ice storm.

➤**The Right (Undying One):** Male human Ftr5; CR 7; Medium-sized Construct; HD 5d10; hp 34; Init +8; Spd 30 ft.; AC 25 (touch 13, flat-footed 22); Atk +13 melee (1d8+9/19-20, longsword) or +11 melee (1d8+6, slam); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +4, Ref +5, Will +4; Str 23, Dex 18, Con -, Int 15, Wis 17, Cha 7.

Skills and Feats: Climb +9, Jump +9, Listen +15, Spot +15; Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Spell-like abilities (Su): 3/day – detect magic; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 5th; save DC = 13 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 longsword, +1 breastplate of light fortification, large steel shield.

APL 10 (EL 12)

➤**The Left (Undying One):** Male human Wiz9; CR 11; Medium-size construct; HD 9d10; hp 58; Init +9; Spd 40 ft.; AC 22 (touch 16, flat-footed 17); Atk +6 melee (1d6+3, quarterstaff) or +6 melee (1d8+2, slam); SA Spells, spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +3, Ref +8, Will +9; Str 15, Dex 20, Con -, Int 21, Wis 17, Cha 13.

Skills and Feats: Concentration +12, Escape Artist +11, Knowledge (arcana) +17, Listen +17, Spellcraft +17, Spot +17, Tumble +11; Combat Casting, Empower Spell,

Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Still Spell.

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, cure serious wounds*, lightning bolt, shatter, shocking grasp. Caster Level 9th; save DC = 15 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: quarterstaff, ring of protection +1, 2 scrolls of fireball (5th level), scroll of dispel magic (5th level), bracers of armor +2, wand of ice storm (15 charges).

Spells Prepared (5/7/6/5/4/3; base DC = 15 + spell level, 17 + spell level for Evocation spells): 0 – flare (2), mage hand, open/close, resistance; 1st – enlarge, magic missile (3), ray of enfeeblement (2), shield; 2nd – blindness/deafness (2), darkness, flaming sphere, invisibility, magic missile (stilled); 3rd – dispel magic (2), fireball (2), slow; 4th – fear, fire shield, ice storm, wall of ice; 5th – cone of cold, feeblemind, wall of force.

➤**The Right (Undying One):** Male human Ftr7; CR 9; Medium-sized Construct; HD 7d10; hp 46; Init +8; Spd 30 ft.; AC 25 (touch 13, flat-footed 22); Atk +15/+10 melee (1d8+9/19-20, longsword) or +13/+8 melee (1d8+6, slam); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +5, Ref +6, Will +5; Str 23, Dex 18, Con -, Int 15, Wis 17, Cha 7.

Skills and Feats: Climb +11, Jump +11, Listen +16, Spot +16; Cleave, Great Cleave, Expertise, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 7th; save DC = 13 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 longsword, +1 breastplate of light fortification, large steel shield.

APL 12 (EL 14)

➤**The Left (Undying One):** Male human Wiz11; CR 13; Medium-size construct; HD 11d10; hp 70; Init +9; Spd 40 ft.; AC 22 (touch 16, flat-footed 17); Atk +7 melee (1d6+3, quarterstaff) or +7 melee (1d8+2, slam); SA Spells, spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +3, Ref +8, Will +10; Str 15, Dex 20, Con -, Int 21, Wis 17, Cha 13.

Skills and Feats: Concentration +14, Escape Artist +12, Knowledge (arcana) +19, Listen +18, Spellcraft +18, Spot +18, Tumble +12; Combat Casting, Empower Spell, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Still Spell.

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, cure serious wounds*;

lightning bolt, major creation, shatter, shocking grasp. Caster Level 11th; save DC = 15 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: quarterstaff, ring of protection +1, 2 scrolls of fireball (5th level), scroll of dispel magic (5th level), bracers of armor +2, wand of ice storm (15 charges).

Spells Prepared (5/7/6/6/5/4/2; base DC = 15 + spell level, 17 + spell level for Evocation spells): 0 – flare (2), mage hand, open/close, resistance; 1st – enlarge, magic missile (3), ray of enfeeblement (2), shield; 2nd – blindness/deafness (2), darkness, flaming sphere, invisibility, magic missile (stilled); 3rd – dispel magic (2), fireball (2), hold person, slow; 4th – fear, fire shield, ice storm, magic missile (maximized), wall of ice; 5th – cone of cold, feeblemind, magic missile (quickened), wall of force; 6th – disintegrate, fireball (maximized).

☛ **The Right (Undying One):** Male human Ftr9; CR 11; Medium-sized Construct; HD 9d10; hp 58; Init +8; Spd 30 ft.; AC 25 (touch 13, flat-footed 22); Atk +19/+14 melee (1d8+11/17-20, longsword) or +16/+11 melee (1d8+6, slam); SA Spell-like abilities; SQ Construct traits, DR 5/adamantine; AL NE; SV Fort +6, Ref +7, Will +6; Str 24, Dex 18, Con -, Int 15, Wis 17, Cha 7.

Skills and Feats: Climb +14, Jump +14, Listen +17, Spot +17; Cleave, Great Cleave, Expertise, Improved Critical (longsword), Improved Disarm, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Spell-like abilities (Su): 3/day – detect magic, minor creation; 1/day – cure light wounds*, lightning bolt, shatter, shocking grasp. Caster Level 7th; save DC = 13 + spell level.

*This spell only functions on constructs.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +2 defending longsword, +1 breastplate of light fortification, large steel shield.

APPENDIX 2: MALTHINDOR, OBLIVION'S BLADE

If none within the party possess Malthindor, one of the PCs is assigned the weapon for the duration of this adventure ONLY. To determine who receives the blade, use the following order of precedence.

1. The highest level wizard, sorcerer, or cleric of Boccob who played through "Return to the Isles." If there is a tie, take the highest overall character level. If there is still a tie, roll off.
2. The highest level arcane caster who played through "Return to the Isles." If there is a tie, take the highest overall character level. If there is still a tie, roll off.
3. The highest overall level character who played through "Return to the Isles." If there is a tie, roll off.
4. The highest overall level character. If there is a tie, roll off.

After determining who receives Malthindor, give them this handout after reading the introduction. Note this weapon may only be used for the duration of this event and may not be purchased at the end of this event unless the character has access through the AR from "Return to the Isles." The blade, if gained in this way, may not be sold or traded under any circumstances.

☛ **Malthindor, Oblivion's Blade:** Forged in the time of the mage-priests to kill the mad wizard Yagrax, Malthindor is a longsword of dark beauty. The blade of the weapon is thin and long, almost as long as a bastard sword. Arcane sigils, their meanings long since lost to modern men, are carved on the surface, just so they appear to flow into each other like swirls of water in a rushing stream. When light is near the weapon, the source slightly dims as the blade swallows wisps of the brightest parts, ever hungry for more. The pommel, hilt and guard are made of obsidian, with black leather wrapped around the hilt to form a handgrip. At the very end of the pommel, a smooth green etherstone is set inside a thin ring of gold.

The sword feeds off the wielder's magical energies, growing in power as the wielder advances in magical ability. In game terms, the sword's magical abilities function only for an arcane spellcaster; the level of arcane spells the wielder is able to cast determine the number of powers the blade possesses. The only exception to this is that clerics of Boccob are treated exactly like arcane spellcasters for accessing powers; no other divine spellcasters derive any magical benefit from the sword. In the hands of all but arcane spellcasters, the longsword is considered to be a masterwork weapon. It takes one day for a new wielder to attune to Malthindor, and access the powers. This blade radiates faint evil if detected for.

Able to cast arcane spells: *Touch of the Mage-Priests* - the weapon is a +1 longsword.

1st-level arcane spells: *Wave of Despair* - as a standard action, when the blade is drawn, the wielder may cast *bane* as a 2nd-level caster once per day.

3rd-level arcane spells: *Thrice-Magicked Form* - as a standard action, the wielder can add the *ghost touch*, *keen*, or *frost* quality to the blade. This power lasts a number of rounds equal to the caster's arcane spellcaster level, and is usable once per day. Once chosen, the quality cannot be changed for that day.

5th-level arcane spells: *Hand of the Mage-Priests* - the weapon is a +2 longsword.

7th-level arcane spells: *Tapping the Well of Power* - as a standard action, when the blade is drawn, the wielder may cast *greater magic weapon* upon it as a 15th-level caster, with one exception: the power lasts a number of rounds equal to the caster's arcane spellcaster level. It is usable once per day.

9th-level arcane spells: *Oblivion Triumphant* - whenever this weapon kills a creature, it cannot be brought back from the dead without a *true resurrection* spell cast upon the body. If the blade cuts up the pieces of the body, the majority of them must be found in order for the *true resurrection* to be successful.

Prerequisites: N/A; **Market Price:** 10,000 gp; **Weight:** 4 lb.

*This item is only available for purchase after Core adventures in the Ether Threat series.

APPENDIX 3: UNDYING ONE TEMPLATE

Undying One

“Undying One” is a template that can be added to any corporeal creature with an Intelligence of 4 or more and a Wisdom of 4 or more (referred to hereafter as the “base creature”). The creature’s type changes to “construct.” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Changes to d10.

Speed: Due to their unfeeling mechanical bodies, the undying one’s base speed is increased by 10 ft.

AC: The creature gets a natural armor of +4. This replaces any natural armor the creature might have had.

Attacks: An undying one gains a slam attack in addition to the creature’s base attacks, if it did not already have one.

Damage: If the base creature does not a slam attack, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage, whichever is greater.

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

Special Attacks: An undying one retains all the special attacks of the base creature and also gains the supernatural ability to use mending at will as the spell. Undying Ones with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities
1-2	<i>detect magic</i> 3/day, <i>shocking grasp</i>
3-4	<i>shatter</i> , <i>cure light wounds</i> *
5-6	<i>lightning bolt</i>
7-8	<i>minor creation</i> 3/day
9-10	<i>cure serious wounds</i> *
11-12	<i>major creation</i>
13-14	<i>chain lightning</i>
15-16	<i>heal</i> *
17-18	<i>xpelliing</i>
19+	<i>trap the soul</i>

* These spells only work on constructs but otherwise function as found in the phb.

Special Qualities: An Undying One retains all the special qualities of the base creature and gains those listed above.

Construct Traits: An undying one retains all the special qualities of the base creature in addition to the immunities it gains from becoming a construct. Undying ones are immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Undying ones do not need to eat, sleep or breathe, but those with spellcasting abilities must still rest for a period to regain their spells if required.

Damage Reduction (Ex): The body of an Undying one is made of tough metal, bound by eldritch might. As such it has damage reduction 5/adamantine.

Base Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha -2. As a construct, undying ones have no Constitution score. Unlike most constructs, undying ones retain their intelligence.

Skills: Undying ones receive a +8 racial bonus to Craft, Listen, and Spot checks. Undying ones suffer a –4 racial penalty to Hide and Move Silent checks. Otherwise same as the base creature.

Feats: Undying ones have one feat for every four levels or the base creature’s total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +2

Alignment: Same as the base creature

Treasure: Same as the base creature

Advancement: Same as the base creature

APPENDIX 4: NEW RULES ITEMS

Frequency: Adventure; Market Price: 500gp and 2 TU (or 1,000gp for each TU); Requirements: Cannot be crafted.

◆ **The Hands of Yagrax**

This pair of withered black hands is severed at each wrist but both possess a limited form of life. While outside their cold iron chest, these hands constantly crawl about the PC with a cold dead touch. *The Hands* radiate strong Necromancy, Transmutation, and Divination magic.

While *The Hands* are outside their cold iron chest the PC does not heal naturally, suffers a -2 to all attack rolls and skill checks due to the hands interference and must succeed at a Concentration check (DC 15 + the spell level) before casting any spell. The PC also suffers a -4 circumstance penalty to Diplomacy, Bluff, and Perform skill checks due to the appalling nature of *The Hands*. This effect does grant a +4 circumstance bonus to Intimidate skill checks. All skill check modifiers are subject to the DMs discretion (and may be greater or lesser depending upon the circumstances). Finally, a PC cursed with *The Hands* may never pick up or possess *Malthindor*, *Oblivion's Blade*.

These effects can be subdued by placing *The Hands of Yagrax* back into their cold iron chest (none of the penalties or bonuses are in effect while the hands are in the chest). However, while inside the chest, the PC constantly dreams of the hands and must rest an extra 1d4 hours each night or be fatigued the next day (cannot run or charge and suffers a -2 penalty to Strength and Dexterity). Unfortunately, the PC must bear the chest with them at all times. If the chest ever becomes separated from the PC by more than 100 ft. the hands suddenly appear on the PC, leaving the chest behind.

The curse of *The Hands of Yagrax* can be removed with a *limited wish* followed by a *remove curse*, cast by a 13th-level or greater caster. If this is done, *The Hands of Yagrax* simply disappear, never to be seen again.

Frequency: Cursed; Market Price: 0gp, this item is added to the PCs MIL free of charge and may not be sold or traded. It can only be removed in the manner noted above; Requirements: Cannot be crafted.

◆ **Keystone of Kilypsis**

This wedge shaped piece of stone is covered in a thick layer of calcified grime and filth. Magic does not appear to clean off this grime, but slow and determined work does. Any PC that purchases this stone must immediately spend 2 TU to clean and reveal the stone's original form. Once this is done, the stone begins to radiate strong Conjuraction magic. Ownership of this stone qualifies a PC to play in the special event "Dust of a Dead World." Instead of spending the required TU, the PC may instead pay a skilled wizard to do it, paying 1,000gp per TU. In either case, the cost paid must be recorded on this AR.

APPENDIX 5: CRITWALL, BASTION OF HOPE

Residing on the banks of the Veng River near the only ford for miles in either direction, Critwall is the proud bastion of hope for the people of the Shield Lands, in their battle with Iuz in the War of Reclamation.

Critwall (large city): Conventional; AL LG; 40,000 gp limit; Assets 17,142,000 gp; Population 16,743; Integrated (human 79%, halfling 9%, elf 5%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%).

Authority Figures: Earl Lyndon Bohdon (Knight of Holy Shielding, member of the Council of Lords, ruler of the city and earl of Bohdon County); Countess Katarina Walworth (Knight Commander of the Knights of Holy Shielding, Countess of Walworth Isle (in exile), leader of the Council of Lords, former High Lady Marshall of the Armies of the Great Northern Crusade).

Critwall is a small walled city on the banks of the Veng River. The city is divided into four quarters, each of which is further separated into several districts. Each quarter is divided by a stout inner wall running roughly northwest to southeast and southwest to northeast across the city. Where each inner wall meets the main city wall, a small keep sits to protect against access to the walls. The inner walls meet at Bohdon Center. The quarters are further divided by streets, which run both north to south and east to west. The street running north to south, called the Procession, begins at Southgate and runs to Northgate.

Starting in the north, Northbank is named for the small portion of the Veng River bank falling within the northwestern most part of the city. Northbank is home of Castle Critwall, the walled citadel of the Bohdon family and acting headquarters of the Council of Lords. South of the castle is the Garrison district, housing most of the soldiers stationed at Critwall including many of the officers and Knights of Holy Shielding. South of the garrisons near Bohdon Center is the Cathedral of the Shield Reclaimed. A mighty stronghold in its own right, it is the center of worship for the Archpaladin in the Shield Lands. The Procession heads north through the well fortified Northgate and becomes the Ritensa Road.

East of Northbank is the East Quarter which holds the majority of the housing within the city. In the north along the city wall is the Noble District; home to a large majority of the Shield Lands' nobility until their lands can be reclaimed from Iuz. South of that on both sides of the road are the homes of many craftsmen. Still further south are the Commons, or as they are often called, Low Town. The Commons is home to many of the simple common folk that perform the manual labor of the city. Some sections tend to be a bit shady, particularly along the inner wall adjacent to the Merchant's Quarter, but the City Watch still patrols the Commons regularly. In the east outer wall at the end of the main road is Eastgate. Eastgate's twin guard towers protect Critwall from threats coming southwest along the Middleroad.

Along the Veng River, squeezed between Northbank and the Merchant's Quarter is Southbank, the River Quarter. The smallest of the four, River Quarter is home to many of the people who make their trade on the Veng River. It is also the location of the Guild of Merchants and Traders'

warehouses. Non-members of the Guild own very few of the warehouses, and most of those are owned by nobles with trading interests who ultimately work with the Guild in some capacity anyway. The narrow streets are filled with small fishing shanties, rundown alehouses and brothels. Like the other quarters, a gatehouse protects egress to Southbank, in this case, Westgate. Outside the walls, about one hundred yards down toward the water, the wharfs form a narrow strip of land along the riverbank. Traffic through Westgate is always thick with carts coming and going to the boats moored at the docks.

The Merchant's Quarter is the first seen by most visitors to Critwall as Southgate sees the heaviest use into and out of the city. Southgate exits the city onto the Tradeway heading south and west into Furyondy. A wide street called the Procession leads from Southgate north through Bohdon Center and into Northbank. On either side of the Procession along the southern portion of the quarter are the homes and shops of the majority of the city's merchants (to the west) and the homes of visiting foreigners, nobles attending court and other visitors to the city. To the north is Market Square; the center for trade within the city. Numerous markets are open daily, specializing in a vast number of items from across the Flanaess. Because trade is only now starting to pick up within the Shield Lands, many prices, particularly on food, are unusually high within the city. Merchants are forbidden by Guild edict to artificially raise prices, but shortages and the added cost of importing through what most non-Shield Landers consider hostile territory make wholesale prices higher, which merchants have no choice but to pass along to customers. This does little to reduce the traffic in Merchant's Square, but most people come now only for necessities.

Prominent Temples

Critwall is a home to churches, temples, and shrines devoted to nearly two dozen religions. Religions following evil deities are outlawed within the city (and the Shield Lands in general) and thus if found are usually small hidden shrines.

Heironeous's congregation in the Church of Holy Shielding is the largest of the religions, followed distantly by Pholtus's Church of the Righteous Truth, and St. Cuthbert's Church of the Honest Protectorate, but all three have at least a large temple within the city. Both Mayaheine and Trithereon have growing followings in the city, as do the Oeridian agricultural gods of the Church of All Winds, Zilchus, Pelor and even Farlanghn, but their houses of devotion tend to be small.

Most religions place temples and shrines close to their congregation, but a few place them in parts of the city where they compliment the activities favored by their gods. Thus you'll find many shrines to Zilchus in Market Square and shrines of Farlanghn near each gate.

Noted Taverns

Frothy Mug: Located in the lower section of the Market District. It is a rough section of the city, especially at night. It is very close to "Low-Town" (i.e., the housing district for most of the common folk living in Critwall). The Frothy Mug caters to workers returning home from their jobs in the Market District. The bartender's name is Jorig. He knows a lot of local gossip for the nearby districts

Major Inns

Brightdawn Inn: Located along the border between Market and Visitor's Squares, this posh Inn caters to the wealthy, usually visiting merchants from Furyondy. Its Innkeeper,

Emripes is known for his strict rule of confidentiality toward his patrons and never reveals any information regarding who is at the Inn or what room they stay in.

The Twisting Tune: A well-sized, respectable establishment. Generally a place for visiting knights, merchants and particularly bards; above average prices, average quality. Most patrons come for the music and news from afar, though mainly gossip.

Important Sites

Castle Critwall: Located in Northbank at the highest point in the city. The castle, often called Critwall Keep, as the original keep still stands within the larger castle walls, overlooks the city and the Veng River. One of two protective citadels within the city, the castle acts as the headquarters of the Council of Lords and the army of the Shield Lands. Prior to the war, the castle was the ancestral seat of the Bohdon family.

Cathedral of the Shield Reclaimed: Center of the Church of Holy Shielding and currently the largest temple to any deity in the Shield Lands, the Cathedral of the Shield Reclaimed is as much a place of worship as a stronghold. With Admundfort still occupied, the church has made the Shield Reclaimed the temporary seat of the High Justice of Heironeous in the Shield Lands until the proper seat, the Church of the Holy Shield in Admundfort, can be reclaimed. One wall tower within the Shield Reclaimed called Valorkeep acts as the headquarters for the Knights of Holy Shielding and contains a barracks, armory and food stores on par with Critwall Castle. Located near the center of the city in Northbank just north of Bohdon Center.

Bohdon Center: A large set of parks, squares and gardens located in the center of the city north of Market Square and south of the Cathedral of the Shield Reclaimed. Bohdon center is surrounded by the inner city walls and pierced by four gates allowing access to all four quarters of the city. Where each inner wall meets Bohdon Center, there is a garrisoned tower, and a manned gatehouse protects each gate. All four gates are closed at sundown and reopened at sunrise.

Eldritch Library of the Arcanists' Society: A vast library of arcane knowledge under the control of the Arcanists' Society. Located in the Noble District near Northgate. Because much lore was lost during the occupation by Iuz, the library serves as an important tool for relearning and locating lost knowledge. Though typically forbidden to non-members (with rare exceptions), the library contains all manners of arcane lore and knowledge and seeks to re-establish the glory of the days before the occupation. Only the Bardic College's library might compare to the library as a storehouse of knowledge.

Library of the Bardic College: An impressive library of lore on a huge variety of subjects. Located at the Bardic College of Agridagh Cuach in the Merchants' Quarter the library contains the largest collection of books and scrolls in the Shield Lands. Focusing mostly on subjects such as history, politics, economics, not to mention performance arts of every imaginable type.

Tent Town: The large sprawling mass of tents and small communities living outside Critwall, primarily on the east side of the city, due to gross overpopulation. Despite the poverty, there are surprisingly few beggars and most people, while poor, dirty and tired looking, carry themselves with at least a small measure of pride and hope. Tent town has a little stream running nearby that fills its banks only after heavy rains. During these times it supplements the wells that are scattered throughout the area for the refugees to use. The

stream starts as a spring in some hills to the north and east of Critwall. The recently built Temple of Spirit is the only permanent structure in Tent Town and acts as the center of the Open Spirit congregation.

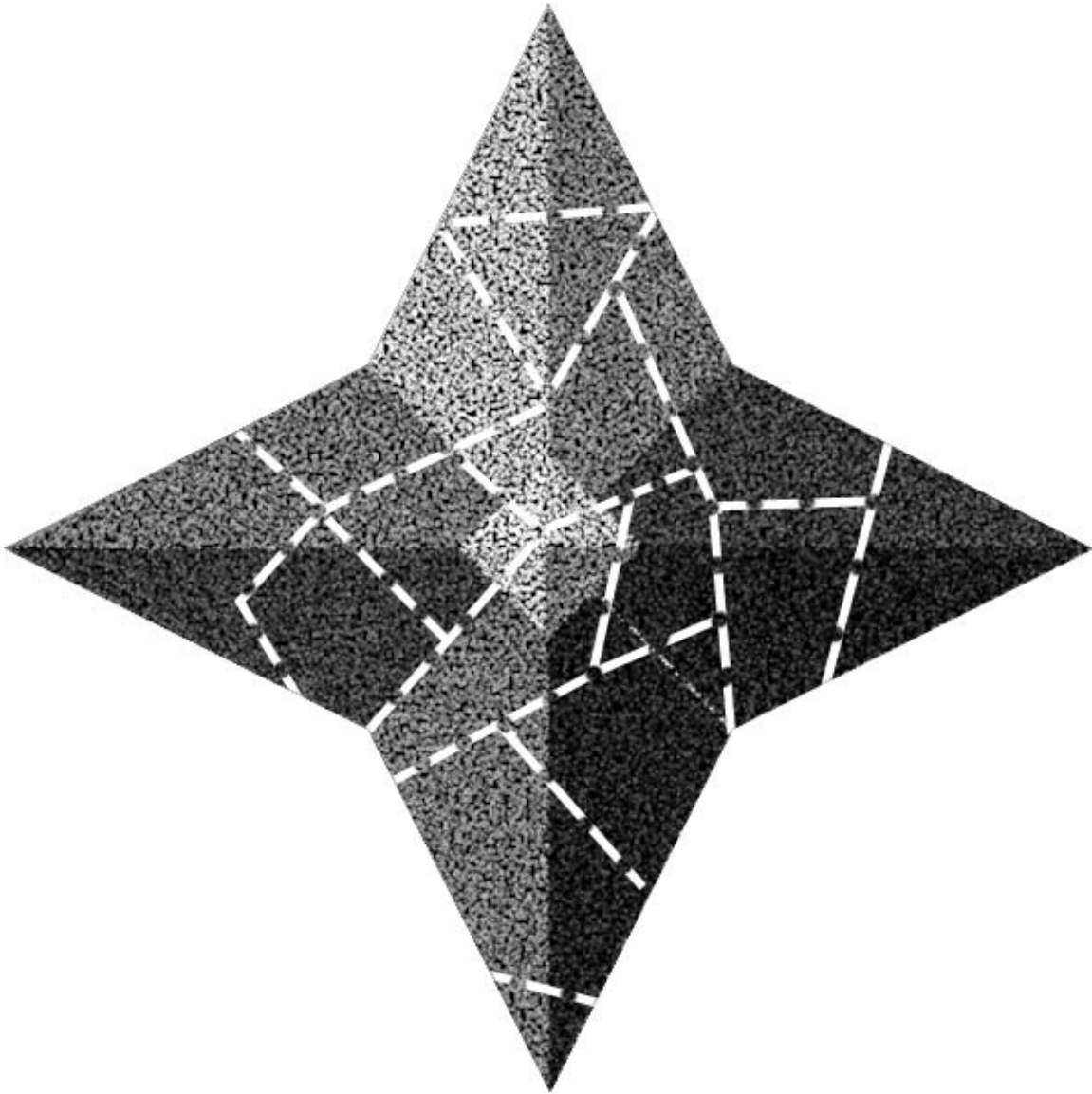
The Middleroad: A road heading northeast from Critwall to Gensal, Lardon, Docamald, Eastfork and then north to Nalren and finally Stazer. Properly named the Critwall-Docamald Highway, most people just call it the Middleroad. This road is most heavily traveled from within the Shield Lands as it, or a road crossing or branching from it, leads to most other places within the Holy Realm. Along with the Ritensa Road and the Tradeway, the Middleroad was meticulously maintained prior to the invasion. Now, all three roads are in comparatively poor condition, though still better than many roads in other parts of the Flanaess.

The Ritensa Road: This road heads north from Critwall along the Veng and Ritensa Rivers turning east at Law's Forge and looping around through Stazer, Bolam, the Plaque Fields and eventually into Alhaster where it becomes the Tradeway.

The Tradeway: The main highway from Furyondy into the Shield Lands, crossing the Veng River at Critwall Bridge. The Tradeway continues east into occupied lands and eventually through the Bandit Kingdoms, including the former province of Redhand, and eventually into the County of Urnst.

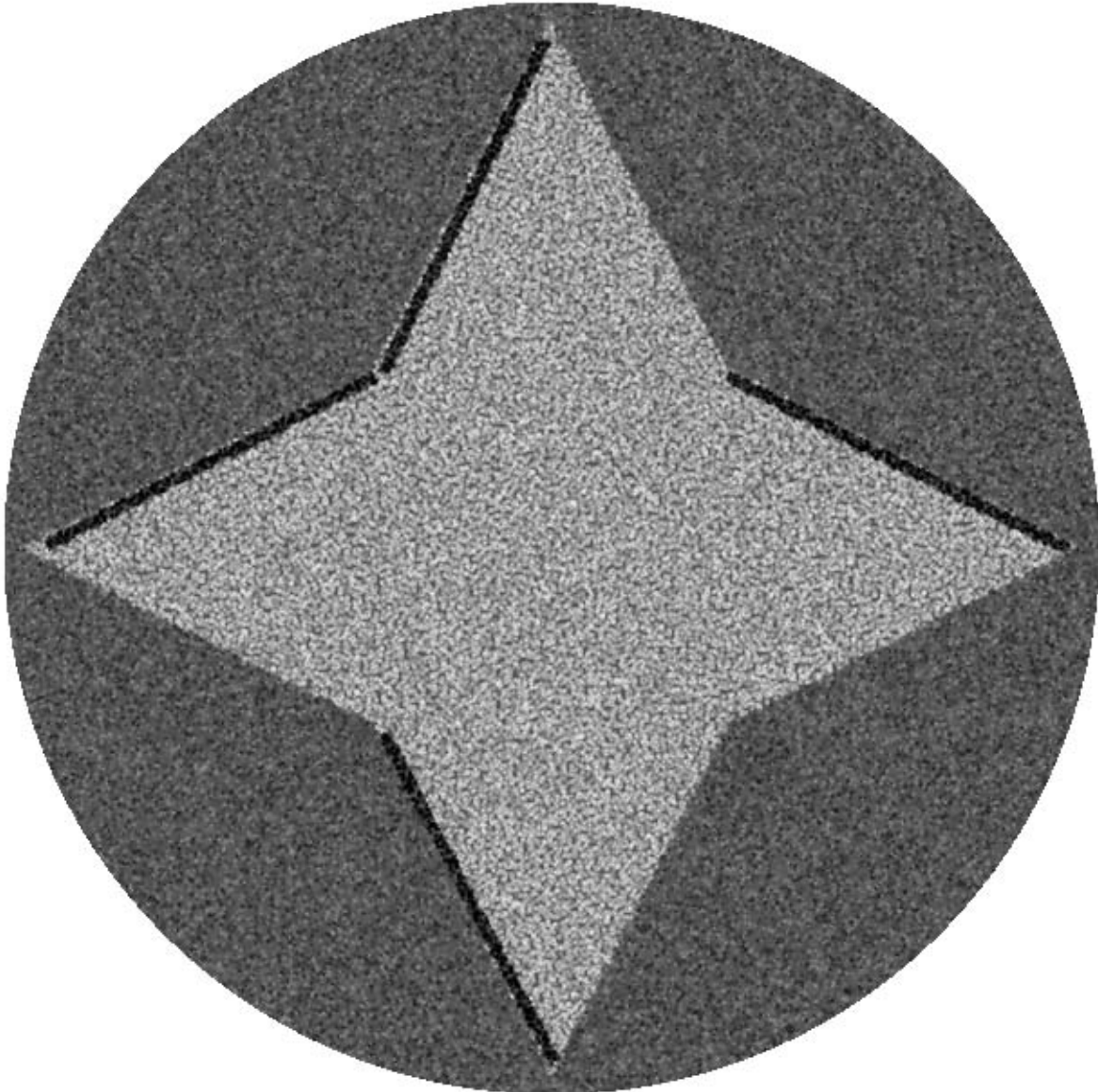
Players Handout 1

This diagram should be cut apart before the event and given to the PCs as they find each piece of the crystal heart. DMs Aid 1 contains a diagram of all of the pieces fully assembled. Note that one piece is located in Malcruux's chambers (Area 10) while the others are located inside the pyramid (Area 13A).



Players Handout 2

This image depicts the top of the pedestal located inside the pyramid.



DMs Aid 1

This image depicts the crystal heart fully assembled.

