

COR3-18



THROUGH NATURE TO ETERNITY

A One-Round D&D[®] LIVING GREYHAWK[™]
Core Adventure
Version 1

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Recent discoveries in the Grand Duchy of Geoff point to a plot whose endpoint is so hideous, the entire world of Oerth would be at stake. The Old Faith of Gyruuff desperately requires your intervention. An adventure for APLs 10 to 16.

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

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Introduction

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

PREPARATION

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

and must be adapted to the specific situation or to actions of the player characters.

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 events. Give the Scoring Packet to your event coordinator. This adventure is worth 2 D&D PLAYER REWARD™ points.

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

	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	

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 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 three 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 one-round Core adventure. Characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

During Vecna's long reign, he surrounded himself with a group of wizard-priests known as the Ur-Flan. These, often depraved men and women governed portions of Vecna's domain. The Ur-Flan propagated the worship of Vecna and responded to his needs and whims. Not all of

the Ur-Flan were content to worship Vecna, but coveted his power. When Vecna chose Kas the Bloody-Handed as his chief lieutenant, the rogue Ur-Flan saw a chance to undo their undying master. They assisted in creating the dread sword by which Kas ruled in Vecna's stead, but implanted the sword with a niggling intelligence, one which would eat away at Kas' resolve, instill him with jealousy, and drive him to betray his master.

The battle between Vecna and Kas was terrible indeed. All that was left was the dust of Vecna's dark tower, a pile of ash, the sword of Kas, and the Hand and Eye. The rogue Ur-Flan were able to recover the sword, but those loyal to the Whispered One gained the Hand and Eye. Over the centuries all three of these have been lost, found, then lost again, bringing woe and damnation to any who encounter them.

In the intervening centuries, a cult grew around the Undying King. Their evil master imparts their purpose to them: to restore Him to power once again.

Pacanan, a priest of Vecna, is on the trail of a series of seemingly minor archeological trinkets, which when assembled, provide a vessel on the Material Plane for Vecna's infernal spirit. This vessel would allow Vecna to come freely to Oerth and establish himself in a manner similar to Iuz.

The Hand and Eye are the only true artifacts that are part of this collection, though they continue to remain elusive, as even Vecna himself cannot sense their presence and direct his followers to retrieve them. The other items are charms, trinkets, and a piece of alchemically treated linen wrap that were used in the ceremony that allowed Vecna to transcend death. These charms, long forgotten, hold special power to provide a vessel for His return.

The rogue Ur-Flan hid some of these trinkets in a place so inaccessible and unlikely, they felt them safe from predation. Using their magical powers and prayers to their secret master, Tharizdun, they constructed a vault. Pacanan has uncovered the location of the vault and found a way to its hiding place: the Handmaiden, Oerth's smaller moon.

ADVENTURE SUMMARY

Recently, a group of stalwart heroes entered the remains of the Russet Tower, a ruin near the fallen city of Gorna in the Grand Duchy of Geoff. The Russet Tower was the demesne of the Magus Aedan and his wife, Maga Elspet. Below the ruins were extensive underhalls and laboratories. The heroes drove out a mendicant priest of Vecna who had been raiding Gyri and giant caravans alike to provide supplies for vile necromantic experiments. Pacanan, in the ways of the Whispered One, was training this mendicant. Normally, Pacanan would have worked alone, but he required assistance in breaching the defenses of the Underhalls of the Russet Tower. Researching the mountain of collected lore hidden away within, Pacanan came across the information he desired and a means of obtaining the trinkets. Magus Aedan was a devout worshiper of

Murlynd the White Paladin and had been inspired by same to create several magical devices of great power. The first was a teleportation chamber, allowing Magus Aedan (and later Pacanan) travel anywhere he could think or image in his mind. The second is a *wall of force* generator, which now, after intervention by the heroes, once again protects the Underhalls from all intrusion.

The heroes reported their finds to Maga Elspet, which included a note written by Pacanan to his mendicant, Maldwyn ap Talvan (see Player Handout 1). Disturbed by the possibilities and the potential resurgence of the Cult of Vecna, Maga Elspet sought the services of the Old Faith - long time enemies of the Cult of Vecna. In times past, however, the Old Faith overlooked the depravities of Vecna and the Ur-Flan. Whether this was due to the Vecna's overwhelming power or the Old Faith's indulgence in the Ur-Flan rituals is not clear.

The Old Faith set about recruiting heroes to go on a mission to follow Pacanan to wherever he has gone and stop him from accomplishing his task. The leaders of the Old Faith would go themselves, but dire matters on Oerth already consume their time. The heroes are to bring back any artifacts so the Old Faith may secure them. Maga Elspet has agreed to use an arcane key in her possession to create a temporary opening in the force bubble protecting the Underhalls and operate the transportation device. The Old Faith provides a way for these heroes to return to Oerth once their task is accomplished. They give them a tree seedling and tell them to plant and water it once at their destination. When the tree is fully grown (which happens in a surprisingly short time), the PCs may use it as a one-way doorway back to Geoff.

Introduction

The PCs respond to the call of the Old Faith of Gyruuff for help with a dire situation involving priests of Vecna and related Ur-Flan artifacts. The PCs are transported to the Handmaiden, Oerth's second moon. Pacanan, fearing someone may try to follow him or Maldwyn has left his imp familiar, Mardu, to stand guard and notify him of intruders.

Encounter 1: The Azure Trail

The PCs find a trail leading to the bottom of large crater. Pacanan's familiar surreptitiously follows them.

Encounter 2: Temple of the Ur-Flan, Level A

The PCs find the temple and explore the first level, learning some of the history of the rogue Ur-Flan and their plot against Vecna using the sword of Kas. Additionally, they must discover the false symbol to open the way to the second level.

Encounter 3: Temple of the Ur-Flan, Level B

The PCs must solve the puzzle of getting through to the next level and potentially face the temple's guardians. Further murals give insight into the Ur-Flan and their practices. The murals themselves provide keys to opening

the resting place of the trinkets they seek and awaken the temple's most fearsome guardian.

Encounter 4: Fane of Tharizdun

The PCs must solve the rod conundrum to gain access to the resting place of the trinkets. In doing so, they release the guardian of the temple, the Sleeper in the Void.

Encounter 5: Deception

The PCs travel back to Geoff then must decide to either turn over the trinkets to Maga Elspet, Meleri, or someone else. Pacanan intercepts the PCs and attempts to gain the trinkets through subterfuge.

INTRODUCTION

Have each player roll a Will save. Record this for later use during Encounter 5. If you are using initiative cards, record the Will save on each PCs card. In addition, look over PC records for the Maldwyn's Vengeance certificate and note for your records which PCs possess the cert (See DM Aid 1).

Before reading the following box text, read the module blurb to the assembled players. Ask if all are willing to travel to Geoff to assist the Old Faith. Once all have agreed, read the following box text.

You stand upon a barren rocky surface stretching to a dark horizon. Rocks glitter in the bright, unfiltered light of a naked sun. Every shade of blue your mind could imagine is present in the rocks and sand. The sky is filled with stars assembled in unfamiliar configurations. You have reached the first stop on what has already been a fantastic journey. You stand upon the surface of The Handmaiden, Oerth's second moon.

Pause for exclamations, objections and curses, then continue.

A few days earlier, you journeyed to Beory's Teeth, one of the holy places of the Old Faith in Gyruuff. Druidess Meleri was evasive as to the exact nature of your mission, but provided you a means to return from wherever it was you were going: a small silver chest containing loam and an acorn.

"Upon arrival at your destination, make a home for the acorn, provide it water, and later it will bring you back to us."

Druidess Meleri stressed the importance of your mission and then took you to see Maga Elspet. Elspet was a dichotomy—a pleasant, middle-aged woman who greeted you with freshly baked cookies, a warm smile, and the occasional pinch on the cheek but rumored to be a potent necromancer. After introductions by Meleri (and some reassurances), Maga Elspet transported you to the Underhalls of the Russet Tower.

"Sadly, here is where the villainy began, I'm afraid. That mysterious Mr. P the other adventurers spoke about ransacked our libraries, learning something my husband and I overlooked. Fortunately, he used Aedan's transportation device and we can track him!"

The transportation device was a marvel. Elspet manipulated rune covered shapes on a disc supported by a single pedestal. At the center of the disc was a great crystal sphere. Images flashed inside the sphere.

“A-ha! I’ve found it! Oh my, what a place to go! Now, all of you step onto the dais. This will all be over quickly.”

There were some protestations.

“Oh, silly me, I’ve been so wrapped up in my work, I’ve forgotten to tell you your mission!” She handed you a piece of parchment.

Give the players Player Handout 1.

“Seems this worshipper of the Whispered One learned the location of something—something vital to his, and any of those evil minions’, quest to restore his master as He once was—ruler of Oerth. You must go where he went, find what he seeks, and see to it he does not succeed. The Old Faith wants you to bring back whatever he seeks. I’m not so sure they would be the best guardians. Okay now, deep breaths!”

And with that she triggered the device, sending you to oblivion.

See Appendix I: The Handmaiden for information on Celene and related environmental effects. The PCs are free to roam about the moon’s surface. Do not remind them to plant the acorn.

Should the PCs inquire about Druidess Meleri, have them make a DC 22 Bardic Knowledge, DC 20 Knowledge (local-Core), DC 18 Knowledge (nobility and royalty) or DC 15 Knowledge (religion) check to recognize her as a bona fide member of the Old Faith. Those PCs who are members of the Old Faith noticed she bore several totems associated with Nerull. Provide the players with Player Handout 3.

Should the PCs inquire about Maga Elspet, a DC 20 Knowledge (local-Core) check, DC 25 Bardic Knowledge check, or a DC 15 Knowledge (nobility and royalty) check provides information about Maga Elsept. Provide the players with Player Handout 4.

The PCs are currently 2 miles away from the Ur-Flan temple and the protective life support envelope ends 75 feet above their current position.

Search checks reveal the following:

DC 10: The “horizon” appears to be only a mile away. This is actually the terminator between the light and dark sides of the moon.

DC 10 + APL: Strange blue lichen is growing on many of the rocks. A successful Appraise check (DC 20) indicates the lichen may be collected and sold to a sage on Oerth for 50 gp.

DC 12 + APL: An ancient trail leading off into the distance, toward the moon’s dark side.

A DC 15 + APL Track check reveals the passage of two medium-sized, average weight humanoids in sandals or boots heading toward the dark side of the moon. The prints overlap at times and originate in the same area as the PCs’ own prints.

The alien environment of the Handmaiden is disturbing to animals. Animal companions require a successful DC 20 Handle Animal check, DC 15 Wild Empathy check, or a DC 20 Diplomacy check (via *speak with animals*) to calm them.

Pacanan has left his imp familiar, Mardu, at the transport site. It has orders to follow any intruders at a safe distance and communicate with Pacanan when possible. Mardu is *invisible* and hiding behind a rock (giving it a total +37 to Hide).

Treasure:

All APLs: C: lichen sample (50 gp per PC).

ENCOUNTER 1: THE AZURE TRAIL

The way ahead is soon encased in darkness as you cross the terminator between the light and dark sides of Celene. Light sources seem belittled by the omnipresent blackness. Darkvision reveals an absolutely barren landscape.

The path is straight and crosses cuts through steep craggy ridges ending at a ramp leading down into what could be a wide, circular valley.

The trail was used to haul building materials and supplies from a now defunct *teleportation circle* located near where the PCs appeared. The ramp and path cutting through the ridges are obviously not natural but due to the relatively static conditions on Celene, are impossible to date. The circular valley is an impact crater. The life-support envelope is nearly 100 feet tall at this point.

Once down the ramp, PCs may make DC 12 + APL Search checks to reacquire the ancient trail or DC 10 + APL Track checks to reacquire the footprints. Tracking PCs notice the footprints pause periodically, then continue, as if the owners were searching for something.

Following the trail, you travel several hundred feet, only to have the trail abruptly end.

Two hundred feet beyond the ramp, toward the center of the crater is the temple. The exterior of the structure is cloaked in *invisibility*. See *invisibility* and *true seeing* allow PCs to see the structure when in range. *Detect magic* reveals a large area of faint illusion magic (DC 17 Spellcraft check) (the *invisibility* shield), a much smaller area of moderate abjuration magic (DC 21 Spellcraft check) (the *forbiddance* on the entrance), and strong enchantment magic (DC 23 Spellcraft) beyond the abjuration (the *symbol of insanity*).

ENCOUNTER 2: TEMPLE OF THE UR-FLAN, LEVEL A

The temple is an enormous basalt structure, 100 feet wide and 20 feet tall. Exterior walls are 5-foot thick stone and interior walls are 1-foot thick stone. All doors are hewn stone with countersunk hinges unless otherwise noted. Ceilings are 20 feet high unless otherwise noted. The stone shows no tracks, scuff marks, wear, or other signs of passage. Pacanan and Maldwyn, once they were aware of the PCs presence, used *unseen servants* and

prestidigitation to eliminate any sand or rocks they may have tracked into the temple.

☞ **Stone Doors:** 1-ft. thick hewn stone; hardness 10; hp 180; AC 8; Break DC 35.

☞ **Interior Walls:** 1-ft. thick stone; hardness 10; hp 180; AC 8; Break DC 40

☞ **Exterior Walls:** 5-ft. thick; hardness 20; hp 900; AC 8; Break DC 80

Dimensional travel is not possible within the temple, unless otherwise stated. Objects held within extra-dimensional spaces are inaccessible while that extra-dimensional space is within the temple. *Summon monster* spells do not operate within the temple. *Stone shape* and similar magics are ineffective on temple structures.

Approaching the Temple

The azure trail ends at a 10-foot wide, 20-foot tall archway. Twenty feet beyond the archway is a strange non-Euclidian design. Anyone using *see invisibility* or *true seeing* to view the temple must make a DC 12 + APL Will save or fall under the effects of a *symbol of insanity* (see Location 1: Foyer for details). The trap may be bypassed during the “recharge” period or by giving obeisance to Tharizdun. *Detect magic* reveals a large area of faint illusion magic (DC 17 Spellcraft) (the *invisibility* shield), a much smaller area of moderate abjuration magic (DC 21 Spellcraft) (the *forbiddance* on the entrance), and strong enchantment magic (DC 23 Spellcraft) beyond the abjuration (the *symbol of insanity*).

A PC with Knowledge (religion) may make a check (DC 15 + APL) to recognize the structural elements and the insanity symbol as connections to Tharizdun. Coming up with the proper gestures to bypass the trap is a separate DC 35 Knowledge (religion) check. Simply closing one’s eyes also protects a PC against exposure to the symbol’s power.

Location 1: Foyer

Read the following if the PCs merely blunder into the temple opening.

Putting forth your arms, suddenly your hands disappear! Nothing blocks your way and when you pull back your arms, your hands are just where you left them.

Read the following if the PCs decide to walk through the *invisibility*.

Passing through the invisible and intangible barrier, you enter a strangely lit hallway some twenty feet long. Suddenly, horrible pain wracks your body!

The effects of a *forbiddance* spell protect the temple. PCs of neutral, lawful neutral, chaotic neutral, and neutral good alignments must succeed at a DC 9 + APL Will save or take 6d6 points of damage. PCs of chaotic good or lawful good alignment must succeed at a DC 9 + APL Will save or receive 12d6 points of damage. This effect

cannot be disabled by a rogue but may be suppressed by *dispel magic* cast against a 20th level caster (DC 31).

Mardu, aware of the *forbiddance* barrier, stays on the outside of the temple. He communicates what he has learned about the PCs to Pacanan via their permanent Rary’s telepathic bond.

Once past the *forbiddance* barrier, read the following.

The short hallway before you ends in a T-junction. On the junction wall, 15-feet beyond the hallway terminus, is a highly disturbing design that seems to swirl, writhe, and flash with brief images of unspeakable horror. You feel your mind slipping away.

PCs past the *invisibility* must succeed at a DC 12 + APL Will save or succumb to the effects of the *symbol of insanity* trap.

ALL APLS (EL 8)

↗ **Symbol of Insanity Trap:** CR 8; magical; triggered by viewing; active for 150 minutes; automatic reset after 10 minutes dormancy; effect as the spell; Will save resists (DC 12 + APL); Search (DC 33); Disable Device (DC 33). At APL 10-12, the symbols effects are temporary, lasting 1 hour. At APL 14-16 they are permanent per the *insanity* spell.

Once the PCs have passed the symbol trap, read the following.

The foyer is a large 40-foot square chamber with a 10-foot square pillar in the center. The pillar has four mosaic panels. The southern panel holds the unspeakable, sanity-sapping design. The other three panels contain strange spiral designs.

There are two doors on either side of the entry hall and two archways, one of the west wall and another on the east wall.

Hand the players Player Handout 2. The east and west panels are trapped. Touching either of these panels activates the trap. The north panel also appears to be trapped (it also radiates the appropriate type and strength of magic), but instead is a trigger to open a secret door leading to a spiral staircase leading to the second level. Proceed to Encounter Three for a description if the PCs open the secret door.

APL 10 (EL 4)

↗ **Wall Design Trap:** CR 4; magical; touch trigger; automatic reset; effect as the spell *enervation*; Search (DC 29); Disable Device (DC 29).

APL 12 (EL 6)

↗ **Wall Design Trap:** CR 6; magical; touch trigger; automatic reset; Reflex save (DC 20) for half damage; *chain lightning* 12d6 primary bolt, up to 12 6d6 secondary bolts all within 30 ft. of wall design, half the damage is unholy damage due to the foul nature of the temple; Search (DC 31); Disable Device (DC 31).

APL 14 (EL 8)

✦ **Wall Design Trap:** CR 8; magical; touch trigger; automatic reset; *horrid wilting*; Fortitude save (DC 22) for half damage; 15d6 damage to all living creatures within 60 ft. of wall design; Search (DC 33); Disable Device (DC 33).

APL 16 (EL 9)

✦ **Wall Design Trap:** CR 9; magical; touch trigger; automatic reset; effect as spell *energy drain*; after 24 hours Fortitude save (DC 23) to negate; Search (DC 34); Disable Device (DC 34).

A PC with Knowledge (religion) may make a DC 10 + APL check to recognize the structural elements, the abundance of spirals and the insanity symbol as connections to Tharizdun.

Location 2 and 3: Guard Chamber

These empty chambers are littered with ancient bones, cracked and pitted weapons, and tatters of armor. Other accoutrements within the chamber indicate it evidently housed guards or troops, perhaps overseers for the hundreds of slaves that constructed this temple.

There is nothing salvageable in either guard chamber, but a DC 25 Knowledge (history) check indicates the weapons and armor are of Ur-Flan manufacture and style. A DC 30 Heal check or DC 25 Knowledge (arcana) check on the bones suggests they were subjected to some dark arcane process. Whatever the process was, it failed and detonated the remains.

Location 4: Hall of Glory

This chamber's walls are covered in abstract murals. These murals show black-robed figures constructing a sword. The sword is depicted overly large and is obviously the focus of the murals. There is an archway leading to another mural filled chamber.

Closer inspection of the murals shows a purple-robed figure, sneaking about in the background of various panels depicting the enchantment of the sword. The purple-robed figure's mouth is filled with a red and black spiral. A successful DC 12 + APL Knowledge (religion) check allows PCs to recognize the purple-robed figure as a priest of Tharizdun.

Location 5: The Victories of Kas

The murals in this chamber depict a mighty vampire wielding a glowing rune-etched sword. The dread creature is slaughtering enemy after enemy, reveling in the bloodshed and horror. Following behind are multitudes of black-robed figures, bearing a dark banner. Archways in the east and west walls allow egress.

Closer inspection of the murals reveals a purple-robed figure, drawn in miniature, standing on the crosspiece of the vampire's sword, whispering in his ear. The miniature

purple-robed figure's mouth is filled with a red and black spiral. A DC 18 + APL Knowledge (history) check or DC 15 + APL Knowledge (religion) check identifies that the banner depicts an ancient symbol related to Vecna. A second DC 18 + APL Knowledge (history) check or a DC 12 + APL Knowledge (religion) check identifies the vampire as Kas, the Bloody-Handed.

Location 6: Kas Defies the Whispered One

These murals show a vampire locked in titanic combat with a horrific dark skeletal entity within a cyclopean stone tower. Panel after panel show the two figures trading devastating blows. In the penultimate panel, a final exchange immolates the two combatants and destroys the tower. The final panel shows black-robed figures scrambling over the rubble. Archways lead to the foyer or another mural filled chamber.

A DC 14 + APL Knowledge (history) check, DC 10 + APL Knowledge (religion) check, or a DC 12 + APL Knowledge (arcana) check identifies the dark skeletal entity as Vecna. A DC 18 + APL Knowledge (history) check or a DC 12 + APL Knowledge (religion) check identifies the vampire as Kas, the Bloody-Handed. Closer inspection of the final panel reveals that two of the black-robed priests are each holding an object—one holds a desiccated eye, the other holds a withered hand. Two other black-robed figures are wrenching a sword from the rubble. Behind all of this is a purple-robed figure stealing away with three items: a strip of linen, a jeweled scarab, and a statuette. The statuette is of a crowned skeletal humanoid figure. The purple-robed priest's other hand is shown making a strange gesture. A DC 18 + APL Knowledge (religion) check identifies the gesture as a passage and command signal from the rituals of Tharizdun. The figure also seems to be speaking, but his mouth is filled with a spiral.

ENCOUNTER 3: TEMPLE OF THE UR-FLAN, LEVEL B

The pieces of the mosaic shuffle and part, revealing an opening in the wall leading to a descending stone spiral staircase. A faint purple glow emanates from below.

If the PCs descend the stone staircase, go to Location 7: Lair of the Spawn.

Location 7: Lair of the Spawn

The walls surrounding the staircase fall away twenty feet prior to a landing on the next level. Five large braziers alight with purple flames ring the staircase. The landing is a thirty-foot square chamber. Each wall contains two stone doors. There appear to be no other exits.

The braziers serve three purposes: light for the staircase landing, housings for the mechanism to open the way to the next level, and resting places for several spawn of Tharizdun (see Appendix 2 for details).

The purple flames are the result of a variant *continual flame* spell and may be seen as such with a DC 18 Spellcraft check.

The spawns don't attack unless provoked or unauthorized beings attempt to pass into the Fane of Tharizdun on the level below. If one spawn is attacked, all rise up to defend themselves and rid the temple of intruders. Those who show proper obeisance to Tharizdun and speak "Tharizdun" are considered authorized by the spawn (each party member must make the gesture and speak the name).

The spawns are difficult to detect. They rest in the braziers, wreathed in the magical purple flames. To the casual observer, the braziers are filled with some kind of shiny black substance, possibly some kind of fuel for the purple flames. A Search check versus the spawn's Hide check indicates a PC saw a momentary ripple across the surface of the black oil.

A DC 15 + APL Search check reveals the floor beneath the spiral staircase contains a complicated mechanism to extend the stairs and is activated by depressing knobs located within the brazier bowls. A successful DC 20 + APL Disable Device check allows PCs to bypass the normal activation mechanism and trigger the continuation of the staircase. The spawns immediately attack if this action is taken. If the proper gestures and phrase are used, the spawns activate the mechanism. See Encounter 4: Fane of Tharizdun for a description.

APL 10 (EL 9)

☛ **Spawn of Tharizdun (2):** hp 115 each; see Appendix 2.

APL 12 (EL 10)

☛ **Spawn of Tharizdun (3):** hp 115 each; see Appendix 2.

APL 14 (EL 11)

☛ **Spawn of Tharizdun (4):** hp 115 each; see Appendix 2.

APL 16 (EL 12)

☛ **Spawn of Tharizdun (5):** hp 115 each; see Appendix 2.

Tactics: The spawns are not mindless opponents. They work in concert and attempt to swallow spellcasters first or ready actions to disrupt spellcasting.

Treasure: The spawns possess no treasure.

Development: Should the PCs bypass this encounter using knowledge of Tharizdun's practices, they receive no XP for this encounter, but this modifies Encounter 5: Deception.

Location 8 A-H: Priest Chambers

These chambers were once quarters for the Ur-Flan priests who designed and oversaw the construction of this temple. All of the rooms contain murals depicting various Ur-Flan achievements in battle (conquest), magic, torture, and depravity. Unlike the abstract murals on the first level, these are very detailed and realistic. Any PC moving through the eight rooms in succession must

make a DC 12 + APL Will save or fall prey to the effects of a *maze* spell. While under the effects of the maze, the PCs walk through a never-ending series of rooms identical to the priest chambers. PCs in the temple see their companions vanish. Those trapped in the maze see the rest of the PCs vanish instead. PCs failing the Will save together are trapped together in the same maze. Those who travel to the maze later while others are still trapped there can hear their companions but never reach them, instead finding a never-ending series of mural-filled chambers.

All of the chambers contain ancient simple furniture. A DC 25 Knowledge (history) check reveals they are of Ur-Flan design.

Chambers B, D, F, and H contain rods necessary to awaken the Sleeper in the Void (see Encounter 4: Fane of Tharizdun). The rods, if checked for, radiate moderate abjuration and evocation magic (DC 20 and DC 21 Spellcraft check, respectively). The rods serve no other function but to activate the trap on the level below or awaken the Sleeper in the Void. The rods are camouflaged in the murals to appear to be part of the mural. Each mural is very specific to its rod and switching them into different murals provides stark evidence of their specificity (the rod is not camouflaged at all).

Chamber A: The walls are adorned with a map of Vecna's domain. Vecna's tower is prominent in the image. The door to the tower is a *phase door* into Location 9. See Location 9 for details on the *phase doors*. If checked for, the tower door radiates strong conjuration magic (DC 22 Spellcraft check).

Chamber B: The images show victims being tortured in ways scarcely imaginable. Observing all is a purple-robed figure holding a forth a carnelian rod topped by a yellow topaz. A DC 17 + APL Search check reveals the rod is real and could be removed from the mural. This is the evil rod.

Chamber C: Murals show a purple-robed priest holding a strip of linen, a jeweled scarab, and a statuette (the same ones shown in the mural in Location 6). He is walking toward a huge basalt structure on a barren blue landscape. The priest makes the same gestures of passage and command before the temple entrance.

Chamber D: Images show a purple-robed figure presiding over a congregation of humanoids. The congregation is performing all manner of deeds to themselves and one another (flagellation, self-mutilation, etc), foaming at the mouth, baying at the moon (Celene is prominent in the mural), or standing rigidly catatonic. The purple-robed figure holds an ebony rod topped with a deep purple amethyst at his side. A DC 17 + APL Search check reveals the rod is real and could be removed from the mural. This is the insanity rod.

Chamber E: Murals detail purple-robed priests investigating a strange alien landscape. A DC 15 + APL Knowledge (planes) check permits a PC to recognize the terrain as a layer of Carceri, the plane of exile and imprisonment.

Chamber F: Images show a row of purple-robed figures engaged in performing some ritual some distance from the gates of a large city. In the final panel the ritual is completed and the entire city is rendered to the ground in purple and black fire. The robed figure at the center of the ritual is holding forth a gold rod tipped with a ruby. A DC 17 + APL Search check reveals the rod is real and could be removed from the mural. This is the destruction rod. The front gate of the city is a *phase door* into Location 9. See Location 9 for details on the *phase doors*. If checked for, the city gate radiates strong conjuration magic (DC 22 Spellcraft check).

Chamber G: Mural panels depict purple-robed figures creating undead minions from sacrifice victims. In the background of one panel is a priest of Nerull overseeing the sacrifice. A DC 25 Knowledge (religion) check indicates the priest may be a member of the Old Faith. A DC 15 + APL Knowledge (History) check or DC 15 + APL Knowledge (Religion) check recalls some history about the Old Faith and the Ur-Flan: The druids of antiquity allied themselves with the sorcerous Ur-Flan. The unspeakable rituals performed by the Ur-Flan went unchallenged by the druidic hierarchy of that era, so long as the former were not so prevalent in any region as to threaten the balance of nature. The Old Faith may yet preserve some of the Ur-Flan magical secrets.

Chamber H: Murals depict purple-robed figures surrounding a spiraling mass of contrasting color. Horrific, alien shapes pour forth from the mass and slaughter humanoids and purple-robed figures alike. A purple-robed figure holds, in both hands, a purple rod topped with an obsidian crystal. A DC 17 + APL Search check reveals the rod is real and could be removed from the mural. This is the chaos rod.

Treasure:

All APLs: L: Puzzle Rods (20 gp per PC).

Location 9: Spy Passage

This passage was used to spy on dignitaries meeting with the priests, priests spying upon other priests, and a place to store temple valuables. The passage may only be accessed via two permanent *phase doors* keyed to humanoid beings of neutral evil alignment. Viewing into the rooms is through *clairvoyance/clairaudience* spells cast upon crystals set into the eyes of at least one figure in a mural. These crystals work one-way only, are painted over, and difficult to detect (DC 35 Search).

Pacanan and Maldwyn have been using the passage as a makeshift residence. The two of them are effectively trapped upon the moon. The PCs represent a hope for Pacanan on two fronts: escape from the moon and retrieval of the trinkets from their powerful guardian.

Development: Once Pacanan and Maldwyn are aware of the PCs presence on this level, they surround themselves in *silence* and *nondetection* to avoid discovery. Pacanan does spy upon the PCs using the *clairvoyance/clairaudience* crystals.

ENCOUNTER 4: FANE OF THARIZDUN

Soon after giving obeisance to the dark god, near simultaneous metallic clicks issue forth from the braziers. The floor beneath the staircase falls away in blocks, those blocks forming an extension to the staircase. The dim purple light from the braziers does not penetrate far down the staircase and the spiral prevents you from seeing the terminus. One thing is for certain: a bone-chilling cold pours forth from below.

Location 10: Fane of Tharizdun

The staircase descends into a large open chamber with no apparent exits. At the four compass points are statues atop inverted step-pyramids. Etched into the floor and painted crimson are four enormous sigils, one before each step-pyramid. Additional sigils are in each corner. The air here is stale and the feeling of unseen eyes peering into you is unshakable.

The sigils are as follows: north (insanity), east (death/destruction), south (darkness/chaos), and west (evil/destructive power). The sigils in the corners are identical and represent evil servant. Identifying each symbol requires a successful DC 10 + APL Knowledge (arcana) check. A DC 12 + APL Decipher Script or Bardic Lore check may also be attempted.

A DC 15 + APL Search check reveals the stone blocks of the staircase are fitted into grooves into the floor. A rogue, dwarf, or PC with Knowledge (architecture and engineering) making the above Search check believes the staircase is part of some complex mechanism.

The stone statues are robed priests holding out one arm toward the center of the chamber. The hand is shaped such that one of the rods from the murals in Location 8 could be placed within. The rods must be placed in the correct statues as follows:

North statue: ebony rod purple amethyst (insanity)

East statue: gold rod ruby (destruction)

South statue: purple rod obsidian (chaos)

West statue: carnelian rod yellow topaz (evil)

If the rods are placed into the wrong statues, nothing happens. Should the rods all be placed within the correct statues, read the following:

Shortly after placing the last rod, the statue's eyes begin to glow. Their aspects alter and warp into black and red spirals. Black and purple bolts arc out from the rods, striking the staircase. The stone blocks of the staircase fall into the floor.

Allow PCs standing in the path of the bolts or near the staircase a free 5-foot adjustment away from the affected area.

A section of the floor previously under the staircase parts and a plus-shaped dais rises up from below. Intense cold and a palpable evil fill the chamber. Upon the dais is a throne of obsidian. Hunched in the throne is a skeletal figure, wearing a tattered purple robe. Somehow you know this is the Sleeper in the Void – an Ur-Flan priest left here millennia ago to guard

that which must not be found. The eye sockets fill with a crimson glow as it rises from the throne. The horror begins to gesture and chant, filling the air around it with magical power.

At APL 12 and above add the following text:

Gaunt, glowing, translucent figures in armor, wielding dark iron weapons, step from the statues and assault the infidels in their midst.

The glowing eyes of the statues cast *unhallow*, which fills the chamber. The Sleeper in the Void (and any swordwraiths) gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks or effects created by good creatures. Note this effect only benefits the swordwraiths, as the Sleeper is already benefiting from deflection and resistance bonuses. The second effect of the *unhallow* spell provides a -4 profane penalty to turn checks and a +4 profane bonus to rebuke checks. Finally, a *dimensional anchor* effect is generated. These effects last the entire length of the combat.

The ebony and purple bolts of energy not only trigger the staircase collapse and the rising of the dais, but also power a *minor globe of invulnerability* (APL 10) or *globe of invulnerability* (APL 12 – 16) around the plus-shaped dais. This effect lingers for 5 rounds, and then dissipates.

Note that while they look insubstantial, swordwraiths are not incorporeal.

APL 10 (EL 13)

☛ **The Sleeper in the Void:** hp 75; see Appendix 3.

APL 12 (EL 15)

☛ **The Sleeper in the Void:** hp 82; see Appendix 3.

☛ **Swordwraith (4):** hp 40 each; see Appendix 3.

APL 14 (EL 17)

☛ **The Sleeper in the Void:** hp 96; see Appendix 3.

☛ **Swordwraith (4):** hp 54 each; see Appendix 3.

APL 16 (EL 19)

☛ **The Sleeper in the Void:** hp 110; see Appendix 3.

☛ **Swordwraith (4):** hp 68 each; see Appendix 3.

Tactics: The Sleeper in the Void is a difficult opponent. It is very intelligent and uses all spells to the best of its ability. At APL 10, the Sleeper casts its quickened *shield* spell then *mislead*. At APL 12 and higher, the Sleeper casts its quickened *shield* spell then *haste* on the swordwraiths as part of its first action. A popular tactic for the Sleeper, when faced by multiple melee opponents, is to cast *cloudkill* centered on itself, as it and the swordwraiths are immune to poison. The Sleeper can enhance one of the swordwraiths with *stoneskin* or cast it on itself. At higher APLs, the Sleeper tries to use the *beads of force* to trap spellcasters. The swordwraiths run interference for the Sleeper.

Treasure:

APL 10: L: Masterwork cold iron dagger (25 gp); M: ring of protection +2 (667 gp), cloak of resistance +2 (333 gp), bracers of armor +4 (1,333 gp), robe of Vecna (1,667 gp).

APL 12: L: Masterwork cold iron dagger (25 gp); M: ring of protection +2 (667 gp), cloak of resistance +3 (750 gp), bracers of armor +4 (1,333 gp), robe of Vecna (1,667 gp), +1 cold iron longsword (361 gp), +1 breastplate (113 gp), +1 heavy steel shield (98 gp).

APL 14: L: Masterwork cold iron dagger (25 gp); M: dusty rose ioun stone (417 gp), ring of protection +2 (667 gp), cloak of resistance +3 (750 gp), bracers of armor +4 (1,333 gp), robe of Vecna (1,667 gp), +1 cold iron longsword (361 gp), +2 breastplate (363 gp), +2 heavy steel shield (348 gp).

APL 16: L: Masterwork cold iron dagger (25 gp); M: bead of force (250 gp each), dusty rose ioun stone (417 gp), ring of protection +2 (667 gp), cloak of resistance +4 (1,333 gp), bracers of armor +4 (1,333 gp), robe of Vecna (1,667 gp), +1 unholy cold iron longsword (1,694 gp), +3 breastplate (779 gp), +3 heavy steel shield (764 gp).

Development: Once the Sleeper is defeated, its corpse disintegrates, leaving behind its treasures. However, the Sleeper reforms within a day. The trinkets the PCs seek are hidden within the throne. A DC 20 + APL Search check locates the objects. The trinkets do not radiate magic but do radiate moderate evil. No force possessed by the PCs can destroy or harm the trinkets. The trinkets cannot be stored in an extradimensional space.

The dais sinks back beneath the floor ten minutes after the defeat of the Sleeper and the staircase rises back into place. Removing and replacing the rods does not reactivate the dais. Only after the Sleeper has reconstituted can this be done.

The Sleeper in the Void's phylactery is nowhere to be found. Unknown to the PCs, it is buried some distance away, outside the atmosphere dome.

After the PCs leave the temple, Pacanan and Maldwyn follow the PCs at a safe distance, cloaked in *silence*, *nondetection*, and *invisibility*. The PCs need to remember to be wary of the *insanity symbol*. Allow the PCs to make DC 12 Intelligence checks to remember to shield themselves from its effects.

ENCOUNTER 5: DECEPTION

Leaving the wretched temple behind, you trudge along the azure trail; back to what the Old Faith promised would be your escape—the product of the seed you were told to plant.

If the PCs did not plant the seed during Encounter 1, they may do so now, but must wait for it to mature. The Sleeper in the Void avails himself of this opportunity to plague the PCs using the *nightmare* spell. Choose the PC recipient at random. That PC must succeed at a DC 22 at APL 10-14, DC 23 at APL 16 Will save or be affected as the spell. The Sleeper has firsthand knowledge of the PCs and depending upon their actions, may have a connection.

If the PCs originally planted the seed or have waited for it to grow, read the following:

The seed Druidess Meleri gave to you has prospered in the alien soil and grown into a large, if strange, tree. The bark is studded with blue crystals and its leaves clink together like crystal glasses in some unseen (and unfelt) wind.

All the PCs need do is step into the tree. Should a PC wish to speak with the tree, the tree has difficulty conversing and falls into fits of babbling. The tree does insist the PCs should merge with it to reach safety. The tree also says the invisible sun makes it happy. If the PCs step into the tree, they are transported to a large oak tree in the middle of a field roughly halfway between the home of Maga Elspet and Beory's Teeth. Pacanan, Mardu, and Maldwyn take whatever opportunity they can (short of revealing themselves) and use the tree to return to Oerth.

Due to a powerful enchantment operating in the city of Hochoch, any type of dimensional travel is blocked within 10 miles of the city. The PCs are currently within this exclusion zone. A successful DC 5 + APL Knowledge (local-Core) check or DC 8 + APL Bardic Lore check provides this information.

The PCs have the option of delivering the trinkets to Druidess Meleri or Maga Elspet, keeping the trinkets, handing them over to Grand Duke Owen or another prominent Geoff personage, or selling them.

If the PCs decide to keep the trinkets, any PC bearing a trinket is plagued by horrible nightmares of Ur-Flan atrocities, preventing them from gaining any rest. After three days, the PC is fatigued. After a week, the PC is exhausted. The nightmares stop only after ridding themselves of the trinkets.

Selling them in the market place soon puts them into Pacanan's hands. If the PCs are set on selling the trinkets, they have earned Conclusion C. Go immediately to this conclusion. Do not allow the players to back out once Conclusion C is read.

If the PCs did not recover the trinkets, they must convince either Druidess Meleri or Maga Elspet the trinkets are well guarded to earn the PCs the story experience reward for handing over the trinkets. This requires a successful DC 20 + APL Diplomacy check. Pacanan and Maldwyn do not harass the PCs in anyway if they did not recover the trinkets. The PCs have earned Conclusion A.

If the PCs seek to return the items to Druidess Meleri, Maga Elspet, or someone else, Pacanan and Maldwyn spring into action. They rush toward the PC's destination but stop short, hoping to intercept the PCs with an elaborate ruse. Pacanan and Maldwyn have ongoing spell effects active to assist with their plan. Pacanan has consumed an *elixir of fire breath* and cast the following spells upon himself: *detect thoughts*, *mage armor*, *alter self*, and *protection from arrows*. Maldwyn has consumed a *potion of invisibility* and cast the following spells upon himself: *bear's endurance* and *shield of faith*.

Pacanan, using *alter self*, disguises himself as either Druidess Meleri or Maga Elspet. His Disguise check bonus is +12 (APL 10), +15 (APL 12), +17 (APL 14), and +22 (APL 16). These bonuses account for the +10 bonus received from Pacanan's *alter self* spell. Pacanan uses *detect thoughts* to best anticipate the PC's destination. Use the Will saves rolled at the beginning of the module to determine Pacanan's success. The save DC is 15.

Read the following if the PCs once they make a decision to handover the items:

As you near your destination, you see [Druidess Meleri/Maga Elspet] approach you from a nearby rocky hill.

Read the following if the PCs are seeking Druidess Meleri:

"Beory be praised! The oak sent word of your return. There is a ceremony occurring within Beory's Teeth that is forbidden to outsiders, so I have come to meet you. Did you find what the follower of the Whispered One sought?"

Pacanan acts in a pleasant, if slightly aloof manner as Druidess Meleri. If asked what "she" plans to do with the trinkets, "she" explains the Old Faith has a ceremony to break the connection between these trinkets and the Whispered One.

Read the following if the PCs are seeking Maga Elspet:

"Goodness me, you survived! I've been worried sick. I decided to wait nearby, after all, just over that hill is the best field of King's Foil and I needed to restock. What have you found? Did you foil the plans of the minions of the Whispered One?"

Pacanan mimics the friendly grandmotherly-type so associated with Maga Elspet. If asked what "she" plans to do with the trinkets, "she" explains there is a special vault, hidden from all but a few, where Ur-Flan artifacts are kept. PCs can make Knowledge checks, but they have not heard of such a thing, though in the Sheldomar Valley, such a thing is not unlikely. A possible tip-off to uncover Pacanan's ruse is Maga Elspet did not bring cookies for the PCs. Should this be noticed, allow that PC to make a Sense Motive check with a +5 circumstance bonus versus Pacanan's Bluff.

APL 10 (EL 11)

☛ **Pacanan:** hp 59; see Appendix 2.

☛ **Maldwyn ap Talvan:** hp 69; see Appendix 2.

APL 12 (EL 13)

☛ **Pacanan:** hp 69; see Appendix 2.

☛ **Maldwyn ap Talvan:** hp 87; see Appendix 2.

APL 14 (EL 15)

☛ **Pacanan:** hp 79; see Appendix 2.

☛ **Maldwyn ap Talvan:** hp 95; see Appendix 2.

APL 16 (EL 18)

☛ **Pacanan:** hp 94; see Appendix 2.

☛ **Maldwyn ap Talvan:** hp 127; see Appendix 2.

Tactics: The reactions of Pacanan and Maldwyn are governed by what occurred during Encounter 3. If the PCs fought the spawn of Tharizdun then, Pacanan and Maldwyn flee by any means possible. If the PCs bypassed the spawn of Tharizdun, Pacanan and Maldwyn attempt to obtain the trinkets by force, using a combination of enchantments and disabling spells. In any event, Maldwyn flees if the battle is going poorly, as he is a coward.

Pacanan casts *enthrall* during his discussions with the PCs. Maldwyn is watching carefully from the nearby rocky hill 50 feet away. Should a PC bearing the trinkets fall under the sway of the *enthrall* (oblivious to their surroundings) he sneaks into their midst and steals the items. Recall Maldwyn is *invisible*, providing him a +20 bonus to his Hide check. Some PCs may have Maldwyn's Vengeance (gained by playing GEO2-01 A Wise Man's Son). Maldwyn targets those PCs with sneak attacks, or at higher APL, death attacks.

Treasure:

All APLs: L: Masterwork dagger (25 gp per PC); M: +3 leather armor (763 gp), +2 returning dagger (1,525 gp), ring of force shield (708 gp).

Development: If Pacanan and/or Maldwyn successfully steal the trinkets, flee, and the PCs have discovered his ruse, the PCs have earned Conclusion B.

Should they ultimately deliver the trinkets to the Old Faith, Druidess Meleri thanks them profusely, and offers to *reincarnate* (at standard cost) any PC who was killed during the adventure. The Druidess is authorized to allow the PCs access to *arrows of cure light wounds*. The PCs have earned Conclusion A.

Should they ultimately deliver the items to Maga Elspet, she praises them for their wise decision. She offers to teach any wizard PC any non-illusion, non-enchantment spell or upgrade a stat boost Wondrous Item (i.e. *amulet of health*, *cloak of charisma*, *gloves of dexterity*, *headband of intellect*, *periapt of wisdom*, *girdle of giant strength*) from +2 to +4 or +4 to +6 or upgrade a *cloak of resistance* or *bracers of armor* from +2 up to +4 provided the PC in question has sufficient funds to pay the difference in cost. The PCs have earned Conclusion A.

Should the PCs deliver the trinkets to Pacanan in the guise of either Maga Elspet or Druidess Meleri but did not discover his ruse; the PCs have earned Conclusion A.

CONCLUSION

Conclusion A: Returning the trinkets to the Old Faith, Maga Elspet, leaving them in the temple, or a Geoff personage-of-note:

Having decided on the fate of the trinkets, you cannot help but wonder their final disposition. You can only hope you have made the correct decision. Items connected to dark powers often have a way of corrupting even persons with the best of intentions or turning up where you least expect them.

Conclusion B: Pacanan steals the trinkets:

You shudder to think what could now happen. The trinkets, whose connection to Vecna is unquestionable, are now in the hands a cunning follower of the Whispered One. You can only hope another opportunity arises to thwart his schemes before they reach fruition and Oerth is plunged into darkness.

Conclusion C: The PCs sell the trinkets:

Despite their obvious age, no shopkeeper would give you but a pittance for the items brought all the way from the Handmaiden. Most shopkeepers did not believe your wild stories, and the ones who did likely feigned interest so as not to provoke you. Undoubtedly the items will lurk on some shelf, collecting dust and time.

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 story awards) to each character.

Encounter 2: Temple of the Ur-Flan, Level A

Defeating the <i>Symbol of Insanity</i> Trap	
All APLs	240 xp
Solving the Wall Design Trap	
APL10	120 XP
APL12	180 XP
APL14	240 XP
APL16	270 XP

Encounter 3: Temple of the Ur-Flan, Level B

Defeating the Spawn of Tharizdun	
APL10	270 XP
APL12	300 XP
APL14	330 XP
APL16	360 XP

OR

Bypassing the Spawn of Tharizdun	
All APLs	0 XP

Encounter 4: Fane of Tharizdun

Defeating The Sleeper in the Void	
APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 5: Deception

Defeat Pacanan and Maldwyn (Fleeing) or Explaining their failure to recover the trinkets and convincing Meleri or Elspet they are well guarded

APL10	66 XP
APL12	78 XP
APL14	90 XP
APL16	108 XP

OR

Defeat Pacanan and Maldwyn (Fighting)

APL10	330 XP
APL12	390 XP
APL14	450 XP
APL16	540 XP

Story Award

Planting the Old Faith seed

All APLs	30 XP
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Determining the temple's patron deity

All APLs	60 XP
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Solving the rod conundrum

All APLs	60 XP
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Discovering Pacanan's ruse

APL10	30 XP
APL12	75 XP
APL14	120 XP
APL16	165 XP

Handing over the trinkets to the Old Faith or Maga Elspet

All APLs	90 XP
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Total possible experience:

Defeat Spawn/Pacanan and Maldwyn Flee

APL10	1,350 XP
APL12	1,575 XP
APL14	1,770 XP
APL16	1,965 XP

OR

Bypass Spawn/Defeat Pacanan and Maldwyn

APL10	1,350 XP
APL12	1,575 XP
APL14	1,800 XP
APL16	2,025 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze* *duweomer* or similar spells 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.

L = Looted gear from enemy

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 1: The Azure Trail

All APLs: C: Lichen sample (50 gp per PC)

Encounter 3: Temple of the Ur-Flan, Level B

All APLs: L: Puzzle Rods (20 gp per PC)

Encounter 4: Fane of Tharizdun

APL 10: L: Masterwork cold iron dagger (25 gp); M: ring of protection +2 (667 gp), cloak of resistance +2 (333 gp), bracers of armor +4 (1,333 gp), robe of Vecna (2,083 gp).

APL 12: L: Masterwork cold iron dagger (25 gp); M: ring of protection +2 (667 gp), cloak of resistance +3 (750 gp), bracers of armor +4 (1,333 gp), robe of Vecna (2,083 gp), +1 cold iron longsword (361 gp), +1 breastplate (113 gp), +1 heavy steel shield (98 gp).

APL 14: L: Masterwork cold iron dagger (25 gp); M: dusty rose ioun stone (417 gp), ring of protection +2 (667 gp), cloak of resistance +3 (750 gp), bracers of armor +4 (1,333 gp), robe of Vecna (2,083 gp), +1 cold iron longsword (361 gp), +2 breastplate (363 gp), +2 heavy steel shield (348 gp).

APL 16: L: Masterwork cold iron dagger (25 gp); M: bead of force (250 gp each), dusty rose ioun stone (417 gp), ring of protection +2 (667 gp), cloak of resistance +4 (1,333 gp), bracers of armor +4 (1,333 gp), robe of Vecna (2,083 gp), +1 unholy cold iron longsword (1,694 gp), +3 breastplate (779 gp), +3 heavy steel shield (764 gp).

Encounter 5: Deception

All APLs: L: Masterwork dagger (25 gp per PC); M: +3 leather armor (763 gp), +2 returning dagger (1,525 gp), ring of force shield (708 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: 70 gp; C: 50 gp; M: 6,996 gp - Total: 7,116 gp (2,100 gp)

APL 12: L: 70 gp; C: 50 gp; M: 7,985 gp - Total: 8,105 gp (3,000 gp)

APL 14: L: 70 gp; C: 50 gp; M: 8,902 gp - Total: 9,022 gp (6,000 gp)

APL 16: L: 70 gp; C: 50 gp; M: 11,900 gp - Total: 12,020 gp (9,000 gp)

ITEMS FOR THE ADVENTURE RECORD

APL 10

Masterwork cold iron dagger (Adventure, DUNGEON MASTER'S Guide)

+2 returning dagger (Adventure, DUNGEON MASTER'S Guide)

+3 leather armor (Adventure, DUNGEON MASTER'S Guide)

Arrow of cure light wounds (Special, See Above)

Bracers of armor +4 (Adventure, DUNGEON MASTER'S Guide)

Cloak of Resistance +2 (Adventure, DUNGEON MASTER'S Guide)

Ring of force shield (Adventure, DUNGEON MASTER'S Guide)

Ring of protection +2 (Adventure, DUNGEON MASTER'S Guide)

Robe of Vecna (Any, See Above)

APL 12

+1 cold iron longsword (Adventure, DUNGEON MASTER'S GUIDE)

Cloak of resistance +3 (Adventure, DUNGEON MASTER'S Guide)

APL 14

+2 breastplate (Adventure, DUNGEON MASTER'S Guide)

+2 heavy steel shield (Adventure, DUNGEON MASTER'S Guide)

Dusty rose ioun stone (Any, DUNGEON MASTER'S Guide)

APL 16

+1 unholy cold iron longsword (Adventure, DUNGEON MASTER'S Guide)

+3 breastplate (Adventure, DUNGEON MASTER'S Guide)

+3 heavy steel shield (Adventure, DUNGEON MASTER'S Guide)

Bead of force (Any, DUNGEON MASTER'S Guide)

Cloak of resistance +4 (Adventure, DUNGEON MASTER'S Guide)

Special

Robe of Vecna

This tattered purple robe is a creation of the ancient Ur-Flan, the secrets of which have been lost to the passage of time. While wearing the robe PCs' spells are enhanced as if they had the following feats: Spell Focus (Evocation), Spell Focus (Illusion), and Spell Focus (Necromancy). If the wearer of the robe already possesses Spell Focus in any of the above schools, the robe grants Greater Spell Focus instead.

A tool of the Ur-Flan is not without its negative aspects. A black nimbus surrounds wearers of the robe of Vecna, providing a -4 profane penalty to all social interaction checks, but a +4 profane bonus to Intimidate checks. While wearing the robe, and for 4 TUs after removing the robe (these spent TUs must come from module play, not from other activities such as Item Creation), the PC is cursed by the Taint of the Robe of Vecna. The PC detects as undead, evil (moderate), and magical (faint necromancy). Cure spells act as inflict wounds spells and inflict wounds spells act as cure spells, just as if the PC were undead. Mindless undead do not attack the PC unless specifically commanded by their controller or in self-defense. Attacking one member of a group of mindless undead counts as attacking the entire group.

Frequency: Any; Market Price: 25,000 gp; Requirements: Cannot be crafted.

Favor of Druidess Meleri

In return for thwarting the plans of the Cult of Vecna, Druidess Meleri offers one of the following to the PC:

Reincarnate the PC at normal cost.

Provide access to arrows of cure light wounds. Frequency: Adventure; Market Price: 107 gp; Requirements: CL 1st; Craft Magic Arms and Armor, cure light wounds.

Only ONE favor may be used. Circle the favor used and record the AR here: ____.

Favor of Maga Elspet

In return for entrusting her with the Ur-Flan trinkets, Maga Elspet is willing to do one of the following:

Teach a wizard PC any non-enchantment, non-illusion spell from the Player's Handbook. The PC must pay the scribing cost.

Upgrade a single stat boost Wondrous Item (i.e. amulet of health, cloak of charisma, gloves of dexterity, girdle of giant strength, headband of intellect, or periapt of wisdom,) from +2 to +4 or +4 to +6. The PC must pay the cost difference.

Upgrade a cloak of resistance or bracers of armor from +2 to +3 or +3 to +4. The PC must pay the cost difference.

Only ONE favor may be used. Circle the favor used and record the AR number the favor was paid for here: ____.

APPENDIX 1: THE HANDMAIDEN

The Handmaiden, or Celene, is the smaller of Oerth's two moons and only appears in the sky with Luna four times a year, denoting the four festivals. Even from Oerth, the moon displays a consistent aquamarine hue.

Celene is nominally airless and apparently barren. The surface is covered in blue-hued crystals and dust, owing to the high concentrations of copper sulfates, cobalt salts, and beryl. The gravity of Celene is half that of Oerth. The moon is tide locked – one side always faces Oerth and the sun. The other side is covered in perpetual darkness. Celene is not known to be geologically active.

Despite the barren nature of the Handmaiden, life, of a kind, does exist on and beneath its surface. Strange crystal lichen covers many of the rocks on the surface of the light side, soaking in radiation from the sun. The lichen is harmless and would be worth a small fortune to a collector or sage on Oerth, though it would soon die due to starvation. Some sages believe the interior of the moon is inhabited by illithids or perhaps drow. Some even suggest the two races have built great citadels on the dark side of Celene.

The area around the Ur-Flan temple is surrounded in an envelope providing atmosphere, temperature and gravity roughly equivalent to what one would experience on a high mountain on Oerth. This envelope is a dome, with a five-mile radius and a height of 100 feet at the center. The barrier is easily permeated and any PC breaching the barrier immediately begins to suffer the effects of vacuum.

Druids find the Handmaiden to be a completely inhospitable place. *Summon nature's ally* spells do not operate on Celene, nor do items utilizing this spell (such as a *bag of tricks*).

Vacuum effects: When PCs are initially exposed to vacuum, they must succeed at a DC 20 Will save to avoid instinctively holding their breath. Those who fail have the air in their lungs forcefully expelled, causing 1d6 points of damage. Once the air is expelled or PCs have avoided holding their breath, they must make a DC 10 Fortitude save or fall unconscious (the PC is reduced to zero hit points). Each round PCs are exposed to vacuum, additional Fortitude saves must be made, with the DC increasing by 2 for each save. Once unconscious, the PC suffocates in two more rounds. If the PC does not need to breathe, for example they possess an *iridescent spindle ioun stone*, they do not suffer any suffocation effects. Any PC, however, unless protected against extreme cold, suffers 1d8 points of damage per minute exposed to vacuum. Finally, PCs in vacuum suffer radiation damage at the rate of 1d4 points per minute outside the protective envelope.

APPENDIX 2: NEW MONSTER

Spawn of Tharizdun

	Huge Ooze
Hit Dice:	10d10+60 (115 hp)
Initiative:	+5
Speed:	45 ft. (9 squares), climb 30 ft.
Armor Class:	13 (-2 size, +5 Dex), touch 13, flat-footed 8
Base Attack/Grapple:	+7/+18
Attack:	Pseudopod +11 melee (2d6+4)
Full Attack:	4 pseudopods +11 melee (2d6+4) and bite +9 (1d8+5)
Space/Reach:	10 ft./15 ft.
Special Attacks:	constrict 2d6+4, improved grab, swallow whole
Special Qualities:	Blindsight 60 ft., ooze qualities, immunities, DR 10/-
Saves:	Fort +9, Ref +8, Will +3
Abilities:	Str 18, Dex 20, Con 22, Int 13, Wis 10, Cha 1
Skills:	Climb +12, Hide +10, Listen +5, Move Silently +10, Survival +10, Tumble +10
Feats:	Combat Expertise, Improved Trip, Multiattack, Track
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	11-15 HD (Huge); 16-30 HD (Gargantuan)
Level Adjustment:	—

These formless creatures are rumored to be born from the very blood of Tharizdun and created or called forth by dark rituals performed by His mad priests. Spawn are amorphous black horrors, possessed of an alien intelligence and are found in places dedicated to the God of Chaos and Madness. They act as guardians, typically resting in large bronze bowls or braziers. At rest they resemble a shiny black pool of liquid.

Combat

Spawn of Tharizdun attack when threatened or by direction from clerics of Tharizdun. In the role of guardian, they attack when unauthorized beings attempt to gain entrance to their charges.

They lash out with pseudopods or simply engulf opponents in a gaping maw. A spawn's form is completely malleable. It can reform and grow pseudopods as a free action and assume any form it pleases. Pseudopod damage can be bludgeoning, piercing, or slashing and are considered magical weapons for the purpose of damage reduction.

Because of its malleable nature, weapons, even magical weapons, have diminished effect. Magical attacks that deal damage have full effect.

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A spawn of Tharizdun deals automatic pseudopod damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a spawn must hit with either its pseudopod or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or in the case of the bite, attempt to swallow whole on its next turn.

Swallow Whole (Ex): If a spawn begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, the spawn swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the spawn. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. While in the spawn's gullet, a swallowed creature takes 2d4 points of acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The Armor Class of the spawn's interior is 10 (but possesses the same DR). If the swallowed creature escapes the grapple, success puts it back in the spawn's mouth, where it may be bitten or swallowed again.

Ooze Qualities: Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Immunities: Spawn of Tharizdun are immune to the effects of negative energy attacks or attacks that utilize negative energy. Spawn are immune to insanity or confusion effects.

Skills: A spawn of Tharizdun has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

APPENDIX 3: NPC AND MONSTER STATISTICS

Encounter 4: Fane of Tharizdun

APL 10

➤ **The Sleeper in the Void:** Lich, male human Wiz11; CR 13; Medium Undead (Augmented Humanoid); HD 11d12; hp 75; Init +5; Spd 30 ft. (6 squares); AC 22 (+1 Dex, +5 natural, +4 *bracers of armor* +4, +2 *ring of protection* +2), touch 13, flat-footed 21; Base Atk +5; Grp +5; Atk/Full Atk +5 melee (1d8+5 negative energy plus paralysis, touch) or +6 melee (1d4/crit 19-20, masterwork cold iron dagger); SA Damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +5, Ref +6, Will +11 (*cloak of resistance* +2); Str 10, Dex 12, Con –; Int 22, Wis 14, Cha 14.

Skills and Feats: Concentration +20, Decipher Script +16, Hide +9, Knowledge (Arcana) +20, Knowledge (History) +20, Knowledge (Planes) +20, Knowledge (Religion) +20, Listen +11*, Move Silently +10*, Search +14*, Sense Motive +10*, Spellcraft +20, Spot +12*; Combat Casting, Craft Wondrous Item, Empower Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Sculpt Spell, Spell Focus (necromancy).

***Skills:** Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Damage: A lich's touch uses negative energy to deal 1d8+4 points of damage to living creatures; a Will save (DC 17) halves the damage.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 17) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 17) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is touch, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks (charms, compulsions, phantasms, patterns, and morale effects).

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects,

paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Spells Prepared (4/6/6/5/4/3/2; save DC 16 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*†, *touch of fatigue**; 1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement*; 2nd—*blindness/deafness**, *false life*, *mirror image*, *resist energy*, *see invisibility*, *scorching ray*†; 3rd—*displacement*, *lightning bolt*†, *magic missile (empowered)*, *major image*‡, *ray of exhaustion*; 4th—*crushing despair*, *fireball (sculpted)*, *phantasmal killer*‡, *stoneskin*; 5th—*cloudkill*, *dominate person*, *shield (quicken)*; 6th—*chain lightning*†, *mislead*‡.

*Because of Greater Spell Focus (necromancy) (granted by the *robe of Vecna*), the save DC for these spells is 18 + spell level.

†Because of Spell Focus (evocation) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

‡Because of Spell Focus (illusion) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

Possessions: Masterwork cold iron dagger, *bracers of armor* +4, *cloak of resistance* +2, *ring of protection* +2, *robe of Vecna*.

APL 12

➤ **The Sleeper in the Void:** Lich, male human Wiz12; CR 14; Medium Undead (Augmented Humanoid); HD 12d12; hp 82; Init +5; Spd 30 ft. (6 squares); AC 22 (+1 Dex, +5 natural, +4 *bracers of armor* +4, +2 *ring of protection* +2), touch 13, flat-footed 21; Base Atk +6; Grp +6; Atk +6 melee (1d8+5 negative energy plus paralysis, touch); Full Atk +6/+1 melee (1d8+5 negative energy plus paralysis, touch) or +7/+2 melee (1d4/crit 19-20, masterwork cold iron dagger); SA Damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +7, Ref +8, Will +13 (*cloak of resistance* +3); Str 10, Dex 12, Con –, Int 23, Wis 14, Cha 14.

Skills and Feats: Concentration +21, Decipher Script +18, Hide +9, Knowledge (Arcana) +21, Knowledge (History) +21, Knowledge (Planes) +21, Knowledge (Religion) +21, Listen +11*, Move Silently +10*, Search +14*, Sense Motive +10*, Spellcraft +21, Spot +12*; Combat Casting, , Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Improved Initiative, Quicken Spell, Scribe Scroll, Sculpt Spell, Spell Focus (necromancy).

***Skills:** Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Damage: A lich's touch uses negative energy to deal 1d8+4 points of damage to living creatures; a Will save (DC 18) halves the damage.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 18) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 18) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is touch, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks (charms, compulsions, phantasms, patterns, and morale effects).

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Spells Prepared (4/6/6/5/4/4/3; save DC 16 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*†, *touch of fatigue**; 1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement*; 2nd—*blindness/deafness**, *false life*, *mirror image*, *resist energy*, *see invisibility*, *scorching ray*†; 3rd—*displacement*, *haste*, *lightning bolt* (sonic)†, *magic missile* (empowered), *ray of exhaustion*; 4th—*crushing despair*, *fireball* (sculpted), *phantasmal killer*‡, *stoneskin*; 5th—*cloudkill*, *dominate person*, *shield* (quicken), *waves of fatigue**; 6th—*chain lightning* (sonic)†, *disintegrate*, *mislead*‡.

*Because of Greater Spell Focus (necromancy) (granted by the *robe of Vecna*), the save DC for these spells is 18 + spell level.

†Because of Spell Focus (evocation) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

‡Because of Spell Focus (illusion) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

Possessions: Masterwork cold iron dagger, *bracers of armor* +4, *cloak of resistance* +3, *ring of protection* +2, *robe of Vecna*.

Notes: The Sleeper in the Void's sonic substituted lightning based spells creates purple-black bolts.

☛Swordwraith (4): CR 8; Medium Undead; HD 6d12; hp 40, 40, 40, 40; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +6 +1 *breastplate*, +3 +1 *large metal shield*), touch 11, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (1d8+6/crit 19-20 plus Strength damage, +1 *cold iron longsword*); Full Atk +11/+6 melee (1d8+6/crit 19-20 plus Strength damage, +1 *cold iron longsword*) or +8 ranged (1d10+1/crit 19-20, +1 *heavy crossbow*); SA Strength damage; SQ Darkvision 60 ft., DR 10/magic, +2 turn resistance, undead traits; AL NE; SV Fort +5, Ref +3, Will +5; Str 17, Dex 13, Con —, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +3, Hide +5, Jump +3, Listen +7, Move Silently +2, Ride +5, Spot +7; Alertness (B), Cleave, Dodge, Improved Initiative, Improved Sunder, Iron Will (B), Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

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

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Possessions: +1 *breastplate*, +1 *heavy metal shield*, +1 *cold iron longsword*.

APL 14

☛The Sleeper in the Void: Lich, male human WIZ14; CR 16; Medium Undead (Augmented Humanoid); HD 14d12; hp 96; Init +5; Spd 30 ft. (6 squares); AC 23 (+1 Dex, +5 natural, +4 *bracers of armor* +4, +2 *ring of protection* +2, +1 *insight dusty rose ioun stone*), touch 13, flat-footed 21; Base Atk +7; Grp +7; Atk +7 melee (1d8+5 negative energy plus paralysis, touch); Full Atk +7/+2 melee (1d8+5 negative energy plus paralysis, touch) or +8/+3 melee (1d4/crit 19-20, masterwork cold iron dagger); SA Damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +7, Ref +8, Will +14 (*cloak of resistance* +3); Str 10, Dex 12, Con —, Int 23, Wis 14, Cha 14.

Skills and Feats: Concentration +23, Decipher Script +20, Hide +9, Knowledge (Arcana) +23, Knowledge (History) +23, Knowledge (Planes) +23, Knowledge (Religion) +23, Listen +12*, Move Silently +10*, Search +14*, Sense Motive +10*, Spellcraft +23, Spot +12*; Combat Casting, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Improved Initiative, Quicken Spell, Scribe Scroll, Sculpt Spell, Spell Focus (necromancy), Split Ray.

***Skills:** Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Damage: A lich's touch uses negative energy to deal 1d8+4 points of damage to living creatures; a Will save (DC 19) halves the damage.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 19) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 19) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is touch, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks (charms, compulsions, phantasms, patterns, and morale effects).

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Spells Prepared (4/6/6/5/5/4/4/2; save DC 16 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*†, *touch of fatigue**; 1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement*; 2nd—*blindness/deafness**, *false life*, *mirror image*, *resist energy*, *see invisibility*, *scorching ray*†; 3rd—*displacement*, *haste*, *lightning bolt (sonic)*†, *magic missile (empowered)*, *ray of exhaustion**; 4th—*crushing despair*, *fireball (sculpted)*, *phantasmal killer*‡, *scorching ray (empowered)*†, *stoneskin*; 5th—*cloudkill*, *dominate person*, *shield (quicken)*, *waves of fatigue**; 6th—*chain lightning (sonic)*†, *disintegrate*, *mislead*‡, *scorching ray (quicken)*†; 7th—*prismatic spray*†, *waves of exhaustion**.

*Because of Greater Spell Focus (necromancy) (granted by the *robe of Vecna*), the save DC for these spells is 18 + spell level.

†Because of Spell Focus (evocation) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

‡Because of Spell Focus (illusion) (granted by the *robe of Vecna*), the save DC for these spells is 17 + spell level.

Possessions: Masterwork cold iron dagger, *bracers of armor* +4, *cloak of resistance* +3, *dusty rose ioun stone*, *ring of protection* +2, *robe of Vecna*.

Notes: The Sleeper in the Void's sonic substituted lightning based spells create purple-black bolts.

☛Swordwraith (4): CR 10; Medium Undead; HD 8d12; hp 54, 54, 54, 54; Init +5; Spd 20 ft.; AC 22 (+1 Dex, +7 +2 *breastplate*, +4 +2 *large metal shield*), touch 11, flat-footed 21; Base Atk +8; Grp +12; Atk +13 melee (1d8+7/crit 17-20 plus Strength damage, +1 *cold iron longsword*); Full Atk +13/+8 melee (1d8+7/crit 17-20 plus Strength damage, +1 *cold iron longsword*) or +10 ranged (1d10+1/crit 19-20, +1 *heavy crossbow*); SA Strength damage; SQ Darkvision 60 ft., DR 10/magic, +2 turn resistance, undead traits; AL NE; SV Fort +6, Ref +3, Will +5; Str 18, Dex 13, Con –, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +4, Hide +5, Jump +4, Listen +7, Move Silently +3, Ride +5, Spot +7; Alertness (B), Cleave, Dodge, Improved Initiative, Improved Critical (longsword), Improved Sunder, Iron Will (B), Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

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

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Possessions: +2 *breastplate*, +2 *heavy metal shield*, +1 *cold iron longsword*.

APL 16

☛The Sleeper in the Void: Lich, male human WIZ16; CR 18; Medium Undead (Augmented Humanoid); HD 16d12; hp 110; Init +5; Spd 30 ft. (6 squares); AC 23 (+1 Dex, +5 natural, +4 *bracers of armor* +4, +2 *ring of protection* +2, +1 insight *dusty rose ioun stone*), touch 13, flat-footed 21; Base Atk +8; Grp +8; Atk +8 melee (1d8+5 negative energy plus paralysis, touch); Full Atk +8/+3 melee (1d8+5 negative energy plus paralysis, touch) or +9/+4 melee (1d4/crit 19-20, masterwork cold iron dagger); SA Damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +9, Ref +10, Will +16 (*cloak of resistance* +4); Str 10, Dex 12, Con –, Int 24, Wis 14, Cha 14.

Skills and Feats: Concentration +25, Decipher Script +22, Hide +9, Knowledge (Arcana) +25, Knowledge (History) +25, Knowledge (Planes) +25, Knowledge (Religion) +25, Listen +12*, Move Silently +11*, Search +14*, Sense Motive +10*, Spellcraft +25, Spot +12*;

Combat Casting, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Forge Ring, Improved Counterspell, Improved Initiative, Quicken Spell, Scribe Scroll, Sculpt Spell, Spell Focus (necromancy), Split Ray.

***Skills:** Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Damage: A lich's touch uses negative energy to deal 1d8+4 points of damage to living creatures; a Will save (DC 20) halves the damage.

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

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 20) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is touch, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks (charms, compulsions, phantasms, patterns, and morale effects).

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Spells Prepared (4/6/6/6/5/5/4/4/2; save DC 17 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*†, *touch of fatigue**; 1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement*; 2nd—*blindness/deafness**, *false life*, *mirror image*, *resist energy*, *see invisibility*, *scorching ray*†; 3rd—*displacement*, *haste*, *lightning bolt* (sonic)†, *magic missile* (empowered), *ray of exhaustion**, *vampiric touch**; 4th—*crushing despair*, *fireball* (sculpted)†, *phantasmal killer*‡, *scorching ray* (empowered)†, *stoneskin*; 5th—*cloudkill*, *dominate person*, *shield* (quicken), *vampiric touch* (empowered)*, *waves of fatigue**; 6th—*chain lightning* (sonic)†, *disintegrate*, *mislead*‡, *scorching ray* (quicken)†; 7th—*chain lightning* (corrupt)†, *prismatic spray*†, *project image*‡, *waves of exhaustion**; 8th—*polar ray*†, *prismatic wall*.

*Because of Greater Spell Focus (necromancy) (granted by the *robe of Vecna*), the save DC for these spells is 19 + spell level.

†Because of Spell Focus (evocation) (granted by the *robe of Vecna*), the save DC for these spells is 18 + spell level.

‡Because of Spell Focus (illusion) (granted by the *robe of Vecna*), the save DC for these spells is 18 + spell level.

Possessions: Masterwork cold iron dagger, *bead of force* (2), *bracers of armor* +4, *cloak of resistance* +4, *dusty rose ioun stone*, *ring of protection* +2, *robe of Vecna*.

Notes: The Sleeper in the Void's sonic substituted lightning based spells create purple-black bolts.

☛Swordwraith (4): CR 12; Medium Undead; HD 10d12; hp 68, 68, 68, 68; Init +5; Spd 20 ft.; AC 24 (+1 Dex, +7 +3 *breastplate*, +4 +3 *large metal shield*), touch 11, flat-footed 23; Base Atk +10; Grp +14; Atk +16 melee (1d8+7/crit 17-20 plus Strength damage, +2d6 unholy damage to good creatures, +1 *unholy cold iron longsword*); Full Atk +16/+11 melee (1d8+7/crit 17-20 plus Strength damage, +2d6 unholy damage to good creatures, +1 *unholy cold iron longsword*) or +12 ranged (1d10+1/crit 19-20, +1 *heavy crossbow*); SA Strength damage; SQ Darkvision 60 ft., DR 10/magic, +2 turn resistance, undead traits; AL NE; SV Fort +7, Ref +4, Will +6; Str 18, Dex 13, Con –, Int 11, Wis 13, Cha 8.

Skills and Feats: Climb +5, Hide +5, Jump +5, Listen +7, Move Silently +4, Ride +5, Spot +7; Alertness (B), Cleave, Dodge, Greater Weapon Focus (longsword), Improved Initiative, Improved Critical (longsword), Improved Sunder, Iron Will (B), Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

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

Undead Traits: An undead creature possesses the following traits: Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Not at risk of death from massive damage.

Possessions: +3 *breastplate*, +3 *heavy metal shield*, +1 *unholy cold iron longsword*.

Encounter 5: Deception

APL 10

☛Maldwyn ap Talvan: Male human Rog5/Clr3; CR 8; Medium-Size Humanoid; HD 5d6+3d8+16; hp 53 (69); Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 *leather armor* +3, +2 *deflection shield of faith*) touch 12, flat-footed 17; Base Atk +5; Grp +5; Atk/Full Atk +5 melee (1d4+2 [crit 19-20/x2], *returning dagger* +2), or +7 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict),

uncanny dodge; AL NE; SV Fort +6 (+8), Ref +7, Will +6. Str 10, Dex 14, Con 14 (18), Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +11, Bluff +9, Climb +0, Concentration +5 (+7), Decipher Script +7, Diplomacy +3, Disguise +6, Escape Artist +10, Gather Information +6, Heal +4, Hide +10, Intimidate +3, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +4, Listen +7, Move Silently +9, Open Lock +5, Search +6, Sense Motive +2, Sleight of Hand +9, Spellcraft +5, Spot +6, Tumble +10; Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cure light wounds*, *sanctuary*, ~~*shield of faith*~~; 2nd—*detect thoughts**, ~~*bear's endurance*~~, *hold person*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Noble's outfit, +3 *leather armor*, *potion of cure moderate wounds*, *potion of gaseous form*, ~~*potion of invisibility*~~, +2 *returning dagger*.

Notes: Maldwyn speaks Common, Giant, and Infernal. Spells lined-out have been pre-cast. Their effects are noted in parenthesis in the statistics block.

➤ **Pacanan:** Male human Clr3/Wiz7; CR 10; Medium-Size Humanoid; HD 3d8+7d4+20; hp 59; Init +4; Spd 30 ft.; AC 16 (+4 *mage armor*, +2 *ring of force shield*), touch 12, flat-footed 16; Base Atk +5; Grp +5; Atk/Full Atk +6 melee (1d4, masterwork dagger); SA Spells; SQ Familiar, DR 10/magic vs ranged weapons; AL NE; SV Fort +7, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 15, Wis 17, Cha 12.

Skills and Feats: Bluff +10, Concentration +12, Decipher Script +2, Disguise +2, Gather Information +3, Heal +4, Intimidate +3, Knowledge (Arcana) +10, Knowledge (History) +8, Knowledge (local-Core) +7, Knowledge (Planes) +7, Knowledge (Religion) +10, Listen +5, Sense Motive +3, Spellcraft +12, Spot +5; Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*command*, *detect secret doors**, *entropic shield*, *shield of faith*; 2nd—~~*detect thoughts**~~, *enthrall*, *sound burst*.

Spells Prepared (Wizard) (4/5/4/2/1; base DC = 12 + spell level): 0—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd—~~*alter self*~~, *disguise self (silent)*, ~~*protection from arrows*~~, *web*; 3rd—*deep slumber*, *sleet storm*; 4th—*touch of idiocy (reach)*;

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Masterwork dagger, ~~*elixir of fire breath*~~, *ring of force shield*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 10; hp 29; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +5; Grp -3; Atk/Full Atk +10 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility (self only)*; 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr5; CR 10; Medium-Size Humanoid; HD 5d6+5d8+20; hp 67 (87); Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 *leather armor* +3, +2 *deflection shield of faith*) touch 12, flat-footed 17; Base Atk +6; Grp +6; Atk +10 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); Full Atk +8/+3 melee (1d4+2 [crit 19-20/x2], *returning dagger* +2), or +10/+5 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL NE; SV Fort +7 (+9), Ref +7, Will +7. Str 10, Dex 14, Con 14 (18), Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +11, Bluff +9, Climb +0, Concentration +7 (+9), Decipher Script +7, Disguise +6, Escape Artist +10, Gather Information +6, Heal +4, Hide +10, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +8, Listen +7, Move Silently +10, Open Lock +5, Search +6, Sleight of Hand +9, Spellcraft +7, Spot +6, Tumble +10; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cause fear*, *cure light wounds*, *sanctuary*, ~~*shield of faith*~~; 2nd—*detect thoughts**, ~~*bear's endurance*~~, *hold person*, *silence*; 3rd—*dispel magic**, *cure serious wounds*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Noble's outfit, +3 leather armor, potion of cure moderate wounds, potion of gaseous form, ~~potion of invisibility~~, +2 returning dagger.

Notes: Maldwyn speaks Common, Giant, and Infernal. Spells lined-out have been pre-cast. Their effects are noted in parenthesis in the statistics block.

Pacanan: Male human Clr3/Wiz7/MyT2; CR 12; Medium-Size Humanoid; HD 3d8+9d4+24; hp 69; Init +4; Spd 30 ft.; AC 16 (+4 mage armor, +2 ring of force shield), touch 12, flat-footed 16; Base Atk +6; Grp +6; Atk +7 melee (1d4, masterwork dagger); Full Atk +7/+2 melee (1d4, masterwork dagger); SA Spells; SQ Familiar, DR 10/magic vs ranged weapons; AL NE; SV Fort +7, Ref +3, Will +14; Str 10, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +14, Decipher Script +3, Disguise +5, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +11, Knowledge (History) +9, Knowledge (local-Core) +8, Knowledge (Planes) +8, Knowledge (Religion) +11, Listen +5, Sense Motive +7, Spellcraft +14, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds, detect magic, guidance, resistance, virtue; 1st—command, detect secret doors*, entropic shield, sanctuary, shield of faith; 2nd—~~detect thoughts*~~, enthrall, silence, sound burst; 3rd—cure serious wounds, dispel magic*, protection from energy.

Spells Prepared (Wizard) (4/5/5/4/2/1; base DC = 13 + spell level): 0—acid splash, flare, ghost sound, touch of fatigue; 1st—charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement; 2nd—~~alter self~~, disguise self (silent), mirror image, ~~protection from arrows~~, web; 3rd—deep slumber, fly, sleet storm, suggestion; 4th—dimension door, touch of idiocy (reach); 5th—vampiric touch (reach).

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Masterwork dagger, ~~elixir of fire breath~~, ring of force shield.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

➤**Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 12; hp 34; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +6; Grp -2; Atk/Full Atk +11 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities (Sp): At will—detect good, detect magic, invisibility (self only); 1/day—suggestion. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

APL 14

➤**Maldwyn ap Talvan:** Male human Rog5/Clr5/Asn2; CR 10; Medium-Size Humanoid; HD 7d6+5d8+24; hp 71 (95); Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 leather armor +3, +2 deflection shield of faith) touch 12, flat-footed 17; Base Atk +7; Grp +7; Atk +11 ranged (1d4+2 [crit 19-20/x2] plus poison, returning dagger +2); Full Atk +9/+4 melee (1d4+2 [crit 19-20/x2] plus poison, returning dagger +2), or +11/+6 ranged (1d4+2 [crit 19-20/x2] plus poison, returning dagger +2); SA Sneak attack +4d6, death attack; SQ Evasion, poison use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL NE; SV Fort +7 (+9), Ref +10, Will +7. Str 10, Dex 15, Con 14 (18), Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +11, Bluff +10, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +10, Gather Information +6, Heal +4, Hide +12, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +8, Listen +9, Move Silently +12, Open Lock +5, Search +7, Sleight of Hand +12, Spellcraft +7, Spot +7, Tumble +12; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Spring Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—cure minor wounds (2), detect magic, guidance, resistance; 1st—Nystul's undetectable aura*, cause fear, cure light wounds, sanctuary, ~~shield of faith~~; 2nd—detect thoughts*, bear's endurance, hold person, silence; 3rd—dispel magic*, cure serious wounds.

Spells Known (1; base DC = 12 + spell level): 1st—disguise self, true strike.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or kill the target. Fortitude save (DC 14) to avoid effects.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Possessions: Noble's outfit, +3 leather armor, potion of cure moderate wounds, potion of gaseous form, ~~potion of invisibility~~, +2 returning dagger (poisoned).

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

Notes: Maldwyn speaks Common, Giant, and Infernal. Spells lined-out have been pre-cast. Their effects are noted in parenthesis in the statistics block.

➤ **Pacanan:** Male human Clr3/Wiz7/MyT4; CR 14; Medium-Size Humanoid; HD 3d8+1d4+28; hp 79; Init +4; Spd 30 ft.; AC 16 (+4 *mage armor*, +2 *ring of force shield*), touch 12, flat-footed 16; Base Atk +7; Grp +7; Atk +8 melee (1d4, masterwork dagger); Full Atk +8/+3 melee (1d4, masterwork dagger); SA Spells; SQ Familiar, DR 10/magic vs ranged weapons; AL NE; SV Fort +8, Ref +4, Will +15; Str 10, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +16, Decipher Script +5, Disguise +7, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +12, Knowledge (History) +9, Knowledge (local-Core) +8, Knowledge (Planes) +8, Knowledge (Religion) +12, Listen +5, Sense Motive +8, Spellcraft +15, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd—*cure moderate wounds*, *detect thoughts**, *enthrall*, *silence*, *sound burst*; 3rd—*cure serious wounds*, *dispel magic**, *meld into stone*, *protection from energy*; 4th—*air walk*, *divination**.

Spells Prepared (Wizard) (4/5/5/5/3/2/1; base DC = 13 + spell level): 0—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd—~~*alter self*~~, *disguise self* (silent), *mirror image*, ~~*protection from arrows*~~, *web*; 3rd—*deep slumber*, *fly*, ~~*nondetection*~~, *sleet storm*, *suggestion*; 4th—*dimension door*, *Evard's black tentacles*, *touch of idiocy* (reach); 5th—*dominate person*, *vampiric touch* (reach); 6th—*mass suggestion*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Masterwork dagger, ~~*elixir of fire breath*~~, *ring of force shield*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 14; hp 39; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +7; Grp -1; Atk/Full Atk +12 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +6, Ref +7, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

APL 16

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr5/Asn5; CR 10; Medium-Size Humanoid; HD 10d6+5d8+24; hp 97 (127); Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 *leather armor* +3, +2 *deflection shield of faith*) touch 12, flat-footed 17; Base Atk +9; Grp +9; Atk +13 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); Full Atk +11/+6 melee (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2), or +13/+8 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); SA Sneak attack +4d6, death attack; SQ Evasion, poisonous use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL NE; SV Fort +8 (+10), Ref +11, Will +8. Str 10, Dex 15, Con 14 (18), Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +11, Bluff +12, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +12, Gather Information +6, Heal +4, Hide +15, Jump +6, Knowledge (Arcana) +8, Knowledge (Religion) +8, Listen +10, Move Silently +15, Open Lock +5, Search +8, Sleight of Hand +15, Spellcraft +7, Spot +8, Tumble +15; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Spring Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cause fear*, *cure light wounds*, *sanctuary*, ~~*shield of faith*~~; 2nd—*detect thoughts**, ~~*bear's endurance*~~, *hold person*, *silence*; 3rd—*dispel magic**, *cure serious wounds*.

Spells Known (4/3; base DC = 12 + spell level): 1st—*feather fall*, *disguise self*, *sleep*, *true strike*; 2nd—*cat's grace*, *invisibility*, *pass without trace*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or kill the target. Fortitude save (DC 17) to avoid effects.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Possessions: Noble's outfit, +3 *leather armor*, *potion of cure moderate wounds*, *potion of gaseous form*, ~~*potion of invisibility*~~, +2 *returning dagger* (poisoned).

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

Notes: Maldwyn speaks Common, Giant, and Infernal. Spells lined-out have been pre-cast. Their effects are noted in parenthesis in the statistics block.

➤ **Pacanan:** Male human Clr3/Wiz7/MyT7; CR 17; Medium-Size Humanoid; HD 3d8+14d4+34; hp 94; Init +4; Spd 30 ft.; AC 16 (+4 *mage armor*, +2 *ring of force shield*), touch 12, flat-footed 16; Base Atk +8; Grp +8; Atk +9 melee (1d4, masterwork dagger); Full Atk +9/+4 melee (1d4, masterwork dagger); SA Spells; SQ Familiar, DR 10/magic vs ranged weapons; AL NE; SV Fort +9, Ref +5, Will +16; Str 10, Dex 10, Con 14, Int 17, Wis 17, Cha 12.

Skills and Feats: Bluff +12, Concentration +18, Decipher Script +5, Disguise +12, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +14, Knowledge (History) +9, Knowledge (local-Core) +8, Knowledge (Planes) +8, Knowledge (Religion) +14, Listen +5, Sense Motive +10, Spellcraft +17, Spot +6; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Skill Focus (Disguise), Reach Spell.

Spells Prepared (Cleric) (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd—*cure moderate wounds*, ~~*detect thoughts**~~, *enthrall*, *silence*, *sound burst* (2); 3rd—*cure serious wounds*, *dispel magic**, *meld into stone*, *protection from energy*, *wind wall*; 4th—*air walk*, *death ward*, *divination**, *freedom of movement*; 5th—*greater command*, *spell resistance**, *plane shift*.

Spells Prepared (Wizard) (4/5/5/5/4/3/3; base DC = 13 + spell level): 0—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd—~~*alter self*~~, *disguise self* (silent), *mirror image*, ~~*protection from arrows*~~, *web*; 3rd—*deep slumber*, *fly*, ~~*non-detection*~~, *sleet storm*, *suggestion*; 4th—*dimension door*, *Evard's black tentacles*, *greater invisibility*, *touch of idiocy* (reach); 5th—*dominate person* (2), *vampiric touch* (reach); 6th—*bestow curse* (reach), *disintegrate*, *mass suggestion*.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Masterwork dagger, ~~*elixir of fire breath*~~, *ring of force shield*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 17; hp 47; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +8; Grp +0; Atk/Full Atk +13 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities;

AL LE; SV Fort +7, Ref +8, Will +14; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

APPENDIX 4: NEW RULES ITEMS

Feats

Close Quarters Fighting (Sword and Fist): You are skilled at fighting at close range and resisting grapple attacks.

Prerequisites: Base attack bonus +3.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close Quarters Fighting.

Energy Substitution [Metamagic] (Tome and Blood):

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

Reach Spell [Metamagic] (Defenders of the Faith): You cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sculpt Spell [Metamagic] (Tome and Blood): You can alter the shape of a spell's area.

Prerequisites: Any other metamagic feat.

Benefit: You can modify an area spell by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot-radius spread). The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* spell whose area is changed to a ball deals the same amount of damage, but the *lightning ball* affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Split Ray [Metamagic] (Tome and Blood): You can affect two targets with a single ray.

Prerequisites: Any other metamagic feat.

Benefit: You can split spells that specify a single target and make a ranged touch attack. Only spells that deal damage can be affected by this feat. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired, you can have both rays attack the same target. A split ray uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

Items

Robe of Vecna

This tattered purple robe is a creation of the ancient Ur-Flan, the secrets of which have been lost to the passage of time. While wearing the robe PCs spells are enhanced as if they had the following feats: Spell Focus (Evocation), Spell Focus (Illusion), and Spell Focus (Necromancy). If the wearer of the robe already possesses Spell Focus in any of the above schools, the robe grants Greater Spell Focus instead.

A tool of the Ur-Flan is not without its negative aspects. A black nimbus surrounds wearers of the robe of Vecna, providing a -4 profane penalty to all social interaction checks, but a +4 profane bonus to Intimidate checks. While wearing the robe, and for 4 TUs after removing the robe (these spent TUs must come from module play, not from other activities such as Item Creation), the PC is cursed by the Taint of the *Robe of Vecna*. The PC detects as undead, evil (moderate), and magical (faint necromancy). *Cure* spells act as *inflict wounds* spells and *inflict wounds* spells act as *cure* spells, just as if the PC were undead. Mindless undead do not attack the PC unless specifically commanded by their controller or in self-defense. Attacking one member of a group of mindless undead counts as attacking the entire group.

Frequency: Any; *Market Price:* 25,000 gp; *Requirements:* Cannot be crafted.

Arrow of Cure Light Wounds: When this otherwise normal +1 arrow strikes a target, it does no damage. Instead, the target is affected as if by a *cure light wounds* spell, which cures 1d8+1 points of damage. If such an arrow strikes an undead target, the creature is entitled to spell resistance and a Will save (DC 11) for half damage.

An arrow of *cure moderate wounds* cures 2d8+3 points of damage and has a save DC of 12. An arrow of *cure serious wounds* cures 3d8+5 points of damage and has a save DC of 13. An arrow of *cure critical wounds* cures 4d8+7 points of damage and has a save DC of 14.

Caster Level: 1st (light), 3rd (moderate), 5th (serious), 7th (critical); *Prerequisites:* Craft Arms and Armour; *cure light wounds* (light), *cure moderate wounds* (moderate), *cure serious wounds* (serious), or *cure critical wounds* (critical); *Market*

Price: 107 gp (*light*), 607 gp (*moderate*), 1,507 gp (*serious*), or 2,807 gp (*critical*); Cost to create 57 gp + 4 XP (*light*), 307 gp + 24 XP (*moderate*), 757 gp + 60 XP (*serious*), or 1,407 gp + 112 XP (*critical*).

Source: *Master's of the Wild*

DM AID 1: MAJOR NPC NOTES

Maldwyn

Maldwyn, age 27, is the son of Arglwyth Talvan and has lived as much of a privileged life as he could squeeze out of his father's position as a Baron of Geoff. When the giant's invaded Geoff, Maldwyn was catapulted from noble to slave. This status change did not sit well with him. His excitable nature was pushed to near the breaking point during the occupation and then beyond after witnessing the horrible demise of his mother at the hands of the ogre chieftain B'gorguul. Maldwyn, already running with a bad crowd of spoiled young nobility, gathered these malcontents together to fight against the occupation of Midwood – no matter what the cost. When Ghanadar replaced B'gorguul, Maldwyn began his campaign in earnest, to the detriment of the town. The culmination of his campaign is described in "A Wise Man's Son".

Maldwyn is consumed with revenge – revenge against Ghanadar, revenge against his father whom he considers a sympathizer, and revenge against those who foiled his latest scheme. Balancing this desire for revenge are his cowardice and feelings of almost child-like vulnerability and insecurity. Maldwyn also has a problem with remembering people's faces, which has caused him to exact revenge on the wrong person from time to time. Maldwyn accomplishes what he can by manipulating others to perform the dangerous portions of his plans.

Recently, Maldwyn became initiated in the ways of Vecna and had been experimenting with the remains of Maga Elspet's necromantic laboratory in the Underhalls of the Russet Tower, until he was driven out by a group of adventurers. Maldwyn used the only manner of escape available: the transport device of Magus Aedan. Maldwyn followed his master, Pacanan, to the Handmaiden.

Following is the text from the Maldwyn's Vengeance certificate PCs may have gained from GEO2-01 A Wise Man's Son:

- **Maldwyn's Vengeance:** Maldwyn blames you for all which has transpired. This is a seething, irrational hatred. On the positive side, Maldwyn is not good with faces and is mentally unbalanced. During any encounter with Maldwyn, the character with this certificate may make a Bluff skill check (DC 20). If successful, the PC can pin the deeds on someone else and thereby trade the certificate. The unfortunate recipient may make a Diplomacy skill check (DC 20) to refute the other character's claims and force the certificate back.

Pacanan

Pacanan is a quiet, middle-aged human whose entire existence is bent to achieving one goal: the return of his Master, the Whispered One, to Oerth. Pacanan has spent twenty years researching legends and rumors, trying to find ways to achieve his goal. He thought he had a lead

when he overheard adventurers talking of a fabulous necklace, found in the Cairn Hills, and possessed by the merchant, Auldon Brendingund. His research suggested the necklace had power over the Old One and was a potent Ur-Flan artifact. He attempted to take possession of the necklace through various acts of subterfuge and duplicity, but failed.

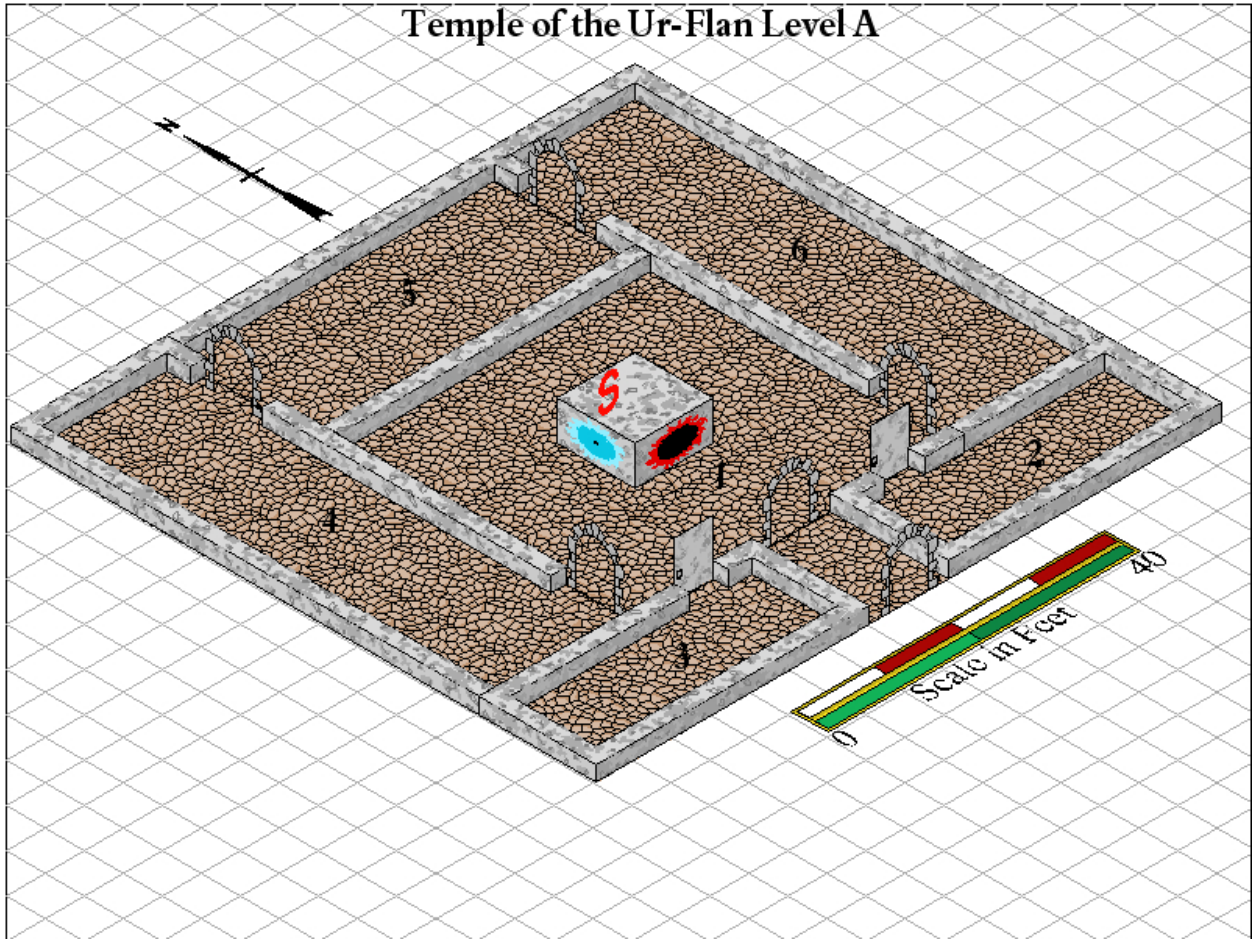
After the Brendingund debacle, Pacanan sought new leads in his quest. He decided to travel to the Sheldomar Valley, as he had heard rumors portions had been reclaimed from the giants. Previously, he had been unable to properly research some leads because of the invasion. Pacanan sought the remnants of the Russet Tower, once home to two powerful mages and a repository of forgotten lore.

While making his way to the Russet Tower, Pacanan ran afoul of Maldwyn and his cronies, but after a turn, Maldwyn became entranced with the man's power and secret knowledge. Pacanan led Maldwyn and his cronies to the remains of the Russet Tower and instilled him with a mission to learn its secrets.

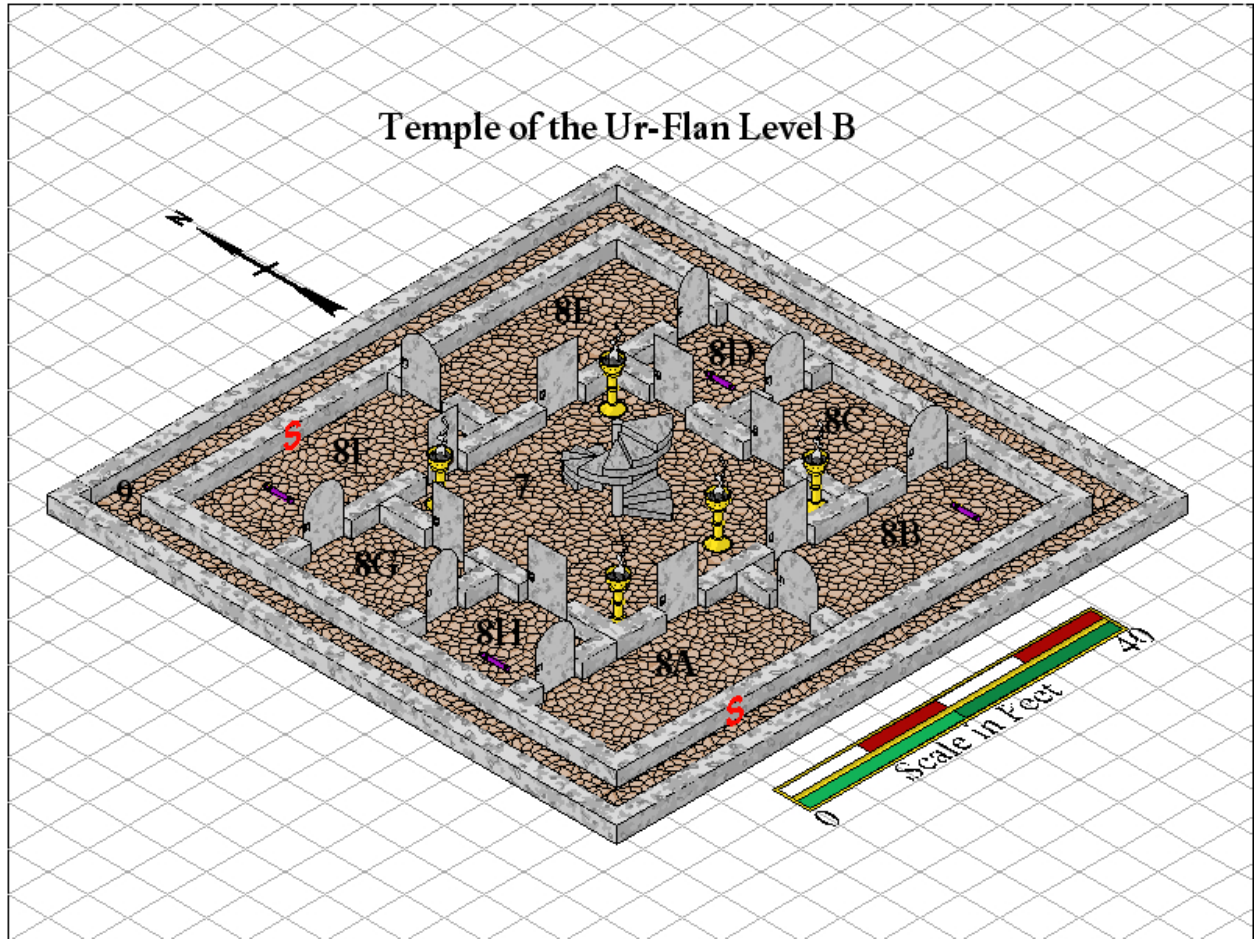
Pacanan is an extremely patient man and is not overly angered by failure. His belief in Vecna's eventual return to Oerth supports him through difficult times.

MAP 1: TEMPLE OF THE UR-FLAN, LEVEL A

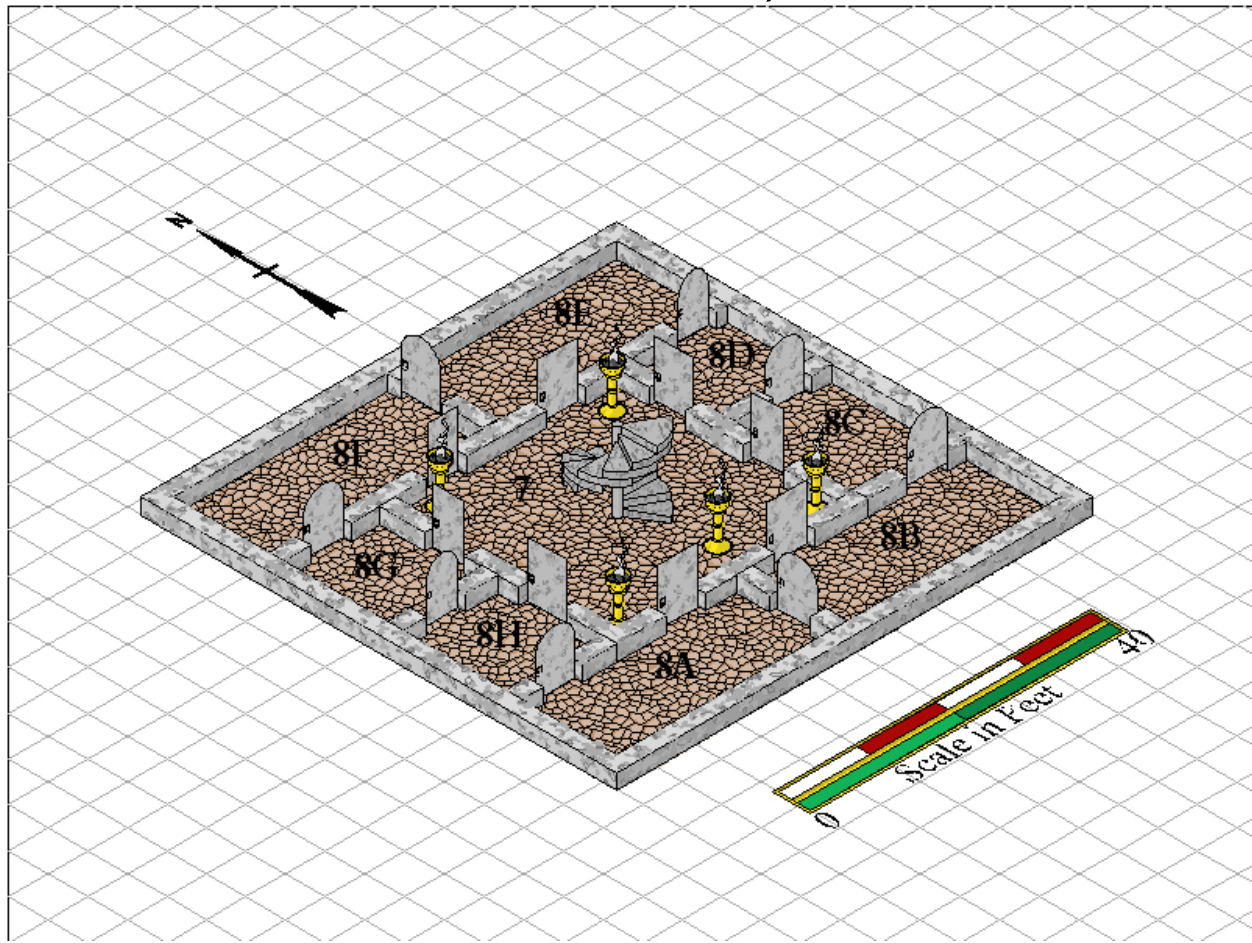
Temple of the Ur-Flan Level A



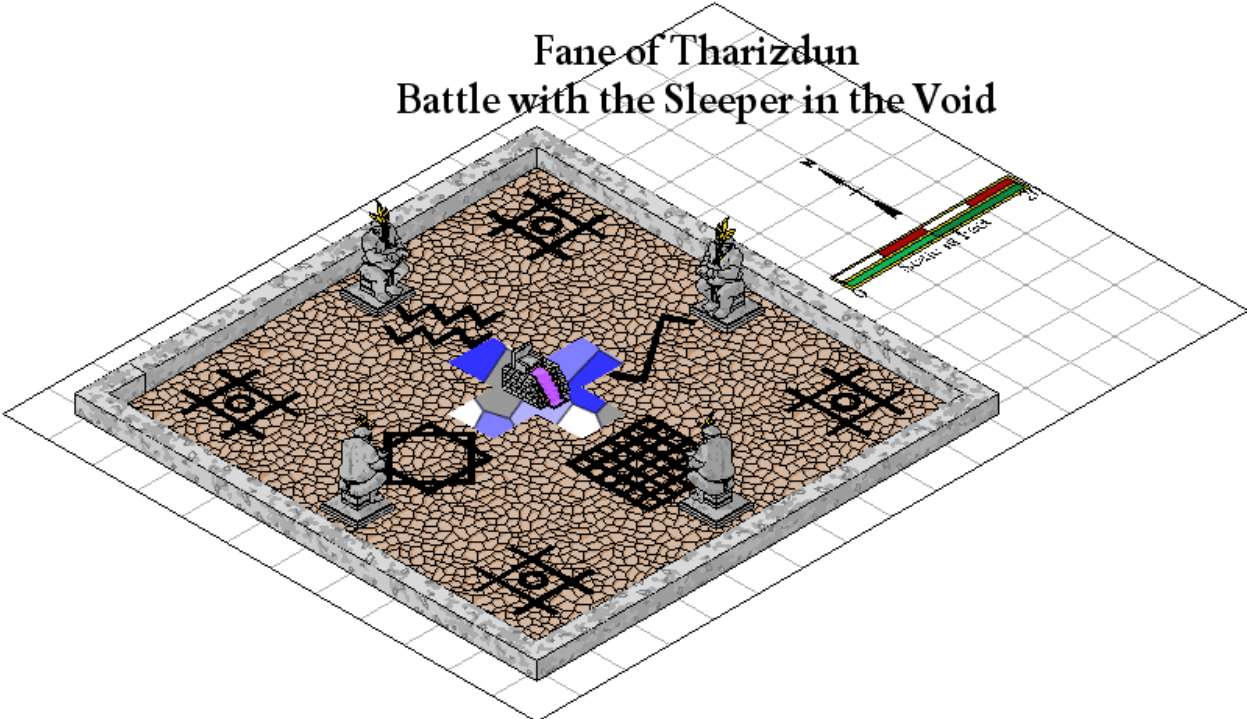
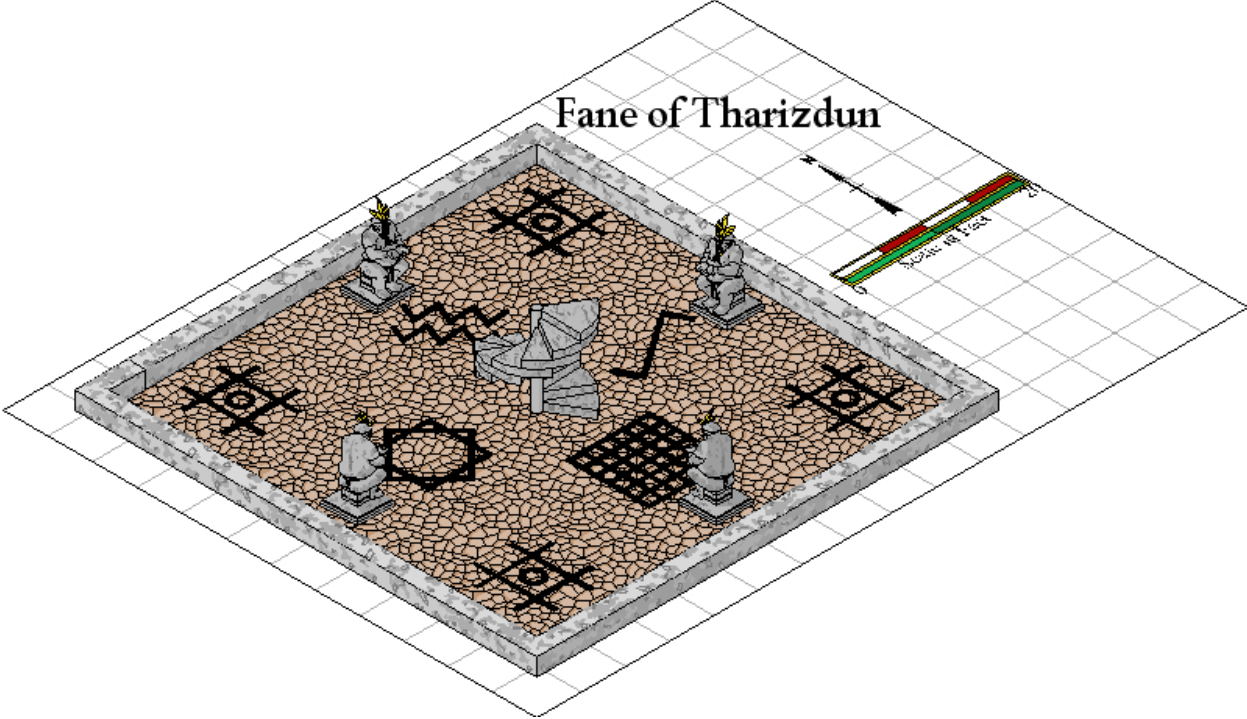
MAP 2: TEMPLE OF THE UR-FLAN, LEVEL B



MAP 2: TEMPLE OF THE UR-FLAN, LEVEL B (PLAYER MAP)



MAP 3: FANE OF THARIZDUN



PLAYER HANDOUT 1: NOTE FOUND IN THE UNDERHALLS

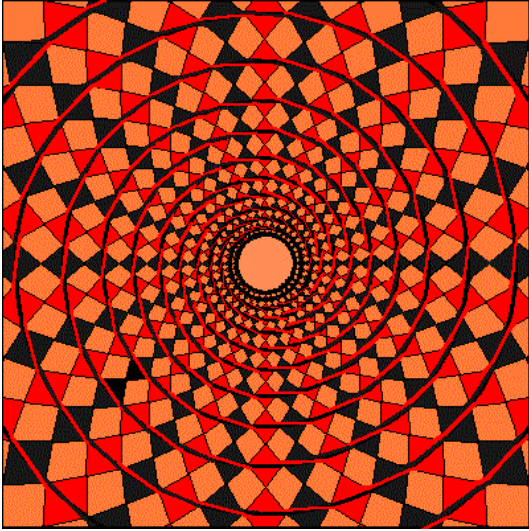
Mendicant:

If you have found this note you know I have left the Underhalls. The secrets I came here to learn have been revealed to me. Praise the Undying One! One of the Magus' tomes has provided me with the location of that which I have sought—the first step in providing our master with a vessel here on Oerth! Yea, His wrath shall be great! He will sweep away the Old One and his minions and establish Himself as Ruler over All.

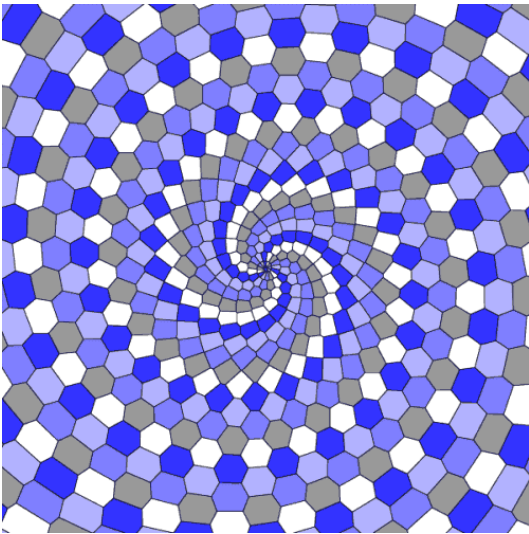
Do not yet attempt to follow me, mendicant. The way is too perilous. Delve further into the mysteries of the travel device. I fear the device may record our journeys. My destination cannot be known to our Enemies.



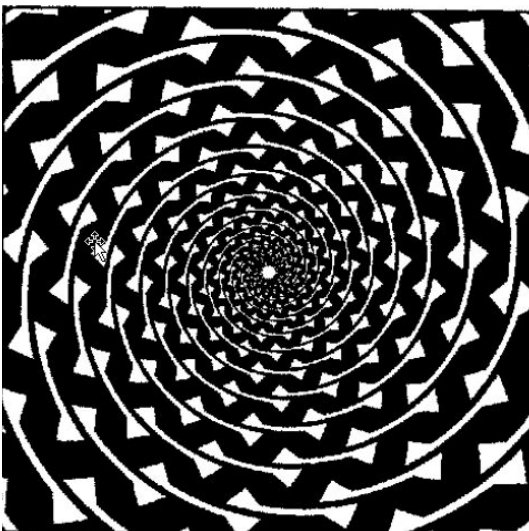
PLAYER HANDOUT 2: WALLS OF MADNESS



West Wall



North Wall



East Wall

PLAYER HANDOUT 3: INFORMATION ON DRUIDESS MELERI

Druidess Meleri is a mid-level functionary in the Church of the Old Faith. She has not performed any great deeds of note, nor has she ever caused any particular problems within the organization. Some do consider her something of a student on old lore, particularly history of the Sheldomar Valley.

PLAYER HANDOUT 4: INFORMATION ON MAGA ELSPET

Maga Elspet fought alongside her husband, Magus Aedan, during the invasion of the giants into Geoff. She continued the struggle after the fall of Gorna during the years of guerilla warfare. After the apparent death of her husband, Maga Elspet has continued to serve Grand Duke Owen, though the exact nature of her services is not known. Rumormongers say Maga Elspet is a necromancer of considerable power and wonder what business she has working for the Grand Duke. It is also said she tutors young children in the ways of magic. Maga Elspet lives in a large farmhouse just outside of Hochoch. Visitors are greeted with a smile and freshly baked cookies. Local farmers claim she protects the house with vicious zombie chickens.

CRITICAL EVENT SUMMARY

After the PCs have completed the module, please answer the following questions and send the answers to mikeh1701@att.net

Did the PCs recover the trinkets from the Temple of Tharizdun?	YES	NO
Did the PCs handover the trinkets to Druidess Meleri?	YES	NO
Did the PCs handover the trinkets to Maga Elspet?	YES	NO
Did Pacanan obtain the trinkets and escape?	YES	NO
Did the PCs kill Pacanan?	YES	NO
Did the PCs kill Maldwyn?	YES	NO
Did the PCs capture Pacanan?	YES	NO
Did the PCs capture Maldwyn?	YES	NO
Did a PC at the table purchase or consider for the future purchasing the <i>Robe of Vecna</i> ?	YES	