

COR6-07



FROM THE DUST

A One-Round Dungeons & Dragons® LIVING GREYHAWK™ Core Adventure

Version 1.0

by Donovan Hicks and Derek Schubert

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The dust has settled and a new Duke has placed his claim on Tenh. His lands are devastated. His shattered people—rebels-turned-supporters, old guard, or zealous faithful—squabble in their divided loyalties. With such infighting, where will Duke Labahlah begin rebuilding his nation? A one-round Core adventure set in the Stonelands of Tenh for characters level 4-15 (APLs 6-14). Part 1 of the “Legacy of Life” series.

Sources: *Complete Adventurer* [Jesse Decker] *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *COR3-12 Endgame* [David Christ], *COR4-06 Duke of the Dust* [Paul Looby], *COR4-10 Riddle of the Dust* [Paul Looby], *COR4-15 War of the Dust* [Paul Looby], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Greyhawk Adventures* [James M. Ward], *Iuz the Evil* [Carl Sargent], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *PAL4-05 Possessions in the Dust* [Neil Harkins], *PAL4M-03 Demons in the Dust* [Glyn Dewey], and *PAL4-05S Taking Tenh* [Donovan Hicks]. The Triads from the Bandit Kingdoms, Dyvers, and Perrenland also contributed to this adventure.

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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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

	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	

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Stonelands (the once and future Duchy of Tenh). All 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

During the ten-year occupation of the Duchy of Tenh by the armies of Iuz and Stonehold, and the later devastation by hordes of ethereal creatures, Duke Ehyeh III lived in exile in the County of Urnst. In 594 CY, the ether creatures having been banished, Ehyeh returned to his ruined nation, now called the Stonelands. His secret journey took him from the County of Urnst up the Artonsamay River and back to the city of Redspan, which had escaped the worst of the damage from the years of

war largely thanks to Nystul, a Tenha wizard in the Circle of Eight. Here, Ehyeh and a group of Loyalists sworn to help him began to reclaim his lands and rebuild from the ashes. (These were the events of *COR4-06 Duke of the Dust*.)

The duke soon learned, though, that his return was not as welcome as it should have been. A group of rebellious Tenhas had decided he was unworthy to lead his people any longer. They favored Marshal Laba, a hero of the Greyhawk Wars and a loyal servant of Ehyeh III, to be the Duke of Tenh. (Laba himself, though, did not know of their plans). The rebels also had the support of some of the Keepers of the Flan, sorcerers and sages who preserved Tenh's lore despite all its troubles. The small rebel army gathered at one of Tenh's Gleaming Spire castles, Iarvaladhyr ("yar-VAH-lah-deer").

Into all of this came adventurers and would-be heroes. They were asked to explore some ancient Flan ruins in the northern Phostwood to find a set of scrolls. These scrolls described a holy stone known as the Taladhcrioch ("tah-lah-CREE-okh", or the Land's Heart), which was used in an ancient ritual of succession to anoint the rightful ruler of Tenh. (The revelation of the rebels and the mission to recover the scrolls took place in *COR4-10 Riddle of the Dust*.)

These scrolls indicated that the Taladhcrioch could be found in the long-lost city of Tostenhca, high in the Griff Mountains. More study was required to locate Tostenhca itself, and time was of the essence. The Tenhas' enemies were already planning to invade. The Faithful Flan—zealot converts to Pholtus—had already been encountered and their allies from the Pale would not be far behind.

Soon after the recovery of the scrolls, the Theocracy of the Pale, Duke Ehyeh III, and the rebels invited those adventurers to support them once more, according to the adventurers' own loyalties. Tostenhca had been found, so the adventurers were sent forth on griffons, flying most of the way to the city. In Tostenhca (former domain of the wicked archmage Keraptis and now home to a tribe of kobolds), the heroes faced many dangers but recovered the Taladhcrioch from an ancient temple of Beory, the Oerth Mother.

These heroes returned to the hill of Nevondaer at the center of Nevond Nevnend, Tenh's ruined capital, to present the Taladhcrioch for the ritual of succession. Here the three competing factions gathered: Duke Ehyeh III and the loyalists, Baron Turanah and the rebels, and Colonel Kiana Gunnhild and the Pale's contingent. The heroes gave the Taladhcrioch to Duke Ehyeh III, but he failed the test of the Land's Heart; he was not the rightful ruler of Tenh. The rebels called for Marshal Laba, in prison in Redspan for treason, but Ehyeh's guards said that Marshal Laba had killed himself out of shame. Many others scrambled to take the test, including the leaders of the other factions and some of their followers. All failed until a haggard Tenha man came forth and removed his hood to reveal Labahlah, the fugitive son of Marshal Laba. Labahlah passed the test: the Taladhcrioch absorbed the drop of blood that he placed upon it. The rightful duke now chosen, an eerie wail began to emanate from the

stone and a wound opened on Labahlah's chest. Duke Labahlah bears the pain of the land as his own. As his wound heals, so too will the land of Tenh, according to the Keepers of the Flan. (The expedition to Tostenhca and the rite of succession took place in *COR4-15 War of the Dust*.)

The three groups then departed Nevond Nevnend in peace: the rebels to the Gleaming Spire, Iarvaladhyr; the Loyalists to Redspan; and the Faithful Flan to Atherstone.

Some months later, late in 594 CY, the Faithful Flan returned to the Stonelands to liberate their land from chaos and evil and even from the pagan religion that they believed had failed to protect Tenh from her enemies. Backed by the armies of the Theocracy of the Pale, the Faithful Flan drove forward to take control of the eastern half of the Stonelands, from the Phostwood to the Griff Mountains at Calbut. Even now, the Faithful Flan and the Pale are consolidating their power in Tenh. (The Pale Interactive *PAL4-05S Taking Tenh* dealt with this military campaign.)

In Calbut, the ruined Temple of Pelor has been restored and consecrated as the first Temple of Pholtus in the birthing Theocracy of Tenh. For now, the territory is called the Tenth Prelacy of the Pale, and many wonder whether the Pale ever intends to relinquish eastern Tenh or, instead, to push farther west and eventually bring all of Tenh under the flag of the Theocracy.

With the advance of the Faithful Flan and the Pale's army into eastern Tenh, Duke Labahlah and his forces found themselves under siege in Iarvaladhyr. The new Duke realized he could not go to war with the Pale at this time. In order to avoid this, he ordered a retreat to Redspan. Duke Labahlah has avoided war for now, but he realizes he must show those previously loyal to Duke Ehyeh III that he is suitable to lead the Duchy of Tenh into a new era of greatness.

The armies of the Pale and the Tenhas were not the only people in Tenh, for a small warband of Wegwiur (Wolf Nomads) and Arapahi (Rovers of the Barrens) had been exploring the desolate nation and been trapped far from home by the Ether Threat. Led by Lekkol, son of Bargru Khan of the Wolf Nomads, the warband scavenged in ruined Tenha villages to survive. In one village, a warrior unknowingly freed a bound jahi (a devious undead spirit), which took control of Lekkol's mind and drove him to acts of cruelty. Scouts from the Pale found Lekkol's camp and freed him from the jahi's influence. The grateful Lekkol agreed to sign a treaty with the people of the Pale and help them in their liberation of Tenh. (This occurred in the Pale Regional Scenario *PAL4-05 Possessions in the Dust*.) Now that the initial advance has ended, the warband has begun to chafe under the absolute law and order of the Pale. Lekkol is now moving his people across the Stonelands back toward home and whatever battles await him there.

In the meantime, new threats and challenges stand in the path of the Duchy of Tenh trying to rise from the dust of the Ether Threat. A glabrezu demon, accidentally released by adventurers shortly before the Palish forces invaded (in the Pale minimeission *PAL4M-03 Demons in the Dust*), is now loose in Tenh. He has found the

abandoned city of Nevond Nevnend much to his liking. He has gathered to his cause a motley band of people stranded in the Stonelands, including a priestess of Iuz and other warriors of Iuz and of Stonehold. Stoneholders normally hold no love for the Iuzians, but desperate times have forced them to band together for their own survival. The demon, named Markazrak'Nash'Fin, has turned Nevond Nevnend into a city of death. His priestly follower commands all to pay homage to this new dark master. Those refugees and survivors in the city who refuse to submit are slaughtered—or worse, for fresh meat is not allowed to go to waste, no matter its origin. A few other scavengers that survived the Ether Threat roam the city, as do the undead remains of people or animals killed there.

Lastly, the resolution of the Ether Threat drew the attention of powers beyond the Material Plane. The quest to recover the *Codex of the Infinite Planes* (in *COR3-12 Endgame*) pitted adventurers against some guardians on the Elemental Plane of Fire, near the City of Brass. The master of these guardians, one of the amirs of the efreet, has sent some servants into Tenh to avenge the affront to his authority. Although these servants might not find the perpetrators, they eagerly visit their vengeance on any people they meet.

ADVENTURE SUMMARY

The adventure begins in Redspan where the party meets with Duke Labahlah, the new Duke of Tenh. Make sure to obtain the appropriate information from all players to give them the appropriate introduction. There is a general introduction to read for all players, as well as handouts for loyal citizens of the Pale (who insist on a place for Pholtus in the Duchy of Tenh), as well as for Heroes, Saighdens ("SIGH-dens"), and Lords of Tenh (who are honored guests in the Duke's court). The introduction shows the rebuilding of Tenh beginning around Redspan, and possibly other information depending on the PCs' status in the Duke's court or in the Pale.

In Encounter 1, Duke Labahlah himself addresses the PCs before the Court of Tenh. He wants to consolidate his western border before turning north to retake Nevond Nevnend. Thus he asks the PCs to scout the lands around the former capital and then the city itself, especially the former Ducal Palace. The PCs are to act as his official agents. His chief priority is the restoration of the land, so he is grateful for help, no matter the PCs' usual allegiances. He is not yet convinced in his heart that he must go to war with the Pale, regardless of the current situation. He believes his people can still be brought together again and the Pale can be convinced to peacefully withdraw from his lands.

Along the way to Nevond Nevnend, the party meets a group of efreet, upset over the invasion of their territory in *COR3-12 Endgame*.

After the efreet, the party meets a group of Wolf Nomads and Rovers of the Barrens heading home from their own adventures in the Stonelands. The group speaks with the party as long as the party seems honorable.

The party reaches Nevond Nevnd. There they experience the effect of rain on the Stonelands. Rain was once a blessing to the fertile Duchy of Tenh, but in the Stonelands, it can be a brutal opponent.

The next few encounters occur as the party explores Nevond Nevnd. Two of the encounters can occur at any time and at any location, although each encounter has a suggested time and location with it. The first is a group of Faithful Flan (Pholtus-worshippers) and their priestess, though one of the warriors is actually a succubus in disguise, trying to gauge the strength and abilities of the PCs. The second encounter is a fight against one or more undead creatures. The third encounter occurs when the party explores the Ducal Palace, where the self-proclaimed rulers of Nevond Nevnd have set up their base.

Finally, the party returns to Redspan to report on their findings at Nevond Nevnd. Some party members may also give a report to Palish authorities about the intentions of Duke Labahlah.

PREPARATION FOR PLAY

Before beginning play, the judge should get the following information from the players:

- Did they play *COR3-12 Endgame*, *COR4-06 Duke of the Dust*, *COR4-10 Riddle of the Dust*, *COR4-15 War of the Dust*, the Pale Regional Scenario *PAL4-05 Possessions in the Dust*, or the Pale Mini-Mission *PAL4M-03 Demons in the Dust* with this character?
- Do any of the PCs hold the title(s) Hero of Tenh, Saighden of Tenh, or Lord of Tenh?
- Are any of the PCs loyal Palites or Faithful Flan who side with the Pale in the Liberation of Tenh? (No PC can be both a Hero, Saighden, or Lord of Tenh and a loyal Palite or Faithful Flan. The two nations are effectively at war, though no formal declarations have been made by either nation. This political situation precludes a PC being loyal to the Pale and minor nobility within Tenh.)

You should also ask the players to preroll several Spot and Sense Motive checks. You can use these checks when the PCs are interacting with the succubus in Encounter 6, so the players do not get suspicious.

THE COURT OF TENH

Refer to these descriptions when describing or portraying the new duke and his court in the Introduction or Encounter 1.

☞ **Duke Labahlah** (“lah-BAH-lah”) – **Duke of Tenh:** Labahlah, son of Laba, is a short but powerfully built man in his mid-thirties. His skin is a deep coppery bronze, while his wavy hair and deep-set eyes are black as ebony. Labahlah looks like a man who has walked through the Abyss and come out stronger for it. He wears simple clothing beneath his red cloak of the Tenha host.

The wound on his chest continually oozes blood so he wears a crimson shirt as a practical measure. His ceremonial kukri hangs from his belt. Noticeably absent is the diadem marking him as the Duke of Tenh.

Personality/Motive: Labahlah is loyal to Tenh and the Tenhas; he seeks to rebuild his land and reunite his people. The land itself chose him in the ancient traditions of his people, but he feels he must earn his people's trust and loyalty as well. He is a respected commander from service during the Fall of Tenh to the time of the War of the Dust. He has not smiled in a very long time and many say he will not smile again until Tenh stands strong once more. He is willing to accept aid even from citizens of the Pale, despite that nation's arrogance and ambition, as he believes that a renewed land will give him strength to oppose them if he must do so. He also believes in his heart that a lawful land like the Pale can be convinced to do the honorable thing in the end.

☞ **Ehyeh – Tenha Host officer and former Duke of Tenh:** Ehyeh is a short, middle-aged man with graying black hair and almost coppery-bronze skin. He is clad in the typical red cloak and uniform of the Tenha Host with his ceremonial kukri at his belt.

Personality/Motive: Ehyeh is in the midst of rediscovering his purpose. Son of Ehyeh II, he became duke as a young man after his father's death in battle in 577 CY. He realizes he failed as the Duke of Tenh but still wishes to help his people and the land. To this end, he has sworn fealty to Duke Labahlah and seeks to redeem himself by fighting in the Tenha Host, something he now wishes he had done to prevent the Fall of Tenh.

☞ **Ceannalah** (“kyah-NAH-lah”) – **Captain of the Tenha Host:** Ceannalah is a tall, well-built man in his early thirties. The very epitome of Tenha manhood, Ceannalah has a bronze complexion, broad shoulders, and dark eyes.

Personality/Motive: Ceannalah was once the premier knight of Tenh and Duke Ehyeh III's personal bodyguard. He remains loyal to Ehyeh even after Ehyeh's fall from power and appointment as an officer in the Tenha Host. He possesses the haughty pride for which the Flan of Tenh are notorious. He treats all non-Tenhas with contempt, but respects skill at arms and valor. He also has great pride in seeing the Tenhas returned to their former glory.

☞ **Baron Turanalh – Marshall of Tenh:** Turanalh is a dashing Tenha noble in his mid-thirties. His handsome bronze features are framed by flowing brown locks, flecked with golden highlights. He dresses in a fine set of banded mail and the red cloak of the Tenha Host. Like all Tenha nobles, Turanalh wears an ornately decorated kukri at his hip.

Personality/Motive: Turanalh is something of a cavalier – charismatic, enthusiastic, and brave to a fault. He is a very forceful character, rarely speaking below a parade-ground bawl, despite a jovial nature. He wants to see the Tenhas return to dominion over Tenh, but led the rebels in the betrayal of Ehyeh in favor of Marshal Laba

until the marshal's death. He is absolutely loyal to Duke Labahlah despite his previous disloyalty to Ehyeh.

☛ **Kereledh – Member of the Keepers of the Flan and Annalist of Duke Labahlah:** Kereledh is an elderly Tenha man. His narrow face and slight squint gives him an eternally suspicious appearance. He wears fine doublets and pants rather than wizardly robes, and refuses to carry a staff. Kereledh does possess a number of magical rings, though, as well as many other magical items secreted about his person.

Personality/Motive: Kereledh is quiet, but very shrewd and observant. Like many of his fellows, he has delved deep into the history and lore of Tenh and the Flan. Nonetheless, he is not a foolish sage, being a perceptive and shrewd judge of character. He seeks to lead Duke Labahlah in the rebuilding of Tenh and ensuring the Flan culture remains intact in this devastated land.

INTRODUCTION

This adventure has three introductions. Two of these introductions are composed in Handout 1: “Loyal Palites, Faithful Flan, and All Who Support the Palish Liberation of Tenh” and Handout 2: “Heroes, Saighdens, and Lords of Tenh”. Give the handouts to the appropriate players.

The introduction that follows below is for all PCs. This introduction takes place after the scene described in Handout 1 (loyal Palites) but before the meeting with Duke Labahlah described in Handout 2.

A large encampment surrounds Redspan, showing a variety of allies from across the Flanaess have rallied to the support of Tenh's new ruler. Clearly, Duke Labahlah has been busy in the year and a half since the moot at Nevondaer that proclaimed him rightful ruler.

The towers of the city bear Tenh's heraldry of a red rune on a gold field, but over these tents fly other flags. The white swan of the County of Urnst, the home-in-exile of former Duke Ehyeh III, flaps alongside symbols from several other nations, including distant Perrenland, glad to aid their Flan kin in need.

Redspan's people are beginning to return to the lives they once knew. The city's namesake is almost whole again, with humans and dwarves toiling to finish rebuilding the bridge of red stone. The city itself is now surrounded by lush green grass, a strange sight in the Stonelands. There are even a few crops and new fruit orchards growing in the distance. Within the city, many structures have been rebuilt from the ruins of war, while others have risen completely new.

Pause here to ask the players how their PCs came to Redspan and what prior experience they have in Tenh, if they are willing to share it.

You are met in the city commons by a contingent of red-cloaked Tenhas led by two officers. The older and shorter of the two is none other than Ehyeh III, former Duke of Tenh, now a colonel in the army of Duke Labahlah. The captain standing just behind him and nearly a head taller is his bodyguard, proud Ceannalah, once the Duke's Champion.

Sun glinting off the golden border of his cloak and the silver in his dark hair, Ehyeh welcomes you to his homeland in the name of Duke Labahlah.

The players may introduce their PCs to Ehyeh and to each other now.

“The Duke will meet with you on the morrow,” he says, “but for now we have arranged for beds and food for you to refresh yourselves.”

If there are Heroes, Saighdens, or Lords of Tenh in the party, continue with the following:

After pausing for a moment to look over your party, Colonel Ehyeh continues, “Welcome also, nobles of Tenh. The Duke wishes to honor you with a repast for your services in our nation's difficult days, as well as celebrate your return to your adopted homeland. Please, follow me.”

If you have not yet done so, give Handout 2 to anyone who meets the requirements for that handout.

ENCOUNTER 1: MEETING THE COURT

This encounter takes place the morning after the party arrives in Redspan. They are led into the temporary residence of Duke Labahlah, where they meet the Duke and his court. Read or paraphrase the following:

After a night of rest in a city guarded by an entire army, you have been brought to the court of Duke Labahlah of Tenh. You heard many of the soldiers and townspeople last night speak of the mobility of the Duke's court. Labahlah wants to be able to move at a moment's notice, whether to meet with his people and give them hope, or to meet the enemies of his people.

Pause here to ask whether the PCs have taken any special measures for their audience with the duke—such as finer clothing, jewelry or polished armor (or no armor).

You are led through the halls of a large structure, perhaps once the manse of some wealthy family. Fifty people are gathered in a room with bare walls and whose only seat is a

cushioned wooden chair raised slightly above the main floor.

The crowd includes Ehyeh and Ceannalah, as well as young noblemen such as Baron Turanah, who first led the rebel faction opposing Ehyeh's rule two years ago. The courtiers and guards here are distinctively young and exuberant. Though Tenh is proud in its traditions, youth must lead its tumultuous rebirth.

A teenaged herald enters and announces, "All hail, His Radiance, Labahlah, Duke of Tenh, Father of the Tenhearanh ("ten-HAR-an-ad"), Chosen of the Oerth Mother."

The duke enters, while the court falls to its knees and proclaims together, "Hail, Labahlah, Father and Chosen!"

Ask the PCs what they do at this point. Many of the Tenhas will take great offense if the PCs do not kneel before Duke Labahlah.

Duke Labahlah raises his hand for silence; he bids the court rise. The elderly sage Kereledh enters and sits at a portable writing desk behind the duke. His face grave as ever, but his tone resolutely hopeful, Duke Labahlah then speaks, "The ancient ways have chosen me to lead the Tenhas, so I honor the traditions of our people, but the native children of Tenh can no longer believe that we alone can rebuild our land. Our Flan brethren across the continent, few as we are in this age, have come to our assistance. But we shall not refuse aid from other neighbors, despite differences in origin. Our ancestors learned from the western tribes many centuries ago and tempered the Tenha culture to greater strength. Tenh will be a Flan homeland again, golden standards waving over a green land. By Allitur, I so swear."

Pause for emphasis. Allitur is the lawful good Flan deity of tradition, ethics, and propriety (It takes a DC 12 Knowledge [religion] check to know this).

"These heroes [or honored kinsmen, lesser nobles, and so on.] I have called here to help us. I have decided it is time for us to return to Nevond Nevnd, but the Tenha Host must drive out the remaining forces of Old Wicked that lurk at Tolran Hill." Cheers erupt from the crowd. Duke Labahlah holds his hands up for quiet once more before continuing, "So, I ask these heroes who have come to the aid of Tenh to journey to Nevond Nevnd and to learn what evil might still exist there."

The duke stops speaking and looks to you expectantly. The court's gaze follows their duke's.

The PCs may have questions at this point, so the following is given as a guide to help DMs answer these questions. Duke Labahlah is unflappable even if the PCs mock him; in his eyes and the eyes of those assembled, the PCs would be bringing dishonor only on themselves. Refer to Map #1 for an overview of Tenh.

- The Tenhas do not know what forces, if any, still exist in Nevond Nevnd. Based on the previous gathering at the Hill of Nevondaer (*COR4-15 War of the Dust*), they are aware that there are people and other living creatures in the city now, but they have no details.
- Duke Labahlah especially wants to know the condition of the Ducal Palace, which lies in the northern part of the city. Its dome and stained-glass windows distinguish it.
- Duke Labahlah does not ask the PCs to fight any enemies they see in the city, unless the PCs believe they can defeat those enemies.
- Duke Labahlah could use scouts from his own army to do this, but believes seasoned heroes and adventurers would be more capable of exploring the city in small groups.
- Labahlah is asking the PCs to serve as official agents of the Tenha Court for this mission. If they are already Heroes, Saighdens, or Lords of Tenh, then he expects that they will represent him with honor in all dealings with other people. If they do not have one of those titles, then Labahlah is willing to accept the risk of putting his trust in them. PCs from the Pale should go along with this request, since the Pale wants them to gauge the duke's character, not provoke further conflict.
- Tolran Hill is important because it is the last bastion of strength for the forces of Iuz east of the Zumker River. The troops of Iuz's priestess Xavendra occasionally clash with the returned Tenhas, and Tadorinal of Rookroost has also been sending scouts into Tenh for some reason.
- Duke Labahlah believes it is important to show his people that he is willing to drive the last of Iuz's troops from Tenh to prove he is willing to stay and fight. (He is careful to avoid accusing Duke Ehyeh outright of failing Tenh by not staying.)
- He believes returning to Nevond Nevnd, the former capital of Tenh and a city so close to Pale-occupied territory, will prove to all of the Tenhas his commitment to rebuild Tenh.
- The banks of the Zumker River are not secure, so he advises the PCs to travel overland through Watton and Stroun. Nevond Nevnd is about 250 miles from Redspan by this route. (Fighting the forces of Iuz or other enemies in western Tenh is not in the scope of this adventure.)
- He is willing to provide the party with three weeks of food (and a few scrolls of *create water*) for their journey to Nevond Nevnd and horses or ponies if they require them. The

quartermaster can supply this and any other required supplies to the party. He can also provide a flag of Tenh, for the PCs to fly over Nevond Nevnend if it is safe for the Tenha Host.

- He cannot afford to pay the party in gold, as all the gold he can raise is paying for the rebuilding of Tenh. He is the Duke of Tenh though, and he will not forget those who assist his people in this time of need any more than he will forget the enemies of his people.
- If anyone asks about the moistness of his shirt, the Duke will say, "I carry the injury of Tenh as my own. When the land is healed, so too will my wounds fade."
- If anyone asks why he does not wear the diadem of the Duke of Tenh, he will say, "The Oerth Mother has chosen me to lead Tenh and she needs no such symbol. When the people have united with me, I shall wear their symbol."

Development: Should the PCs choose to assist the Duke, he provides any supplies they require. His quartermaster provides them with mounts, food, and water, as mentioned above. He can also provide any reasonable equipment on Table 7—8 of the *Player's Handbook*, but nothing over 15 gp in cost and no more than 50 gp in total gear above the cost of the mounts and food. The PCs are expected to return any equipment that is not used during the adventure.

If the PCs choose to not accept the Duke's offer, the adventure is not necessarily over. They may still journey home through the Stonelands and face the efreet encounter in the wilds, as well as speak with the nomads. They may also choose to go to Nevond Nevnend on their own as free agents. They will not gain the Favor of the Court of Tenh, listed on the AR.

The PCs may interact with any of the members of the court, since they may be acquaintances from previous scenarios. Refer to the guidelines above ("The Court of Tenh", before the Introduction) on roleplaying these NPCs. The PCs can explore their own attitudes toward Tenh and why they choose to be adventurers.

As long as the PCs choose to leave Redspan, proceed to Encounter 2.

ENCOUNTER 2: FIRE AND DUST

This encounter occurs as the party journeys across the Stonelands to Nevond Nevnend, or possibly on their way home. If the party uses magical means of transport or are not on their way to Nevond Nevnend, you should modify the read aloud text to account for that. Read or paraphrase the following:

You have been on the road for a few days now travelling steadily toward Nevond Nevnend. The loose soil that is constantly blown across

the land makes it hard to see more than a few feet when the wind blows strong enough. The dry air is cooler than normal for the season, perhaps due to the Troll Winter taking place in the Pale. They say the entire Theocracy is covered in ice and snow even now as spring nears its end.

Here in Tenh, the view is not one of snow but one of drab grey and brown, broken rarely by a haze of green: the sprouts of tough wiry grasses or other plants normally considered weeds, now the first life to return after the despoliation of the Ether Threat.

At several points in their journey the PCs come across evidence of Tenh's slow regeneration. When appropriate read or paraphrase the following text:

During your journey, you have noticed a few settlements of Tenhas, beginning the arduous task of rebuilding their homes and their lives. The husks of Watton and Stroun are slowly being revived, and many of the intermittent settlements have taken to using low stone walls to block in the loose soil where they are planting small gardens or larger fields of crops. You have heard the Pale has been using this tactic extensively in eastern Tenh. You have also seen a few copses of planted trees beginning the slow growth towards becoming forests. Each seems to have had its own caretakers camped nearby.

Pause to let the PCs offer supplies, advice, or encouragement to the settlers if they wish. The typical settler is resolute and determined, but concerned about enemies in both the west (Iuz) and the east (Pale). They are glad to hear the PCs tell them of Labahlah's commitment to restoring the land.

Around noon of this day of travel if the party is travelling by conventional means, one or two efreet (genies), and possibly an efreeti's lesser servants, intercept the party via *plane shift*. One efreeti appears fifty feet from the nearest PC, and any other creatures are adjacent to him but farther from the PCs.

The air nearby shimmers momentarily as if with great heat.

Describe the creatures that appear, based on the descriptions in the *Monster Manual*.

One of the efreet begins by formally greeting and challenging the party. If any of the PCs have played *COR3-12 Endgame*, this efreeti addresses those PCs directly. The efreeti does not issue its challenge if it is attacked first, but will scream about how dishonorable the PCs are. Read or paraphrase the following and adjust if there is only one efreeti:

One of the red-skinned giants looks surprised to see you, but quickly collects himself and

speaks formally in a resounding voice: "You do not know us, but we know you and your kind. You trespassed into the lands of the City of Brass and killed the noble salamanders guarding the iron door. Our master demands restitution. Therefore, by order of His Lordly Grace, Amir Fawzan, we have been sent here to punish you for your transgressions. Tiny mortals should not tamper with the laws of the planes! Now face your trial by fire with honor."

The efreet do not care if the PCs didn't participate in *COR3-12 Endgame*. They have been sent here to punish the mortals who invaded and they are overjoyed by the chance to avenge their lands.

APL 6 (EL 6)

➤ **Flamebrother Salamander:** hp 32; *Monster Manual* 218.

➤ **Large Fire Elemental:** hp 72; *Monster Manual* 99.

APL 8 (EL 8)

➤ **Efreeti:** hp 80; *Monster Manual* 115 (Genie).

APL 10 (EL 10)

➤ **☉Efreet (2):** hp 80, 80; *Monster Manual* 115 (Genie).

APL 12 (EL 12)

➤ **Advanced Efreet (2):** hp 112, 112; Appendix 1.

APL 14 (EL 14)

➤ **Advanced Efreet (2):** hp 160, 160; Appendix 1.

Tactics: At APL 6, the efreet orders his two minions to attack. (In Ignan he says: "These mortals are clearly too weak to have killed those nobles. But you might find them a challenge, flamebrother...") He then becomes invisible and leaves to find more hapless victims to seek retribution on. The elemental and flamebrother attack as described in the *Monster Manual*.

The efreet at APLs 8 to 14 start by casting a quickened *scorching ray* on a heavily armored PC, moving if necessary to get within range, and putting up a *wall of fire* to divide the PCs to the efreeti's advantage. They then use their *invisibility* and move close to any obvious spellcasters. The efreet believe the spellcasters to be the greatest threat as they can negate their powers of *invisibility* and use cold attacks against them. Loyal to their master, they do not flee combat. An efreeti may *polymorph* (self) into a behir (*Monster Manual* 25) or an elephant (*Monster Manual* 272)—both red instead of their normal color—for quick healing or to eat or trample some PCs.

Adjust tactics as necessary if it would be obvious to the efreet that the above tactics would not work to their advantage.

Talking Your Way Out of It: The PCs may be able to use Diplomacy to change the attitude of the efreet

or use Bluff to convince them to go somewhere else (such as blaming the forces of Iuz, which are now at Tolran Hill). If this is done, you may wish to remind the party that the efreet will still be seeking vengeance on the Material Plane, specifically throughout Tenh.

Treasure: The flamebrother and efreet wear fine, but gaudy, jewelry.

APL 6: Coin: 300 gp.

APL 8: Coin: 450 gp.

APL 10: Coin: 450 gp.

APL 12: Coin: 500 gp.

APL 14: Coin: 600 gp.

Troubleshooting: At higher APLs, the party may be travelling by magical means. If this is the case, this encounter occurs the first time the party appears and is solid again in Tenh. This may be outside the city of Nevond Nevnd; if so, Encounter 4 should occur as soon as the fight with the efreet has ended. This may leave the party in a wounded state to deal with the events of that encounter, but such is the consequence of travelling using magic.

ENCOUNTER 3: COUSINS OF THE TENHAS

This encounter occurs a day or two after the battle with the efreet. If the PCs are travelling straight to Nevond Nevnd by magical means, they miss this encounter. If they are flying, they may see the indications of the group in this encounter below them, but may not actually encounter them depending on their own decisions; you should adjust the description below accordingly if the party is not using conventional means of travel.

As you cross the dusty Stonelands, you notice an encampment of two distinct types of tents: some dome-shaped, some conical. Spears driven into the ground around the tents are topped with colored pennants, waving in the wind. Scores of people move about an equal or greater number of horses and ponies. The tents are being quickly disassembled and loaded onto pack animals.

Four riders break off in front of the rest of the group and sit in their saddles, watching you, while the activity continues behind them.

What the party does next will determine how the rest of this encounter proceeds. The four riders are Lekkol Khan, Yantu, Mantotohpa (man-toh-TOH-pah) Shadowhunter, and Amadahy (ay-mah-DAH-hee) Silver Rain. The two groups behind them are made up of Flan (Rover) and Baklunish (Wolf Nomad) peoples, almost of equal numbers. Both groups are dressed in light armor with furs, silks, jewelry studded with jade-like etherstone, and even black insectoid plates made from Ether creature carapaces. These warriors appear ready to chase to its death anything that challenges their strength.

If the party approaches peacefully, Lekkol Khan asks them to halt at a distance of approximately ten feet. If the party approaches in a hostile manner, Lekkol Khan says to his companions loud enough for the party to hear, "So, they do not know fear, but surely they will know death if they seek to challenge a combined host of Wegwiur and Arapahi!" (Wegwiur and Arapahi are the formal names for the Wolf Nomads and Rovers of the Barrens, respectively.)

Lekkol Khan has met adventurers before, as has his shaman, Yantu. Mantotohpa has had few dealings with adventurers though and his shaman, Amadahy, is wary of any non-Flan. They have also met and are friendly with centaurs that live in the northern Phostwood and eastern Fellreev Forest. All of them are expert riders and prefer to remain in the saddle as they speak. They pity dwarves and others who appear ill at ease riding.

Use the following descriptions and notes to roleplay this encounter between the party and these groups.

Common is not the first language for any of the riders

, though the two factions speak it to each other. The Wolf Nomads prefer speaking Ordai (the language of Wolf and Tiger Nomads) or Ancient Baklunish, while the Rovers speak a dialect of Flan. You might have them misunderstand certain words or phrases if the PCs talk to them in Common.

☞ **Lekkol Khan, Khan of the Wegwiur:** N male human (Baklunish) fighter-type.

Description: Lekkol Khan is a tall, wiry man, twenty-eight years old. He stands six feet tall; his straight black hair hangs past his shoulders and complements the golden tone of his skin. His green eyes peer at all around him as if he is searching for some weakness in their defenses. He wears heavy leather trousers and gloves, but his chest remains bare and there is a strange scar on his neck. He rides a fine black horse.

Personality/Motives: Seventh son of the Wolf Nomad tarkhan, Lekkol Khan is ambitious and charismatic. He was recently controlled by a jahi (a snake-shaped undead spirit that rests around its victim's neck), which is where the scar around his neck comes from. He hates all who are enemies of the Wegwiur, but deals honorably with those he believes to be honorable. He does not reveal the shame of his encounter with the jahi and cautions any PCs who mention it to mind their own business. At this time, Lekkol Khan only wishes to return home—to see his father and family once more and fight at their side against the forces of Old Wicked. Because of the jahi attack, he distrusts anyone who covers their neck in any way.

- He leads this group of Wolf Nomads which was trapped on the eastern side of Tenh when the Ether Threat began.
- He and his warriors have met with adventurers of the Pale-land to the east. They proved honorable, as did their masters in the Oeridian church that rules them.

- The Wolf Nomads were given land in Pale-occupied Tenh for helping drive out the Stoneholders and Iuz.
- The Wolf Nomads are returning home as neither he nor his people could live with the Pale's strict laws any longer.
- The Wolf Nomads met this group of Rovers yesterday.
- The Wolf Nomads were in Nevond Nevend last year. They saw strange creatures as well as humans. Some of the humans attacked them [these were the Stoneholders or Iuzians], but others asked for help with honor but not with pride [these were Tenhas]. Yantu knows more of the strange creatures they saw than he does. He only knew that they were evil and should be slain.

☞ **Yantu, Shaman of the Wegwiur:** N male human (Baklunish) cleric of Geshtai.

Description: Yantu is an elderly man of almost fifty summers. His hair and his long drooping moustache have faded to grey, but his wizened gray-green eyes still seem to hold much life. He is dressed in simple dusty blue clothing and carries a staff. A small silver medallion in the shape of a waterspout (the symbol of Geshtai) hangs around his neck. He rides a dun-colored horse.

Personality/Motives: Yantu is a thoughtful and patient person. He is respectful of all he meets as possible tools in the service of his Khan. He has had a recent vision that speaks of a need for Lekkol Khan to return to the lands of his people once more.

- An omen told him that the Wegwiur under Lekkol Khan must return home.
- The creatures he saw were mostly undead, with ghouls, ghosts, and zombies being in the majority.
- The dishonorable humans spoke of a fiend with a long, harsh-sounding name. [This was the glabrezu, Markazrak'Nash'Fin.]

☞ **Mantotohpa Shadowhunter, Sachem (War-chief) of the Rovers:** CN male human (Flan) fighter-type.

Description: Mantotohpa has deep brown skin from long days in the sun. His amber eyes study all from beneath his curly brown hair. He is dressed in light hunting leathers with embroidered beadwork, and his pouches are adorned with colorful feathers. He has broad shoulders that make him look like once he set his short frame, no man could move him. He rides a black-and-white pinto horse.

Personality/Motives: Mantotohpa is wary of all non-Flan in the Stonelands. He would not have spoken with Lekkol Khan were it not for the Rovers of the Barrens already within Lekkol's group. He brought his warband into the Stonelands to see if there were any surviving Tenha who might be brought back to the west. Through Lekkol Khan he is aware of the Pale's invasion of Tenh and is now returning to take word back to his own

people. His nomadic people have little connection with the so-called civilized Tenhas after centuries of separation, feeling more in common with the Wolf Nomads to the west. Perhaps now, though, relearning the nomadic ways would serve the Tenhas better than keeping the ways of the Oeridians who drove the Flan from their ancient hunting lands farther east (the Pale).

- He is the leader of the Arapahi (Rovers) here.
- His group was exploring the Stonelands when they encountered the Wegwiur.
- He is torn between great sadness at the suffering of the Tenha at the hands of Iuz and others, but somewhat smug about the price Tenh has finally paid for adopting a soft settled lifestyle. (Emboldened by recent successes under Nakanwa Daychaser, he is proud like the Rovers of old, before Iuz struck.)
- A few Tenhas who fled to the west, mostly women and children, were adopted into tribes of Rovers. (As precedent, according to the *Living Greyhawk Gazetteer*, Rovers also adopted women and children taken during their raid on the Stonehold city of Vlekstaad a few years ago.)
- If a PC suggests it, he is willing to take his group of warriors to speak with Duke Labahlah. He cannot speak on behalf of all the Arapahi, but he can take word back to Durishi Great Hound, highest chief of the Rovers.
- They have not been to Nevond Nevnend, but other scouts of his people went to the Griff foothills to see if any of the Tenha had sought refuge there. The scouts that returned said a few survived in the hills but they reported great evil in the mountains, near the high water. (They refer to Lake Abanfyl: DC 15 Knowledge [geography]).
- The rains that come to the Stonelands are almost as great a threat as the strange creatures they have encountered. His shaman, Amadahy, can identify the creatures they have seen. (Heavy rains will come tomorrow, as in Encounter 4. A DC 20 Survival check predicts this, a higher DC than usual because of the capricious weather.)

☞ **Amadahy Silver Rain, Shaman of the Rovers:** N female human (Flan) cleric of Beory.

Description: Amadahy wears her long black hair tied back to keep it out of her coal-black eyes. She wears a soft doeskin robe and a heavy cloak against the winds of the Stonelands. She is lighter-skinned than most of her people, and around her neck she wears a disk of green stone with a circle raised on it in silver (symbol of Beory). She rides a bay mare (reddish with a black mane and tail).

Personality/Motives: Amadahy is wary of all non-Flan like the sachem she serves, but hers is not just reserved for those in the Stonelands. She believes that the Oerth Mother gave the lands of the Flanaess to her people, and the people who have come after—Oeridian, Suloise, Baklunish, or humanoids—have stolen her people's lands. She has recently heard how Duke

Labahlah was chosen by the Oerth Mother and would like to meet the chosen of her goddess to see for herself if he is worthy to rule over the Tenha people.

- She has recognized fire, earth, and air elementals here in the Stonelands.
- Beory has told her there is a great fiend moving about the land gathering survivors of Old Wicked and the Stonehold to him.
- She supports the PCs in any suggestion to her chieftain to journey to speak with Duke Labahlah.

Development: As long as the party does not attack the people in this encounter, they probably gain some valuable information for their scouting mission into Nevond Nevnend. You can give the party descriptions of the undead they might face in Nevond Nevnend in Encounter 5 if they ask for descriptions, as well as descriptions of some of the fiends they might face in Encounter 6. The descriptions for Encounter 5 should come from Yantu, while the descriptions for Encounter 6 should come from Amadahy.

If the party is foolish enough to attack any of these people, you should remind them first that an unprovoked attack is an evil act, and that almost 150 mounted warriors of the Wolf Nomads and Rovers of the Barrens would surely strike back. In addition to the two shamans listed, there are also five other clerics or spellcasters within the war bands. If the PCs still want to attack, do not run the combat but simply ask for their plan for battle. The warrior nomads are not interested in fighting the PCs; rather they wish to return home. With their superior movement it is highly likely that they will simply avoid the PCs. If combat does ensure the riders' superior numbers eventually tell and the PCs are forced to flee.

Escaping PCs may continue with this adventure but they get an evil act recorded on their ARs and lose any favors with the Court of Tenh because word gets back to Duke Labahlah of their violent actions.

ENCOUNTER 4: TEARS OF BEORY

The rain in this encounter occurs when the party is about 300 feet from Nevond Nevnend. If the PCs used magic to reach Nevond Nevnend, you can spring the fight with the efrete (Encounter 2) on them before the rainstorm, possibly drawing them farther from the city. They should be at least 100 feet from the gate when the rain starts in any case.

Read or paraphrase the following when the PCs first see the city from a few miles away, adjusting for magical travel:

Tall, dark clouds have been scudding in out of the west. From far off, you saw the city of Nevond Nevnend, or at least what remains of this once-proud city. The sacred Hill of

Nevondaer rises at the center, and the round-towered walls still stand, but the city lies quiet. The barbarians from Stonehold and the fiends of Iuz had beaten much of the life out of it, even before the Ether creatures arrived three years ago. The gates gape open, revealing the husks of stone buildings beyond.

A DC 20 Knowledge (nature), Survival, or Profession (farmer) check forewarns a PC about how heavy rain affects this soil and grant a +2 bonus on any checks called for in the “Mud Pits” challenge. Some players might recognize the hazard anyway and have their PCs take off flying or running. The city is the only high or hard ground nearby.

When the rain starts, read or paraphrase the following:

With a rumble overhead, rain suddenly begins to fall in big drops.

What might be a welcome sight in this dry and desolate land is instead an agent of peril on the loose soil around Nevond Nevnd. The ground quickly begins to turn from solid surface to dangerous mud, where each step tests the strength of the walker against that of the mud.

The rain falling has made the last few hundred feet of the journey to Nevond Nevnd into a hazard that could kill a man or beast walking through it. The loose soil is quickly turning into the consistency of quicksand, but it is heavier than that typically encountered in a desert, for Tenh though desolate is not a land of granular sand, but of thick, once-fertile dirt. Note that the fast change from dust to mud is an abstraction, which keeps you from going through too many rounds of actions. Track how close each PC is to the city, but keep it fast and exciting overall.

MUD PITS (EL 1)

Round 1: No ill effects. Rain is rapidly moistening the top layer of soil.

Round 2: The soil softens and begins to grip at everyone trying to move through it. The ground counts as shallow bog (*Dungeon Master's Guide* 88), which effectively reduces movement by half. A DC 10 Balance check or DC 5 Ride check is required by anyone trying to ride a mount through the area to keep from being thrown. Anyone thrown from the saddle takes 1d6 non-lethal damage from the fall unless they make a DC 15 Tumble or Ride check for a soft fall. Casting a spell requires a DC 10 Concentration check.

Rounds 3-4: Ground continues to behave as shallow bog. Spooked by the rain, thunder, and mud, mounts with an Intelligence of 1 or 2 become panicked and try to throw their riders. A DC 15 Handle Animal or Ride check keeps the mount moving rather than bucking. On a failure, a DC 20 Ride check is required to stay in the saddle. Anyone thrown from the saddle takes

1d6 non-lethal damage from the fall unless they make a DC 15 Tumble or Ride check for a soft fall. Casting a spell requires a DC 15 Concentration check.

Rounds 5-7: Thick mud counts as deep bog (*Dungeon Master's Guide* 88), which effectively reduces movement to one-quarter normal. It takes a DC 15 Strength check with each move action to go anywhere; up to two others can help a PC move. All mounts of Int 1 or 2 refuse to move unless the rider succeeds at a DC 20 Handle Animal or Ride check. They may try to throw their riders as described above. Intelligent mounts try to convince their riders of the unsafe nature for both of them to remain mounted. Casting a spell requires a DC 15 Concentration check.

Round 8: A flash flood pours through the city gate. If the PCs did not get to higher ground (such as at the base of the walls) or into the structures of Nevond Nevnd, they risk being swept away by the flood waters. A DC 15 Swim check is required to keep from being swept away. Anyone failing the check is swept 10 feet away for each point by which they fail the Swim check and takes 1d6 points of bludgeoning damage for each 10 feet they are moved, to a maximum of 5d6. A DC 15 Reflex saving throw reduces this damage by half. Anyone being swept away by the flash flood drops anything they have in their hands due to the severity of the sudden rush of water.

Rounds 9+ (to 20 minutes): The flash flood passes and the downpour abates to a lighter rain. The PCs should be able to reach the safety of the city without any further problems unless they are mounted. It just takes time to work their way through the deep mud.

Once the safety of Nevond Nevnd is reached, the party can take shelter in one of the buildings.

ENCOUNTER 5: NEVOND NEVNEND

Nevond Nevnd contains a few encounters for the PCs. No map is provided, since it would take too long for the PCs to explore exhaustively. Likewise, Nevond Nevnd's renowned network of sewers and underground vaults (mentioned in *Iuz the Evil*) are not covered. This adventure describes the mood and gives an overall description of the city. If you have more than four hours to play and want to give your imagination free rein, you can invent details for the city. The general intent is one of harrowing emptiness, with the few survivors living in squalor and fear.

A roleplaying encounter and one challenging combat encounter await the PCs as they explore. The PCs face other fights against individual mindless undead, but they give no experience or treasure. The climactic fight against the new masters of the city is presented as Encounter 6.

Read or paraphrase the following:

The rain has passed, but it has done little to bring a feeling of renewal or cleanliness.

In the portion of Nevond Nevnend south of the Hill of Nevondaer, the estates of nobles escaped the worst of the destruction, and some of them even still have roofs. Their spacious grounds, though, are now bare. Fine stone walls that may once have contained lush gardens and exotic menageries now surround barren patches of mud with toppled statues. A few tough weeds have started to sprout through cracks in stone-paved courtyards.

Elsewhere in the city, several large civic buildings have been reduced to charred shells. Farther north, beyond Nevondaer, stands a large domed building of fire-blackened stone.

The Stonehold barbarians razed most buildings that symbolized Tenha 'culture'. The large domed building in the distance is the former Ducal Palace, which is dealt with in Encounter 6.

ENCOUNTER 5A: THERE ARE FLAN AND THEN THERE ARE FLAN

This encounter occurs when the party is exploring the southern nobles' district.

The PCs should be allowed to interact nonviolently with members of the Faithful Flan. Pholtus is a lawful good deity, and the murderous Pholtans depicted in past Core adventures are not typical of his followers. The Faithful Flan priestess is not the PCs' enemy, but the disguised succubus in the group is.

Read or paraphrase the following:

You hear the sounds of metal clashing against metal from around a nearby corner. The ring of steel is soon followed by a female voice calling upon the light of Pholtus to destroy her enemies.

Allow the party to react, but the fight should be over before they arrive. When the first PC can see the combat around the corner (80 feet away from the combatants), read or paraphrase the following:

Around the corner, you see the closing seconds of a battle: three Flan warriors stand over three other men lying bloodied on the ground. One other man is just now being struck down by a ray of brilliant light, directed by a young Flan woman in a beige cloak. She holds up a silver medallion of a full moon being eclipsed by a smaller crescent, ending the fight as you arrive.

This small group of Tenha warriors is actually a group of Faithful Flan. (It takes a DC 10 Knowledge (religion) to recognize the symbol of Pholtus.) They have come from Calbut and were trying to go to Redspan unrecognized, for their own safety. The priestess's name is Dhariel and

the three warriors are her escort through the Stonelands. One of the Flan warriors is actually a succubus, who killed the real warrior last night and has replaced him.

Two Tenha survivors have been watching the fight from the shell of a building 40 feet away, too. A DC 18 Spot check notices them peeking out of a hole in a wall, or a DC 19 Listen check overhears their whispered conversation. They are fearful and do not come out of hiding if not spotted. If the PCs do not convince the two to come out (which requires a DC 15 Diplomacy check), Sister Dhariel can easily do so, showing the PCs her kind demeanor and way with words in the process.

☞ **Sister Dhariel:** LG female human (Flan) cleric 6 (Pholtus); hp 42; Diplomacy +16, Listen +3, Spot +3.

☞ **Berin and Peraba, Faithful Flan Warriors (2):** LG and LN male human (Flan) warrior 3; hp 18 each (currently 11 and 14). Listen +1, Spot +1.

☞ **Keph and Athrah (2):** NG male and female human (Flan) commoner 1; hp 5 each (currently 3). Con 10 (currently 8).

☞ **"Zamyeh" (Jershanna):** polymorphed succubus (APL 6-12) or polymorphed succubus sorcerer 6 (APL 14); hp 42 or 84; *Monster Manual* 47 or Appendix 1 - APL 14.

Sister Dhariel

Description: Dhariel is a short, light-skinned Flan woman with brown eyes and wavy brown hair. She is twenty-six. She wears a chain shirt under her stout woolen clothing and light-colored cloak.

Personality/Motives: Dhariel is a devout convert to the Pholtan faith but she knows that this is not the traditional Tenha way. She speaks politely and ardently with most people, but should anyone question or insult her beliefs, she asks them to confront their reasons for their intolerance. She believes that the Tenha people must be reunited under the will of Pholtus, but she believes it will take time and peaceful discussion to make the rest of the Tenhas see the power of Pholtus. This sets her apart from the more zealous Faithful Flan, such as Pholtarin from *COR4-15 War of the Dust*.

Berin, Peraba, and "Zamyeh": These three are young, nondescript Tenha men wearing dusty brown cloaks over their chain shirts. They carry longswords, light wooden shields, shortbows, and Pale-issue field packs. They leave most of the talking to Dhariel, but see below.

Keph and Athrah: Brother and sister, aged 21 and 19, these two were slaves during the Stoneholder occupation, escaped when the Ethers attacked, and have been scraping by in the city ever since. They are dirty, hungry, and skittish. They were hiding in the nearby building and heard the Faithful Flan getting attacked. After avoiding bandits, rats, and mindless undead, they are very happy to be treated with kindness. They beg to be taken away from the city and ask for any hopeful news about the Court of Tenh. They do not know that Ehyeh is no longer the duke.

The Four Attackers: All are dead. Two were from Stonehold (freckled skin, red to brown hair) and two were bandits from the lands of Iuz (tan skin, dark hair). All were malnourished (a DC 10 Heal check reveals this). They have crude leather armor, handaxes, and daggers. *Speak with dead* (Will save -1) reveals little: they have been in Nevond Nevndend for several months; they avoid the undead that roamed the streets; they served a powerful priestess who dwelled in the duke's palace and provided food for her subjects. (This was Alazenyra, serving human flesh. These men may have guessed they had become cannibals, but they convinced themselves otherwise.)

The Succubus's Deception

Last night, the succubus Jershanna killed and took the form of the third warrior, Zamyeh. She wears Zamyeh's equipment; her own equipment is melded into the new form, aside from her *eyes of the eagle* at APL14. She dismembered the corpse and scattered the pieces with repeated *teleport* spells. (There is no need to describe this to children or sensitive players. The point is that she did not leave a body to be found and that she is utterly despicable.)

She intended to kill the other three slowly and sadistically over the day, sowing dissension and doubt before dealing the killing blows, but she changes her plans on seeing the PCs. She wants to learn what weapons, spells, and tactics they have, so she and her allies can be prepared if these wandering heroes enter the Ducal Palace. Some PCs try to look like members of other classes (wizards pretending to be monks, for example), so she tries to figure out their true abilities. She does not risk using *detect thoughts* but simply tries to assess the PCs through conversation and Sense Motive.

Her Disguise check in this form (-4 for different race and gender but +10 for *polymorph*) is +25 (APL 6-12) or +28 (APL 14). The three Faithful Flan will not pierce it, even with their +6 bonus to Spot for being friends or associates. The PCs are likely fooled, too, unless they use *true seeing* or other powerful magic. You can use the PCs' prerolled Spot checks against her disguise.

She drank a *potion of undetectable alignment* several hours ago, so she does not radiate evil but she does radiate faint Abjuration, as well as the moderate Transmutation from the *polymorph*. She acts surprised if the PCs detect and ask about these auras, blaming the auras on "chaos and evil in this city, Pholtus protect me". This is a Bluff check at +19 (APL 6-12) or +28 (APL 14).

She refuses any offers by the PCs of *dispel magic* or other magic, and she is wary of attempts to make her drink holy water or touch a holy weapon. If a PC is too pushy, she tries to turn the Faithful Flan's sentiments against that PC. They have been taught to distrust arcane magic and pagan priests, so they would defend "Zamyeh" in most cases.

Fight?

Against the Pholtans: Dhariel and the warriors give the PCs no cause for a fight. The Pale and Tenh may be enemies, but these are individuals who seek to stand on their own merits. PCs who attack them merely for being Pholtans are committing an evil act. PCs loyal to Tenh who attack them as enemies of the state are still not acting with honor. Nevertheless, if the PCs attack, Dhariel flees while the two warriors fight with withdrawing tactics to guard her retreat. The PCs could easily beat them at any APL, so their combat stats are not given. Jershanna briefly pretends to defend the others, but tries to flee out of sight, activate *ethereal jaunt*, observe the PCs awhile, and then return to the Ducal Palace. Dhariel and the others are left puzzled over where "Zamyeh" went.

Against the Succubus: If the PCs detect Jershanna's ruse and attack her, she tries to *teleport* away immediately. Killing her here, however, keeps her out of the fight in Encounter 6.

Parley?

If the PCs approach in peace, they can speak with Sister Dhariel, who does most of the talking for this group.

The following points are information she is willing to share and will help you role-play this encounter.

- The four men attacked the Faithful Flan when the latter were moving along this street.
- They are journeying to Redspan to speak with Duke Labahlah. They started in Calbut several days ago, and left the Pale's western border-road to see Nevond Nevndend. Dhariel's family fled their home here when she was twelve, and she wanted to see the city again. She barely recognizes the place. She saw the Ducal Palace from far off and it gave her a feeling of dread. They are all depressed and want to leave.
- They reached the city yesterday and had camped here for the night. They were lucky to be under a roof when that fierce rainstorm hit.
- They saw other humans in the city, but did not seek to make contact.
- Sister Dhariel hopes to convince Duke Labahlah that there should be a place for all Tenhas in Tenh, no matter what their beliefs.
- The Church of the One True Path is aware of her mission, and though they believe it is futile, they are willing to let her try and reach a peaceful solution with Duke Labahlah before civil war erupts in Tenh.
- She believes that Pholtus is the greatest god. He is kind and merciful, having rescued her and other Faithful Flan from a life of misery. She tries not to offend the PCs or engage them in long theological debate.
- They heard the screams of humans and other creatures during the night from across the city. Some sounded like they were being savagely murdered. (Some of this was a sacrifice being performed at the Ducal Palace last night.)

- Do the PCs have ways to fight murderous humans, undead, or even fiends? If they chase you, could the PCs fly or escape through walls? (“Zamyeh” gently prods the PCs about this. The others quickly add their own questions, so the PCs shouldn’t be suspicious of “Zamyeh” in particular.)

The two Tenha siblings are too afraid to say much, but they have seen other armed men (of Iuz or Stonehold) seizing Tenha stragglers from the streets and dragging them away to the north (to their master at the Ducal Palace).

Development: These Faithful Flan fear they would be a liability to the party in their mission, so they would prefer to leave the city. They are willing to wait one day in a nearby building if the party offers to take them to see Duke Labahlah when they are done in Nevond Nevnend.

The two Tenha survivors go wherever the Faithful Flan go. Sister Dhariel looks after them with care and compassion.

If Jershanna’s ruse was not detected, she leaves the Faithful Flan after a few minutes to report back to the Ducal Palace.

When the PCs have spent enough time talking (or fighting), go on to Encounter 5b.

ENCOUNTER 5B: TOO MANY DEAD, NOT ENOUGH GRAVES

This encounter should occur while the party explores Nevond Nevnend but before they reach the former palace. The encounter involves some undead who are scavenging on the dead of Tenh.

Read or paraphrase the following:

Your explorations have taken you throughout the city and into many buildings. The sewers are clogged with rubble. Nevond Nevnend’s libraries and other places of learning lie in shambles, razed by the barbaric Fists from Stonehold over a decade ago. Other buildings built mainly of wood appear to have collapsed more recently. The city is almost totally vacant, since the Ether creatures took away the bodies of the dead. A few skeletons or zombies have been roaming the streets of the former workers’ district, but they were easily destroyed. Any survivors here must be hidden away. The former capital is more like a tomb now than a city, from all that you have seen.

Continue with the appropriate section, by APL.

APL 6 (EL 8)

➤ **Corpse Rat Swarm (4):** hp 52 each; see Appendix 1.

From the ragged stone buildings to either side, squirming masses of rats boil out into the street. They leave a stinking trail of blood and rot.

These are the remains of rats that perished en masse in the sewers of the city and were animated by the unholy forces now present.

APL 8 (EL 10)

➤ **Corpse Rat Swarm (4):** hp 52 each; Appendix 1.

➤ **Ephemeral Swarm (Rats) (1):** hp 90; Appendix 1.

From the ragged stone buildings to either side, squirming masses of rats boil out into the street. They leave a stinking trail of blood and rot. Joining them is a cloud of ghostly rats, flying with uncanny silence.

These are the remains of rats that perished en masse in the sewers of the city and were animated by the unholy forces now present.

APL 10 (EL 12)

➤ **Abyssal Ghouls (2):** hp 104 each; Appendix 1.

Ahead, a half-devoured corpse lies in the street. It looks like it has been freshly slain as blood still gushes out onto the gutter.

Two abyssal ghouls are hiding nearby. They are the undead remnants of men who resorted to cannibalism to survive, but died, and they have been charged with Abyssal power by the new lord of the city.

APL 12 (EL 15)

➤ **Deathshrieker (1):** hp 135; Appendix 1.

APL 14 (EL 16)

➤ **Advanced 22 HD Deathshrieker (1):** hp 167; Appendix 1.

You hear a strange cacophony of screams approaching you as if hundreds of people were dying all at once—men, women, children, many of them uttering desperate but futile oaths in Flan. The screams grow louder and closer.

This horrid undead creature embodies the agonized screams of the Tenhas and Stoneholders that perished in Nevond Nevnend during the Ether invasion.

Setup/Tactics: Consult the starting places for all monsters on Map 2.

At APL 6 and 8, the swarms begin inside buildings 30 feet from the nearest PC and emerge from holes near the floor (or float through the wall, for the ephemeral swarm at APL 8). Normal Spot and Listen checks apply to notice the swarm before it attacks. The swarms are not

intelligent enough to actually be hiding, but concealment works to their advantage, so they are considered to be taking 10 on their checks (corpse rat swarm Hide 19 and Move Silently 13, ephemeral swarm Hide 22 and automatically move silently).

At APL 10, the abyssal ghouls have probably heard the approach of the party (roll Listen against the PCs' Move Silently) and moved into doorways on opposite sides of the street to hide from the party. They try to attack from surprise—a tactic they have used many times to great effect with straggling creatures in the ruined city. The abyssal ghouls are taking 10 on their Hide and Move Silently checks, which gives them a 30 in both cases. The two ghouls charge the first PC they detect, and flank the victim using Tumble checks if necessary to avoid attacks of opportunity. If the PCs choose not to investigate the corpse and simply continue on, the ghouls move up to attack the rear of party. (Note: A full attack with sneak-attack damage can take down most PCs. The players must be careful (and perhaps lucky on initiative) to avoid a PC death, but they should already know that if they are playing at APL10.)

At APL 12 to 14, the deathshrieker is wandering the streets and approaching the party, passing through the walls of buildings as it goes. Its constant vocalizing gives it away so the party is not surprised. The party could still use stealth and try to surprise the deathshrieker though. Maximum encounter distance is 30 feet due to the urban terrain. Remember the deathshrieker still gets a Spot and Listen check to notice the party. Once the deathshrieker is aware of the party, it uses its despair special ability on the first round, followed by its scream of the dying with the intent of catching any recognizable spellcasters inside the area of effect. If it is close to being destroyed, it remains in the fray to give a death rattle as a retributive strike.

Development: The PCs keep exploring and eventually examine the Ducal Palace. Continue to Encounter 6.

ENCOUNTER 6: THE DUCAL PALACE

This encounter occurs in the former palace of the Duke of Tenh, which sits on a hill on the north side of the city. This encounter occurs whenever the party enters the palace for the first time. At all APLs, Jershanna perches atop the dome and looks out for the PCs' approach, then teleports inside when she sees them or comes under attack; at APL 14, she also casts some silent *alarm* spells each day for early warning (at the front steps, in front of the three doors to the rotunda, and above the dome). If the PCs killed her in Encounter 5a, then she cannot look out and her *alarms* are irrelevant.

When the PCs reach the interior of the palace, read or paraphrase the following:

The rotunda at the center of the ducal palace must once have been a sight of magnificence, a testament to the glory of Tenha artistry and

craft. Simple but elegant details of carved stone run from the domed ceiling down the walls. The floor is set with flagstones and small mosaics in patterns of knotwork and other Flan motifs. A balustraded gallery runs around the room about fifteen feet above the level of the floor, and windows of stained glass line this balcony.

The current condition, however, reflects Tenh's wretched state. The floor is covered with dirt and detritus, some of it organic and rotten. Chains from the ceiling that should hold lamps are now suspending rusted and stained—though apparently empty—suits of ceremonial Tenha armor, impaled on hooks through shoulders or midsections. And on the windows, where glass remains at all, panes of gold and green and blue have been painted dull red in cruel sigils and skull motifs. The decoration of the windows gives the whole room a ruddy cast.

According to *Iuz the Evil*, the servants of Iuz used to hang the bodies of Tenha generals from the ceilings of the palace. Their armor still hangs here, though any organic remains were carried off by the Ether creatures.

The minions of Markazrak'Nesh'Fin intend to stop the PCs from challenging their claim over the city. Describe them as the PCs see them.

All APLs (additional combatants and innocents, EL +0)

➤ **Human Warrior Skeletons (6):** hp 9 each; *Monster Manual* 226.

♠ **Prisoners (6):** LG/NG/N (2 each) male or female human Com1s; hp 2 each.

APL 6 (EL 9)

➤ **Alazanya:** female human cleric 7: hp 56; Appendix 1.

➤ **Howler (1):** hp 48; *Monster Manual* 154.

➤ **Jershanna:** succubus; hp 42; *Monster Manual* 47.

APL 8 (EL 11)

➤ **Alazanya:** female human cleric 9: hp 70; Appendix 1.

➤ **Howlers (4):** hp 48 each; *Monster Manual* 154.

➤ **Jershanna:** succubus; hp 42; *Monster Manual* 47.

APL 10 (EL 13)

➤ **Alazanya:** female human cleric 11: hp 84; Appendix 1.

➤ **Hezrou (1):** hp 138; *Monster Manual* 44.

➤ **Jershanna:** succubus; hp 42; *Monster Manual* 47.

APL 12 (EL 15)

➤ **Alazanya:** female human cleric 11: hp 84; Appendix 1.

➤ **Temple Defenders (2):** male human fighter 11: hp 103 each; Appendix 1.

➤ **Hezrou (1):** hp 153; *Monster Manual* 44.

➤ **Jershanna:** succubus; hp 42; *Monster Manual* 47.

APL 14 (EL 17)

➤ **Alazanya:** female human cleric 13: hp 98; Appendix 1.

➤ **Temple Defenders (2):** male human fighter 11 (2): hp 103 each; Appendix 1.

➤ **Hezrous (2):** hp 153 each; *Monster Manual* 44.

➤ **Jershanna:** succubus sorcerer 6: hp 84; Appendix 1.

Setup: Refer to Map 3 for the layout of the room and the suggested starting places of the NPCs. The stone altar is 3 feet tall. Alazanya has surrounded herself with innocent prisoners to prevent the PCs from blasting her with area-effect spells. Jershanna the succubus is dressed in the robes of an acolyte, with her wings folded over her shoulders like a dark leathery cloak.

At APLs 8 and above, an *unhallow* spell is in effect, centered on the center of the floor. The caster level equals Alazanya's level, +1 because of her Evil domain. A *dispel magic* effect is tied to the *unhallow*; the dispel check uses Alazanya's caster level. Any creature that is not chaotic evil is treated as if hit by an area dispel (see the D&D FAQ for more information), so one spell effect at most may be dispelled. A PC is subject to the dispelling each time he leaves and reenters the area of effect.

At APL 14, Jershanna has precast a *rope trick* on a 20-foot rope just behind the altar. The NPCs climb inside, pull up the rope, and can cast one or two rounds of short-term buffs while watching the PCs through the invisible window. Jershanna dismisses the spell, everyone falls out but Jershanna casts *feather fall* so they all land on their feet, and combat begins. This tactic should not allow the villains to kill the PCs instantly—that wouldn't be fun—but should simply allow the villains to start the fight on their terms.

Of course, if the PCs do something unexpected, then the villains are not able to prepare as much as they would like. Adjust accordingly.

Tactics: At all APLs, the skeleton warriors should be virtually useless on the offensive, but they should be able to block the PCs' charges or provide cover for the leaders for a round or two.

The prisoners are bound and crawl 5 ft. in a round if they don't think the villains are watching.

Alazanya should have several long-term buffs up, based on Jershanna's reconnaissance in Encounter 5a. Her *magic circle against good* will keep most summoned creatures from touching her. She enjoys close combat with her greatsword or touch spells, but she relies on her allies to keep the PCs from ganging up on her. She fights to the death, all the while proclaiming the might of her demonic superior Markazrak'Nash'Fin.

Jershanna tries to stay out of melee, flying to the balcony and nullifying PCs with *suggestions*. (Examples: "It would be more satisfying to defeat that nasty cleric

bare-handed instead of with your sword," "Let me give you a good-luck kiss before you take on that hezrou," or "Go out and find your Faithful Flan allies to help you.") At APL 14, she should be protected with *mirror image* and *shield*, and uses *ray of exhaustion* or even a simple *grease* if her *suggestions* fail. She teleports away if reduced to 10 hp or lower: either close by to drink a potion and return (APL 14), or far away to flee for good. She brags about her deception in Encounter 5a, so the players should understand what was going on if they did not already know. If the PCs killed Jershanna in Encounter 5a, then remove her from this fight.

The howler(s) or temple-guardian fighters provide melee support and flanking for Alazanya. They fight to the death.

The hezrous also enjoy melee.

At APLs 10 and 12 the hezrou have used their *blasphemys* for the day. At APL 14 they use *blasphemy* only if the PCs are cluttering the battlefield with summoned creatures, which are likely to have fewer HD than the PCs and therefore be more vulnerable to *blasphemy*. Note that the prisoners will certainly die from a *blasphemy*, so give the PCs a chance to protect them first.

Treasure:

APL 6: Loot – 43 gp, Magic – +1 *full plate* (221 gp each), *peript of Wisdom +2* (333 gp each), and 2 *potions of cure light wounds* (4 gp each).

APL 8: Loot – 30 gp, Magic – +1 *full plate* (221 gp each), +1 *greatsword* (196 gp each), *peript of Wisdom +2* (333 gp each), *cloak of resistance +1* (83 gp each), *potion of cure moderate wounds* (25 gp each), and 2 *potions of cure light wounds* (4 gp each).

APL 10: Loot – 22 gp, Magic – +1 *full plate* (221 gp each), +1 *greatsword* (196 gp each), *peript of Wisdom +4* (1,333 gp each), *cloak of resistance +2* (333 gp each), *gauntlets of ogre power +2* (333 gp each), 2 *potions of cure serious wounds* (63 gp each).

APL 12: Loot – 43 gp, Magic – +1 *full plate* (221 gp each), +1 *greatsword* (196 gp each), *peript of Wisdom +4* (1,333 gp each), *cloak of resistance +2* (333 gp each), 3 sets of *gauntlets of ogre power +2* (333 gp each), 2 *potions of cure serious wounds* (63 gp each), 2 sets of +2 *full plate* (471 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 *rings of protection +1* (167 gp each), 2 +1 *battleaxes* (193 gp each), 2 +1 *composite longbows (+4 Str)* (233 gp each), 2 *amulets of health +2* (333 gp each), 2 *potions of cure moderate wounds* (25 gp each), and 4 *potions of cure light wounds* (4 gp each).

APL 14: Loot – 151 gp, Magic – +1 *full plate* (221 gp each), +1 *greatsword* (196 gp each), *peript of Wisdom +4* (1,333 gp each), *cloak of resistance +2* (333 gp each), 3 sets of *gauntlets of ogre power +2* (333 gp each), 4 *potions of cure serious wounds* (63 gp each), 2 sets of +2 *full plate* (471 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 *rings of protection +1* (167 gp each), 2 +1 *battleaxes* (193 gp each), 2 +1 *composite longbows (+4 Str)* (233 gp each), 2 *amulets of health +2* (333 gp each), 2 *potions of cure moderate wounds* (25 gp each), 4 *potions of cure light wounds* (4 gp each), *bracers of armor +3* (750 gp each),

amulet of natural armor +1 (167 gp each), *eyes of the eagle* (208 gp each), *gloves of Dexterity +2* (333 gp each), and 3 *potions of undetectable alignment* (25 gp each).

Detect Magic Results: +1 *full plate* (faint abjuration), +2 *full plate* (faint abjuration), +1 *heavy steel shield* (faint abjuration), +1 *battleaxe* (faint transmutation), +1 *composite longbow (+4 Str)* (faint transmutation), +1 *greatsword* (faint transmutation), *ring of protection +1* (faint abjuration), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *potion of cure serious wounds* (faint conjuration), *potion of undetectable alignment* (faint abjuration), *amulet of health +2* (moderate transmutation), *amulet of natural armor +1* (faint transmutation), *bracers of armor +3* (moderate conjuration), *cloak of resistance +1* (faint abjuration), *cloak of resistance +2* (faint abjuration), *eyes of the eagle* (faint divination), *gauntlets of ogre power +2* (faint transmutation), *gloves of Dexterity +2* (moderate transmutation), *periapt of Wisdom +2* (moderate transmutation), *periapt of Wisdom +4* (moderate transmutation).

Development: With Alazanya and her allies defeated, the hold of Markazrak'Nash'Fin over Nevond Nevnend has been broken. The former capital is still not a place of ease or comfort, but it has been rendered safer for the return of the Tenha Host. The demon himself remains at large, but that is a story for another adventure.

If the PCs brought a Tenha flag with them, they can fly it wherever they like: over the southern gatehouse, on the Hill of Nevondaer, or from the Ducal Palace.

CONCLUSION

The PCs can return to Redspan to report their victory to Duke Labahlah.

The PCs can take along any prisoners they rescued, either leaving them in the nearest friendly village or taking them all the way to Redspan. Do not worry about the food or water supply.

Sister Dhariel and the two surviving Faithful Flan warriors go to Redspan too, but the PCs do not have to accompany them. Assuming the PCs heard Jershanna brag of her deception, they now know that Zamyeh is dead, so Dhariel says a funeral rite for him.

Duke Labahlah greets successful PCs with gratitude and praise, and holds a banquet in their honor (albeit a meager one, which is all that he can manage). Nevond Nevnend should be back in the hand of the Tenhas within mere months.

PCs loyal to Tenh are celebrated with joy throughout the city, and even PCs loyal to the Pale are thanked for helping the people of Tenh. Many citizens of Redspan still resent Palish PCs as aggressors and opportunists, but the duke and his court know not to alienate such PCs.

If the PCs took more than two weeks to complete their mission, Duke Labahlah says that the Tenha Host has already achieved some early successes at Tolran Hill and he has hopes for a swift resolution.

If the PCs took less time on the mission, then the Tenha Host may not have reached Tolran Hill yet but the scouts have favorable intelligence on the Iuzian defenses. The PCs might want to go help the battle at Tolran Hill, but that is not a subject for this adventure.

Some or all of the PCs may also return to the Pale, to tell their superiors in the Church what they have learned of Duke Labahlah and his resurrected nation. The Church grants its favor to the PCs and asks to call on them again if the Pale's interests in western Tenh demand it.

CRITICAL EVENTS SUMMARY

Please tell the author how the scenario turned out, since your results will affect future scenarios. Email your response to Donovan Hicks at RincewindTheWeary@yahoo.com.

1. Did the PCs defeat the efreet (or elementals) or convince them to seek revenge elsewhere?
2. Did the PCs suggest that the Rovers of the Barrens go talk with Duke Labahlah?
3. Did any of the villains escape?
4. Did the PCs kill Sister Dhariel or any of the real Faithful Flan?
5. Did the PCs help Sister Dhariel and her companions reach Redspan?
6. Do you have any other comments about this adventure or suggestions to improve future adventures?

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat efreet or their minions

APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP
APL14	420 XP

Encounter 4

Endure the rainstorm

All APLs	30 XP
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Encounter 6

Defeat the undead

APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	450 XP
APL14	480 XP

Encounter 7

Defeat Alazeyna and her minions

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Story Award

Rescue prisoners from the palace

All APLs 5 XP per prisoner (max 30 XP)

Discretionary Roleplaying Award

(Including productive interaction with the nomads and the Faithful Flan)

APL6	150 XP
APL8	195 XP
APL10	300 XP
APL12	240 XP
APL14	350 XP

Total Possible Experience

APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP
APL12	1,575 XP
APL14	1,800 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 2: Fire and Dust

APL 6: Coin: 300 gp.

APL 8: Coin: 450 gp.

APL 10: Coin: 450 gp.

APL 12: Coin: 500 gp.

APL 14: Coin: 600 gp.

Encounter 6:

APL 6: Loot: 43 gp; Magic: 562 gp.

APL 8: Loot: 30 gp; Magic: 867 gp.

APL 10: Loot: 22 gp; Magic: 2,541 gp.

APL 12: Loot: 43 gp; Magic: 6,263 gp.

APL 14: Loot: 151 gp; Magic: 7,984 gp.

Total Possible Treasure

APL 6: Loot: 43 gp; Coin: 300 gp; Magic: 562 gp - Total: 905 gp (cap 900 gp)

APL 8: Loot: 30 gp; Coin: 450 gp; Magic: 867 gp - Total: 1,347 gp (cap 1,300 gp)

APL 10: Loot: 22 gp; Coin: 450 gp; Magic: 2,541 gp - Total: 3,013 gp (cap 2,300 gp)

APL 12: Loot: 43 gp; Coin: 500 gp; Magic: 6,263 gp - Total: 6,806 gp (cap 3,300 gp)

APL 14: Loot: 151 gp; Coin: 600 gp; Magic: 7,984 gp - Total: 8,735 gp (cap 6,600 gp)

Special

🗡️ **Eyepatch of Tenh:** For slaying the succubus Jershanna, the PC has been offered by Duke Labahlah the opportunity to buy one of these fabled *eyepatches of Tenh* used by Tenha judges and priests in the time before the Greyhawk Wars.

This black patch is often found in the possession of clerics and judges because of its power to discover truth. When it is worn over an undamaged eye, the wearer can utilize *true seeing* as the spell of the same name (CL 9th). This ability works once per day.

Moderate divination; Cannot be crafted. Price: 30,500 gp. Access: Adventure.

⚔️ **Favor of the Court of Tenh:** Each PC (except those loyal to the Pale) receives this favor for completion of the mission they were sent on by Duke Labahlah.

The Court of Tenh provides one-time access to one of the following items of the PC's choice at the time of purchase: A +3 enchanted weapon, armor, or shield (no special abilities) OR a *ring of protection +3* OR two *immovable rods* OR a *staff of fire* OR a *bracelet of friends*.

The PC may instead upgrade the enhancement bonus of a suit of armor, weapon, or shield, or the deflection bonus of a *ring of protection*, to a maximum bonus of +3.

The PC must pay all costs associated with the item or upgrade. This does not grant access to craft the item. Once used, this favor must be crossed off.

⚔️ **Favor of the Church of the One True Path:** This PC assisted the Church of the One True Path in gaining information about Duke Labahlah. Each PC who reported back to Sister Asiria about Duke Labahlah receives this favor instead of the Favor of the Court of Tenh.

In return, the Church provides one-time access to one of the following items of the PC's choice at the time of purchase: A +3 enchanted weapon, armor, or shield (no special abilities) OR *bracers of armor +4* OR a *ring of minor spell storing* OR a *rod of the viper* OR a *staff of healing* OR a *periapt of wound closure*.

The PC may instead upgrade the enhancement bonus of a suit of armor, weapon, or shield to a maximum bonus of +3, or upgrade existing *bracers of armor* to a maximum of +4.

The PC must pay all costs associated with the item or upgrade. This does not grant access to craft the item. Once used, this favor must be crossed off.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6:

- *Eyepatch of Tenh* (Adventure; Special; 30,500 gp)
- APL 8 (all of APL 6 plus the following):
- Planar fork (Abyss) (Adventure; PHB; 200 gp)
- Planar fork (Material) (Adventure; PHB; 200 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Cloak of resistance +2* (Adventure; DMG; 4,000 gp)
- *Periapt of Wisdom +4* (Adventure; DMG; 16,000 gp)

APL 12 (all of APLs 6-10 plus the following):

- *+2 full plate* (Adventure; DMG; 5,650 gp)
- APL 14 (all of APLs 6-12 plus the following):
- *Bracers of armor +3* (Adventure; DMG; 9,000 gp)
- *Eyes of the eagle* (Adventure; DMG; 2,500 gp)

APPENDIX 1: APL 6

ENCOUNTER 6

☛ **Corpse Rat Swarm:** CR 4; Tiny undead (swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13 (+2 size, +1 Dex), touch 13, flat-footed 12; Base Atk +4; Grp -; Atk swarm (1d6 plus disease); Full Atk swarm (1d6 plus disease); Space/Reach: 10 ft./0 ft.; SA disease, distraction; SQ DR 5/slashing, darkvision 60 ft., half damage from slashing and piercing, swarm traits, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: none.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature vulnerable to a corpse rat's swarm damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude save negates the effect. The save DC is Constitution-based. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check.

Appearance: Leaving a stinking trail of blood and rotting entrails, the horde of tiny rat corpses squirms and squeals towards its victims.

Source: *Libris Mortis* 92.

ENCOUNTER 7

☛ **Alazanya:** female human cleric 7; CR 7; Medium humanoid (human); HD 7d8+14; hp 56; Init -1; Spd 30 ft. (20 ft. in full plate); AC 18 (-1 Dex, +9 armor), touch 9, flat-footed 18; Base Atk +5; Grp+6; Atk +7 melee (2d6+1/19-20, masterwork greatsword) or +4 ranged (1d10/19-20, heavy crossbow); Full Atk +7 melee (2d6+1/19-20, masterwork greatsword) or +4 ranged (1d10/19-20, heavy crossbow); SA divine spells, rebuke undead 4/day (+3 check, 2d6+8 HD); SQ evil aura (strong); AL CE; SV Fort +7, Ref +1, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16 (18), Cha 12.

Skills and Feats: Concentration +15, Knowledge (religion) +8, Knowledge (the planes) +10, Speak Language (Abyssal); Blind-Fight, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Concentration).

Languages: Abyssal, Common.

Cleric Spells Prepared (6/5+1/4+1/3+1/ 2+1; base DC = 14 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance*, *virtue*; 1st—*command*^{*C}, *bane*^C, *divine favor*, *entropic shield*, *shield of faith*, *sanctuary*; 2nd—*enthrall*^{*}, *bear's endurance*, *calm emotions*^C, *death knell*, *silence*; 3rd—*magic circle against good*^{*}, *bestow curse*, *dispel magic*, *protection from energy*, 4th—*fear*^{*C}, *divine power*, *freedom of movement*.

*Domain spell. *Deity:* Iuz. *Domains:* Evil (cast evil spells at +1 caster level), Tyranny (add +1 to the save DC of any compulsion spell cast).

^C: Compulsion spell (base DC = 15 + spell level).

Possessions: +1 full plate, masterwork greatsword (in locked gauntlet), heavy crossbow, 10 bolts, dagger, *peripat of Wisdom* +2, 2 tanglefoot bags, cleric's robes, unholy symbol, and 2 *potions of cure light wounds*.

Power-Up Suite (prepared – magic circle against good (CL 8th), freedom of movement, invisibility purge, protection from energy, bear's endurance, entropic shield, shield of faith): HD 7d8+28; hp 70; AC 21 (-1 Dex, +9 armor, +3 deflection), touch 12, flat-footed 21; SV Fort +9 (+11 vs. good), Ref +1 (+3 vs. good), Will +9 (+11 vs. good); Con 14 (18). Concentration +17. Other effects: freedom of movement, invisibility purge, protection from energy (one type, 84 points), entropic shield.

Description: Alazanya wears a blood-spattered white tabard over her armor. Her tan skin, brown eyes, and aquiline features indicate mixed ancestry. She has shaved off her hair and eyebrows. Her helmet is topped with a long tail of dark braided hair, cut from a Tenha warrior.

ENCOUNTER 2

➤ **Efreeti Power-Up Suite (polymorphed into behir):** Huge magical beast; Spd 40 ft., climb 15 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; Base Attack +10; Grp +26; Atk or Full Atk +16 melee (2d4+12, bite); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), constrict 2d8+8, improved grab, rake 1d4+4, spell-like abilities (as efreeti), swallow whole; SQ Can't be tripped, darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +12, Ref +8, Will +9; Str 26, Dex 13, Con 21, Int 12, Wis 15, Cha 15. Concentration +18 (+22 defensive). *Scorching ray* at +9 ranged touch. Constrict, Improved Grab, and Swallow Whole as in the *Monster Manual*. Rake as in the *Monster Manual*, but attack bonus +16 melee.

ENCOUNTER 6

➤ **Corpse Rat Swarm:** CR 4; Tiny undead (Swarm); HD 8d12; hp 52; Init +1; Spd 15 ft., climb 15 ft.; AC 13 (+2 size, +1 Dex), touch 13, flat-footed 12; Base Atk +4; Grp-; Atk swarm (1d6 plus disease); Full Atk swarm (1d6 plus disease); Space/Reach: 10 ft./0 ft.; SA disease, distraction; SQ DR 5/slashing, darkvision 60 ft., half damage from slashing and piercing, swarm traits, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: none.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature vulnerable to a corpse rat swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude save negates the effect. The save DC is Constitution-based. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check.

Appearance: Leaving a stinking trail of blood and rotting entrails, the horde of tiny rat corpses squirms and squeals towards its victims.

Source: *Libris Mortis* 92.

➤ **Ephemeral Swarm:** CR 8; Tiny undead (incorporeal, swarm); HD 12d12+12; hp 90; Init +4; Spd fly 30 ft. (good); AC 20 (+2 size, +4 Dex, +4 deflection), touch 20, flat-footed 16; Base Atk +6; Grp-; Atk swarm (1d6 Strength damage); Full Atk swarm (1d6 Strength damage); Space/Reach: 10 ft./0 ft.; SA distraction, Strength damage; SQ darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; AL CE; SV Fort +4, Ref +8, Will +8; Str -, Dex 18, Con -, Int 2, Wis 11, Cha 18.

Skills and Feats: Listen +9, Spot +10; Alertness, Toughness (4).

Distraction (Ex): Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

Appearance: A ghostly swarm of rats floats silently and eerily along the ground, creeping closer.

Source: *Monster Manual III* 50.

ENCOUNTER 7

➤ **Alazanya:** female human cleric 9; CR 9; Medium humanoid (human); HD 9d8+18; hp 70; Init -1; Spd 30 ft. (20 ft. in full plate); AC 18 (-1 Dex, +9 armor), touch 9, flat-footed 18; Base Atk +6; Grp +7; Atk +8 melee (2d6+2/19-20, +1 *greatsword*) or +5 ranged (1d10/19-20, heavy crossbow); Full Atk +8/+3 melee (2d6+2/19-20, +1 *greatsword*) or +5 ranged (1d10/19-20, heavy crossbow); SA Divine spells, rebuke undead 4/day (+3 check, 2d6+10 HD); SQ Evil aura (strong); AL CE; SV Fort +9, Ref +3, Will +11; Str 13, Dex 8, Con 14, Int 10, Wis 17 (19), Cha 12.

Skills and Feats: Concentration +17, Knowledge (religion) +10, Knowledge (the planes) +12; Blind-Fight, Cleave, Martial Weapon Proficiency (*greatsword*), Power Attack, Skill Focus (Concentration).

Languages: Abyssal, Common.

Cleric Spells Prepared (6/5+1/5+1/4+1/ 3+1/2+1; base DC = 14 + spell level): 0—*detect magic* (2), *guidance* (2), *resistance, virtue*; 1st—*command*^C, *bane*^C, *deathwatch, entropic shield, shield of faith, sanctuary*; 2nd—*enthral*^F, *bear's endurance, calm emotions*^C, *death knell, hold person, silence*; 3rd—*magic circle against good*^F, *bestow curse, dispel magic, invisibility purge, protection from energy*; 4th—*divine power, fear*^{*C}, *freedom of movement, spell immunity*; 5th—*greater command*^{*C}, *flame strike, slay living*.

*Domain spell. *Deity:* Luz. *Domains:* Evil (cast evil spells at +1 caster level), Tyranny (add +1 to the save DC of any compulsion spell cast).

^C: Compulsion spell (base DC = 15 + spell level).

Possessions: +1 full plate, +1 *greatsword* (in locked gauntlet), heavy crossbow, 10 bolts, dagger, *cloak of resistance +1, periapt of Wisdom +2*, cleric's robes, unholy symbol, planar forks (Material Plane, Abyss), 2 tanglefoot bags, *potion of cure moderate wounds*, and 2 *potions of cure light wounds*.

Power-Up Suite (prepared – *magic circle against good* (CL 10th), *deathwatch* (CL 10th), *freedom of movement*, *spell immunity*, *invisibility purge*, *protection from energy*, *bear's endurance*, *entropic shield*, *shield of faith*): HD 9d8+36; hp 88; AC 21 (-1 Dex, +9 armor, +3 deflection), touch 12, flat-footed 21; SV Fort +11 (+12 vs. good), Ref +3 (+4 vs. good), Will +11 (+12 vs. good); Con 14 (18). Concentration +19. Other effects: freedom of movement, spell immunity (2 spells: *magic missile* plus *fireball* or another based on Jershanna's reconnaissance), invisibility purge, protection from energy (one type, 108 points), deathwatch, entropic shield.

Description: Alazanya wears a blood-spattered white tabard over her armor. Her tan skin, brown eyes, and aquiline features indicate mixed ancestry. She has shaved off her hair and eyebrows. Her helmet is topped with a long tail of dark braided hair, cut from a Tenha warrior.

ENCOUNTER 2

☛ **Efreeti Power-Up Suite (polymorphed into behir):** Huge magical beast; Spd 40 ft., climb 15 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; Base Attack +10; Grp +26; Atk or Full Atk +16 melee (2d4+12, bite); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), constrict 2d8+8, improved grab, rake 1d4+4, spell-like abilities (as efreeti), swallow whole; SQ Can't be tripped, darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +12, Ref +8, Will +9; Str 26, Dex 13, Con 21, Int 12, Wis 15, Cha 15. Concentration +18 (+22 defensive). *Scorching ray* at +9 ranged touch. Constrict, Improved Grab, and Swallow Whole as in the *Monster Manual*. Rake as in the *Monster Manual*, but attack bonus +16 melee.

ENCOUNTER 6

☛ **Abyssal Ghoul:** CR 10; Medium undead (extraplanar); HD 16d12; hp 104; Init +7; Spd 40 ft.; AC 27 +3 Dex, +14 natural), touch 13, flat-footed 27; Base Atk +8; +8; Grp +15; Atk +15 melee (1d4+7 plus disease, front claw); Full Atk +15/+15 melee (1d4+7 plus disease, front claws) and +13/+13 (2d4+3 plus disease, rear claws); SA disease, improved grab, sneak attack +5d6, Wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits; AL CE; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack.

Languages: Abyssal.

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claw attacks must succeed on a DC 18 Fortitude save or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another DC 18 Fortitude save or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another DC 18 Fortitude save or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on

grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Appearance: An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome, and a foot-long tongue dangles from its mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it.

Source: *Fiend Folio* 12.

ENCOUNTER 7

☛ **Alazanya:** female human cleric 11; CR 11; Medium humanoid (human); HD 11d8+22; hp 84; Init -1; Spd 30 ft. (20 ft. in full plate); AC 18 (-1 Dex, +9 armor), touch 9, flat-footed 18; Base Atk +8; Grp +10; Atk +11 melee (2d6+4/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +11/+6 melee (2d6+4/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, heavy crossbow); SA divine spells, rebuke undead 4/day (+3 check, 2d6+12 HD); SQ evil aura

(strong); AL CE; SV Fort +11, Ref +4, Will +14; Str 13 (15), Dex 8, Con 14, Int 10, Wis 17 (21), Cha 12.

Skills and Feats: Concentration +19, Knowledge (religion) +12, Knowledge (the planes) +14, Speak Language (Abyssal); Blind-Fight, Cleave, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Concentration).

Languages: Abyssal, Common.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance*, *virtue*; 1st—*command*^{*}, *bane*^c, *command*^f, *deathwatch*, *doom*, *entropic shield*, *shield of faith*, *sanctuary*; 2nd—*enthrall*^{*}, *calm emotions*^c, *death knell* (x2), *hold person*, *silence*; 3rd—*magic circle against good*^{*}, *bestow curse*, *dispel magic*, *invisibility purge*, *protection from energy*; 4th—*unholy blight*^{*}, *divine power*, *freedom of movement* (x2), *spell immunity*; 5th—*greater command*^{*c}, *flame strike*, *slay living*, *wall of stone*; 6th—*create undead*^{*}, *mass bear's endurance*, *harm*.

^{*}Domain spell. *Deity:* Iuz. *Domains:* Evil (cast evil spells at +1 caster level), Tyranny (add +1 to the save DC of any compulsion spell cast).

^c: Compulsion spell (base DC = 16 + spell level).

Possessions: +1 full plate, +1 greatsword (in locked gauntlet), heavy crossbow, 10 bolts, dagger, *cloak of resistance* +2, *gauntlets of ogre power* +2, *periapt of Wisdom* +4, cleric's robes, unholy symbol, planar forks (Material Plane, Abyss), 2 *potions of cure serious wounds*.

Power-Up Suite (prepared – *magic circle against good* (CL 12th), *deathwatch* (CL 12th), *mass bear's endurance*, *freedom of movement*, *spell immunity*, *invisibility purge*, *protection from energy*, *entropic shield*, *shield of faith*): HD 11d8+44; hp 106; AC 21 (-1 Dex, +9 armor, +3 deflection), touch 12, flat-footed 21; SV Fort +13; Con 14 (18). Concentration +21. Other effects: freedom of movement, spell immunity (2 spells: *magic missile* plus *fireball* or another based on Jershanna's reconnaissance), invisibility purge, protection from energy (one type, 120 points), deathwatch, entropic shield. Also casts *freedom of movement* on Jershanna. Jershanna and the hezrou receive *mass bear's endurance*.

Description: Alazanya wears a blood-spattered white tabard over her armor. Her tan skin, brown eyes, and aquiline features indicate mixed ancestry. She has shaved off her hair and eyebrows. Her helmet is topped with a long tail of dark braided hair, cut from a Tenha warrior.

ENCOUNTER 2

➤ **Large Advanced 14 HD Efreeti:** CR 10; Large outsider (extraplanar, fire); HD 14d8+28; hp 112; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; Base Atk +14; Grp +25; Atk +20 melee (2d6+7 plus 1d6 fire, slam); Full Atk +20/+20 melee (2d6+7 plus 1d6 fire, 2 slams); Space/Reach: 10 ft./10 ft.; SA *change size*, heat, spell-like abilities; SQ darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +11, Ref +12, Will +11; Str 24, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +19, Craft (weaponmaking) +18, Concentration +19 (+23 defensive), Diplomacy +6, Disguise +2 (+4 acting), Intimidate +21, Listen +19, Move Silently +20, Sense Motive +19, Spellcraft +18, Spot +19; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (slam), Quicken Spell-Like Ability (*scorching ray*).

Languages: Auran, Common, Infernal, Ignan.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using this ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only, +16 ranged touch); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Power-Up Suite (enlarged): Huge Outsider (Extraplanar, Fire); Init +6; AC 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14; Grp +30; Atk +20 melee (3d6+8 plus 1d6 fire, slam) or 14 ranged touch (*scorching ray*); Full Atk +20/+20 melee (3d6+8 plus 1d6 fire, 2 slams) Space/Reach: 15 ft./15 ft.; SV Ref +11; Str 26, Dex 15.

Power-Up Suite (polymorphed into behir): Huge magical beast; Spd 40 ft., climb 15 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; Base Attack +14; Grp +30; Atk or Full Atk +20 melee (2d4+12, bite); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), constrict 2d8+8, improved grab, rake 1d4+4, spell-like abilities (as efreeti), swallow whole; SQ Can't be tripped, darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +14, Ref +10, Will +11; Str 26, Dex 13, Con 21, Int 12, Wis 15, Cha 15. Concentration +22 (+26 defensive). *Scorching ray* at +13 ranged touch. Constrict, Improved Grab, and Swallow Whole as in the *Monster*

Manual. Rake as in the *Monster Manual*, but attack bonus +20 melee.

Power-Up Suite (polymorphed into elephant): Huge animal; Spd 40 ft.; AC 15 (-2 size, +7 natural), touch 8, flat-footed 15; Base Attack +14; Grp +32; Atk +22 melee (2d8+15, gore); Full Atk +22 melee (2d6+10, slam) and +17/+17 melee (2d6+5, 2 stamps), or +22 melee (2d8+15, gore); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), spell-like abilities (as efreeti), trample 2d8+15; SQ Darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +14, Ref +9, Will +11; Str 30, Dex 10, Con 21, Int 12, Wis 15, Cha 15. Concentration +22 (+26 defensive). *Scorching ray* at +12 ranged touch. Trample as in the *Monster Manual*, but DC 27.

ENCOUNTER 6

➤ **Deathshrieker:** CR 15; Medium undead (incorporeal); HD 18d12 plus 18; hp 135; Init +11; Spd fly 40 ft. (good); AC 28 (+7 Dex, +5 deflection, +6 profane), touch 28, flat-footed 21; Base Atk +9; Grp -; Atk +16 melee (1d4 Charisma drain, Incorporeal touch); Full Atk +16/+11 melee (1d4 Charisma drain, Incorporeal touch); SA Death rattle, despair, scream of the dying; SQ +4 turn resistance, darkvision 60 ft., death's grace, incorporeal traits, silence vulnerability, undead traits; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness (see Appendix 2), Iron Will.

Languages: Common, Flan.

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 24 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 24 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma-based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 24 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.

Scream of the Dying (Su): Once per day, as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this

first round, a deathshrieker can use a standard action to sustain the scream. This attack effects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker, at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make a DC 26 Will save or suffer the effects described below. The save DC is Charisma-based. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of *insanity*, as the spell cast by an 18th-level sorcerer.

This effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 26 Concentration check or the spell is negated.

Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + caster level). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Appearance: This horrible apparition floats above the ground, its skeletal face twisted in horrible pain while it screams in a terrifying cacophony that sounds like the last shrieks of the dying.

Source: *Monster Manual III* 32.

ENCOUNTER 7

➤ **Alazanya:** Female human cleric 11; CR 11; Medium humanoid (human); HD 11d8+22; hp 84; Init -1; Spd 30 ft. (20 ft. in full plate); AC 18 (-1 Dex, +9 armor), touch 9, flat-footed 18; Base Atk +8; Grp +10; Atk +11 melee (2d6+4/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +11/+6 melee (2d6+4/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, heavy crossbow); SA divine spells, rebuke undead 4/day (+3 check, 2d6+12 HD); SQ evil aura (strong); AL CE; SV Fort +11, Ref +4, Will +14; Str 13 (15), Dex 8, Con 14, Int 10, Wis 17 (21), Cha 12.

Skills and Feats: Concentration +19, Knowledge (religion) +12, Knowledge (the planes) +14, Speak Language (Abyssal); Blind-Fight, Cleave, Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Concentration).

Languages: Abyssal, Common.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance*, *virtue*; 1st—*command*^{*}, *bane*, *command*^c, *deathwatch*, *doom*, *entropic shield*, *shield of faith*, *sanctuary*; 2nd—*enthrall*^{*}, *calm*

emotions^c, *death knell* (x2), *hold person*, *silence*; 3rd—*magic circle against good*^{*}, *bestow curse*, *dispel magic*, *invisibility purge*, *protection from energy*; 4th—*divine power*, *freedom of movement* (x2), *spell immunity unholy blight*^{*}; 5th—*greater command*^{*c}, *flame strike*, *slay living*, *wall of stone*; 6th—*create undead*^{*}, *mass bear's endurance*, *harm*.

*Domain spell. *Deity:* Iuz. *Domains:* Evil (cast evil spells at +1 caster level), Tyranny (add +1 to the save DC of any compulsion spell cast).

^c: Compulsion spell (base DC = 16 + spell level).

Possessions: +1 *full plate*, +1 *greatsword* (in locked gauntlet), heavy crossbow, 10 bolts, dagger, *cloak of resistance* +2, *gauntlets of ogre power* +2, *periapt of Wisdom* +4, cleric's robes, unholy symbol, planar forks (Material Plane, Abyss), 2 *potions of cure serious wounds*.

Power-Up Suite (prepared – *magic circle against good* (CL 12th), *deathwatch* (CL 12th), *mass bear's endurance*, *freedom of movement*, *spell immunity*, *invisibility purge*, *protection from energy*, *entropic shield*, *shield of faith*): HD 11d8+44; hp 106; AC 21 (-1 Dex, +9 armor, +3 deflection), touch 12, flat-footed 21; SV Fort +13; Con 14 (18). Concentration +21. Other effects: freedom of movement, spell immunity (2 spells: *magic missile* plus *fireball* or another based on Jerhanna's reconnaissance), invisibility purge, protection from energy (one type, 120 points), deathwatch, entropic shield. Also casts *freedom of movement* on Jerhanna. All allies receive *mass bear's endurance*.

Description: Alazanya wears a blood-spattered white tabard over her armor. Her tan skin, brown eyes, and aquiline features indicate mixed ancestry. She has shaved off her hair and eyebrows. Her helmet is topped with a long tail of dark braided hair, cut from a Tenha warrior.

➤ **Temple Defender:** male human fighter 11; CR 11; Medium humanoid (human); HD 11d10+33; hp 103; Init +5; Spd 30 ft. (20 ft. in full plate); AC 25 (+1 Dex, +10 armor, +3 shield, +1 deflection), touch 12, flat-footed 24; Base Atk +11; Grp +15; Atk +17 melee (1d8+7/x3, +1 *battleaxe*) or +13 ranged [1d8+5/x3, +1 *composite longbow* (Str +4)]; Full Atk: +17/+12/+7 melee (1d8+7/x3, +1 *battleaxe*) or +13/+8/+3 ranged [1d8+5/x3, +1 *composite longbow* (Str +4)]; SA —; SQ —; AL CE; SV Fort +10, Ref +6, Will +6; Str 17 (19), Dex 13, Con 14 (16), Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +13, Intimidate +13, Jump +12; Blind-Fight, Dodge, Greater Weapon Focus (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Languages: Common.

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *battleaxe*, +1 *composite longbow* (+4 Str), 40 arrows (20 steel, 10 silver, 10 cold iron), 2 daggers, *ring of protection* +1, *amulet of health* +2, *gauntlets of ogre*

power +2, 2 tanglefoot bags, potion of cure moderate wounds, and 2 potions of cure light wounds.

Power-Up Suite (from Alazanya – mass bear's endurance): HD 11d10+44; hp 114 (add 11); SV Fort +11; Con 14 (18).

ENCOUNTER 2

➤ **Huge Advanced 16 HD Efreeti:** CR 12; Huge outsider (extraplanar, fire); HD 16d8+64; hp 160; Init +6; Spd 20 ft., fly 40 ft. (perfect); AC 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 19; Base Atk +16; Grp +35; Atk +25 melee (2d8+11 plus 1d8 fire, slam); Full Atk +25/+25 melee (2d8+11 plus 1d8 fire, 2 slams); Space/Reach: 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +14, Ref +12, Will +12; Str 33, Dex 15, Con 18, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +21, Craft (weaponmaking) +20, Concentration +23 (+27 defensive), Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Listen +21, Move Silently +21, Sense Motive +20, Spellcraft +20, Spot +21; Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Quicken Spell-Like Ability (*scorching ray*).

Languages: Auran, Common, Infernal, Ignan.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using this ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d8 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only, +16 ranged touch); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Power-Up Suite (enlarged): Gargantuan Outsider (Extraplanar, Fire); Init +5; AC 13 (-4 size, +1 Dex, +6 natural), touch 17, flat-footed 12; Grp +40; Atk +24 melee (3d8+13 plus 1d8 fire, slam); Full Atk +24/+24 melee (3d8+12 plus 1d8 fire, 2 slams); Space/Reach: 20 ft./20 ft.; SV Ref +11; Str 35, Dex 13. *Scorching ray* at +13 ranged touch.

Power-Up Suite (polymorphed into behir): Huge magical beast; Spd 40 ft., climb 15 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; Base Attack +16; Grp +32; Atk or Full Atk +22 melee (2d4+12, bite); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), constrict 2d8+8, improved grab, rake 1d4+4, spell-like abilities (as efreeti), swallow whole; SQ Can't be tripped, darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +15, Ref +11, Will +12; Str 26, Dex 13, Con 21, Int 12, Wis 15, Cha 15. Concentration +24 (+28 defensive). *Scorching ray* at +15 ranged touch. Constrict, Improved Grab, and Swallow Whole as in the *Monster*

Manual. Rake as in the *Monster Manual*, but attack bonus +22 melee.

Power-Up Suite (polymorphed into elephant): Huge animal; Spd 40 ft.; AC 15 (-2 size, +7 natural), touch 8, flat-footed 15; Base Attack +16; Grp +34; Atk +24 melee (2d8+15, gore); Full Atk +24 melee (2d6+10, slam) and +19/+19 melee (2d6+5, 2 stamps), or +24 melee (2d8+15, gore); Space/Reach: 15 ft./10 ft.; SA *Change size* (as efreeti), spell-like abilities (as efreeti), trample 2d8+15; SQ Darkvision 60 ft. (as efreeti), *plane shift* (as efreeti), telepathy 100 ft. (as efreeti); SV Fort +15, Ref +10, Will +12; Str 30, Dex 10, Con 21, Int 12, Wis 15, Cha 15. Concentration +24 (+28 defensive). *Scorching ray* at +14 ranged touch. Trample functions as in the *Monster Manual*, but DC 28.

ENCOUNTER 6

➤ **Advanced 22 HD Deathshrieker:** CR 16; Medium undead (incorporeal); HD 22d12 plus 22; hp 167; Init +11; Spd fly 40 ft. (good); AC 30 (+8 Dex, +5 deflection, +7 profane), touch 30, flat-footed 22; Base Atk +11; Grp -; Atk +19 melee (1d4 Charisma drain, Incorporeal touch); Full Atk +19/+14 melee (1d4 Charisma drain, Incorporeal touch); SA Death rattle, despair, scream of the dying; SQ +4 turn resistance, darkvision 60 ft., death's grace, incorporeal traits, positive energy resistance 10, silence vulnerability, undead traits; AL CE; SV Fort +9, Ref +15, Will +17; Str -, Dex 26, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +20, Intimidate +21, Listen +20, Search +14, Spot +20; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness (see Appendix 2), Iron Will, Positive Energy Resistance (see Appendix 2).

Languages: Common, Flan.

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 26 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 26 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma-based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 26 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.

Scream of the Dying (Su): Once per day, as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this first round, a deathshrieker can use a standard action to sustain the scream. This attack effects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker, at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make a DC 28 Will save or suffer the effects described below. The save DC is Charisma-based. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of *insanity*, as the spell cast by an 18th-level sorcerer. This effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 28 Concentration check or the spell is negated.

Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + caster level). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Appearance: This horrible apparition floats above the ground, its skeletal face twisted in horrible pain while it screams in a terrifying cacophony that sounds like the last shrieks of the dying.

Source: *Monster Manual III* 32.

ENCOUNTER 7

➤ **Alazenya:** female human cleric 13; CR 13; Medium humanoid (human); HD 13d8+26; hp 98; Init -1; Spd 30 ft. (20 ft. in full plate); AC 18 (-1 Dex, +9 armor), touch 9, flat-footed 18; Base Atk +9; Grp +11; Atk +12 melee (2d6+4/19-20, +1 *greatsword*) or +8 ranged (1d10/19-20, heavy crossbow); Full Atk +12/+7 melee (2d6+4/19-20, +1 *greatsword*) or +8 ranged (1d10/19-20, heavy crossbow); SA divine spells, rebuke undead 4/day (+3 check, 2d6+14 HD); SQ evil aura (strong); AL CE; SV Fort +12, Ref +4, Will +16; Str 13 (15), Dex 8, Con 14, Int 10, Wis 18 (22), Cha 12.

Skills and Feats: Concentration +21, Knowledge (religion) +14, Knowledge (the planes) +16, Speak Language (Abyssal); Blind-Fight, Cleave, Martial Weapon Proficiency (*greatsword*), Mobile Spellcasting (see Appendix 2), Power Attack, Skill Focus (Concentration).

Languages: Abyssal, Common.

Cleric Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance*, *virtue*; 1st—*command*^{Ⓢc}, *command*^c, *deathwatch*, *divine favor*, *entropic shield*, *shield of faith* (x2), *sanctuary*; 2nd—*enthral*^{Ⓢc}, *calm emotions*^c, *death knell* (x2), *hold person* (x2), *shatter*, *silence*; 3rd—*magic circle against good*^{Ⓢc}, *blindness/deafness*, *dispel magic*, *invisibility purge*, *magic vestment*, *protection from energy*; 4th—*divine power*, *freedom of movement* (x2), *greater magic weapon*, *spell immunity*, *unholy blight*^{Ⓢc}; 5th—*greater command*^{Ⓢc}, *flame strike*, *plane shift*, *slay living*, *wall of stone*; 6th—*create undead*^{Ⓢc}, *greater dispel magic*, *harm*, *mass bear's endurance*; 7th—*Iuz's (Bigby's) grasping hand*^{Ⓢc}, *repulsion*, *word of chaos*.

*Domain spell. *Deity:* Iuz. *Domains:* Evil (cast evil spells at +1 caster level), Tyranny (add +1 to the save DC of any compulsion spell cast).

^c: Compulsion spell (base DC = 17 + spell level).

Possessions: +1 full plate, +1 greatsword (in locked gauntlet), heavy crossbow, 10 bolts, dagger, *cloak of resistance* +2, *gauntlets of ogre power* +2, *perapt of Wisdom* +4, cleric's robes, unholy symbol, planar forks (Material Plane, Abyss), 2 *potions of cure serious wounds*.

Power-Up Suite (prepared – magic circle against good (CL 14th), deathwatch (CL 14th), mass bear's endurance, freedom of movement, greater magic weapon (greatsword), spell immunity, invisibility purge, magic vestment (armor), protection from energy, entropic shield, shield of faith): HD 13d8+52; hp 124; AC 24 (-1 Dex, +11 armor, +4 deflection), touch 13, flat-footed 24; Atk +14 melee (2d6+6/19-20, +3 *greatsword*); Full Atk +14/+9 melee (2d6+6/19-20, +3 *greatsword*); SV Fort +14; Con 14 (18). Concentration +23. Other effects: freedom of movement, spell immunity (3 spells: *magic missile*, *fireball*, and one other based on Jerhanna's reconnaissance), invisibility purge, protection from energy (one type, 120 points), deathwatch, entropic shield. Also casts *freedom of movement* on Jerhanna. All allies receive *mass bear's endurance*.

Description: Alazenya wears a blood-spattered white tabard over her armor. Her tan skin, brown eyes, and aquiline features indicate mixed ancestry. She has shaved off her hair and eyebrows. Her helmet is topped with a long tail of dark braided hair, cut from a Tenha warrior.

➤ **Temple Defender:** male human fighter 11; CR 11; Medium humanoid (human); HD 11d10+33; hp 103; Init +5; Spd 30 ft. (20 ft. in full plate); AC 25 (+1 Dex, +10 armor, +3 shield, +1 deflection), touch 12, flat-footed 24; Base Atk +11; Grp +15; Atk +17 melee (1d8+7/x3, +1 *battleaxe*) or +13 ranged [1d8+5/x3, +1 *composite longbow* (Str +4)]; Full Atk: +17/+12/+7 melee (1d8+7/x3, +1 *battleaxe*) or +13/+8/+3 ranged [1d8+5/x3, +1 *composite longbow* (Str +4)]; SA —; SQ —; AL CE; SV Fort +10, Ref +6, Will +6; Str 17 (19), Dex 13, Con 14 (16), Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +13, Intimidate +13, Jump +12; Blind-Fight, Dodge, Greater Weapon Focus (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Languages: Common.

Possessions: +2 full plate, +1 heavy steel shield, +1 battleaxe, +1 composite longbow (+4 Str), 40 arrows (20 steel, 10 silver, 10 cold iron), 2 daggers, ring of protection +1, amulet of health +2, gauntlets of ogre power +2, 2 tanglefoot bags, potion of cure moderate wounds, and 2 potions of cure light wounds.

Power-Up Suite (from Alazanya – mass bear's endurance): HD 11d10+44; hp 114 (add 11); SV Fort +11; Con 14 (18).

OJershanna: female succubus sorcerer 6; CR 13; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+18 plus 6d4+18; hp 84; Init +7; Spd 30 ft., fly 50 ft. (average); AC 26 (+3 Dex, +9 natural, +1 natural bonus, +3 armor), touch 13, flat-footed 23; Base Atk +9; Grp +9; Atk +9 melee (1d6, claw) or +10 melee (1d4-1/19-20, masterwork silver dagger); Full Atk +9/+9 melee (1d6, 2 claws) or +10/+5 melee (1d4-1/19-20, masterwork silver dagger); SA energy drain, spells, spell-like abilities, summon tanar'ri; SQ DR 10/cold iron or good, darkvision 60 ft., immune to electricity and poison, resist acid 10, cold 10, fire 10, SR 18, telepathy 100 ft., *tongues*; AL CE; SV Fort +10, Ref +10, Will +13; Str 10, Dex 15 (17), Con 17, Int 16, Wis 16, Cha 32.

Skills and Feats: Bluff +28, Concentration +18, Diplomacy +15, Disguise +20 (+22 acting, +30 or +32 when *polymorphed*), Escape Artist +12, Hide +12, Intimidate +24, Knowledge (arcana) +12, Listen +20, Move Silently +12, Search +12, Spellcraft +15, Spot +25, Tumble +7; Dodge, Improved Initiative, Mobility, Persuasive, Spell Penetration.

Languages: Abyssal, Celestial, Draconic; *tongues* continuously active.

Energy drain (Su): As the ability in the *Monster Manual*, 47-48, but at DC 24.

Spell-like Abilities: At will—*charm monster* (DC 25), *detect good*, *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th, +14 on checks to overcome spell resistance. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Sorcerer Spells Known (CL 6th, 6/9/8/6; +8 on checks to overcome spell resistance): 0—*arcane mark*,

detect magic, *ghost sound* (DC 21), *mage hand*, *message*, *prestidigitation*, *read magic*; 1st—*alarm*, *feather fall*, *grease* (DC 22), *shield*; 2nd—*mirror image*, *rope trick*; 3rd—*ray of exhaustion* (+12 ranged touch, DC 24).

Possessions: Bracers of armor +3, amulet of natural armor +1, 4 masterwork silver daggers, eyes of the eagle, gloves of Dexterity +2, 2 potions of cure serious wounds, potion of remove blindness/deafness, 3 potions of undetectable alignment, short lengths of silk rope (10 ft., 20 ft.), 2 spell component pouches.

Power-Up Suite: *Spells:* *alarm* (5 at palace: front steps, 3 doors to rotunda, and outside above rotunda dome; 12 hrs), *rope trick* (6 hrs)

Power-Up Suite (known – shield; from Alazanya – mass bear's endurance): HD 6d8+30 plus 6d4+30; hp 108 (add 24); AC 30 (+3 Dex, +9 natural, +1 natural bonus, +3 armor, +4 shield), touch 13, flat-footed 27; SV Fort +12; Con 17 (21). Concentration +20

NEW FEATS

Improved Toughness [General] (from *Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Mobile Spellcasting [General] (from *Complete Adventurer*)

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (Dc 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Positive Energy Resistance [Monstrous] (from *Libris Mortis*)

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

NEW DOMAIN

Tyranny Domain (from *Complete Warrior*)

Granted Power: Add +1 to the save DC of any compulsion spell you cast.

Tyranny Domain Spells

- 1 **Command:** One subject obeys selected command for 1 round.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Discern Lies:** Reveals deliberate falsehoods.
- 4 **Fear:** Subjects within cone flee for 1 round/level.
- 5 **Command, Greater:** As *command*, but affects one subject/level.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.

APPENDIX 2: NEW RULES

- 7 **Bigby's Grasping Hand:** Hand provides cover, pushes, or grapples.
- 8 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.
- 9 **Dominate Monster:** As *dominate person*, but any creature.

NEW MONSTERS

Relevant rules are reprinted in the Combat Appendices.

Abyssal Ghoul (from *Fiend Folio*)

Corpse Rat Swarm (from *Libris Mortis*)

Deathshrieker (from *Monster Manual III*)

Ephemeral Swarm (from *Monster Manual III*)

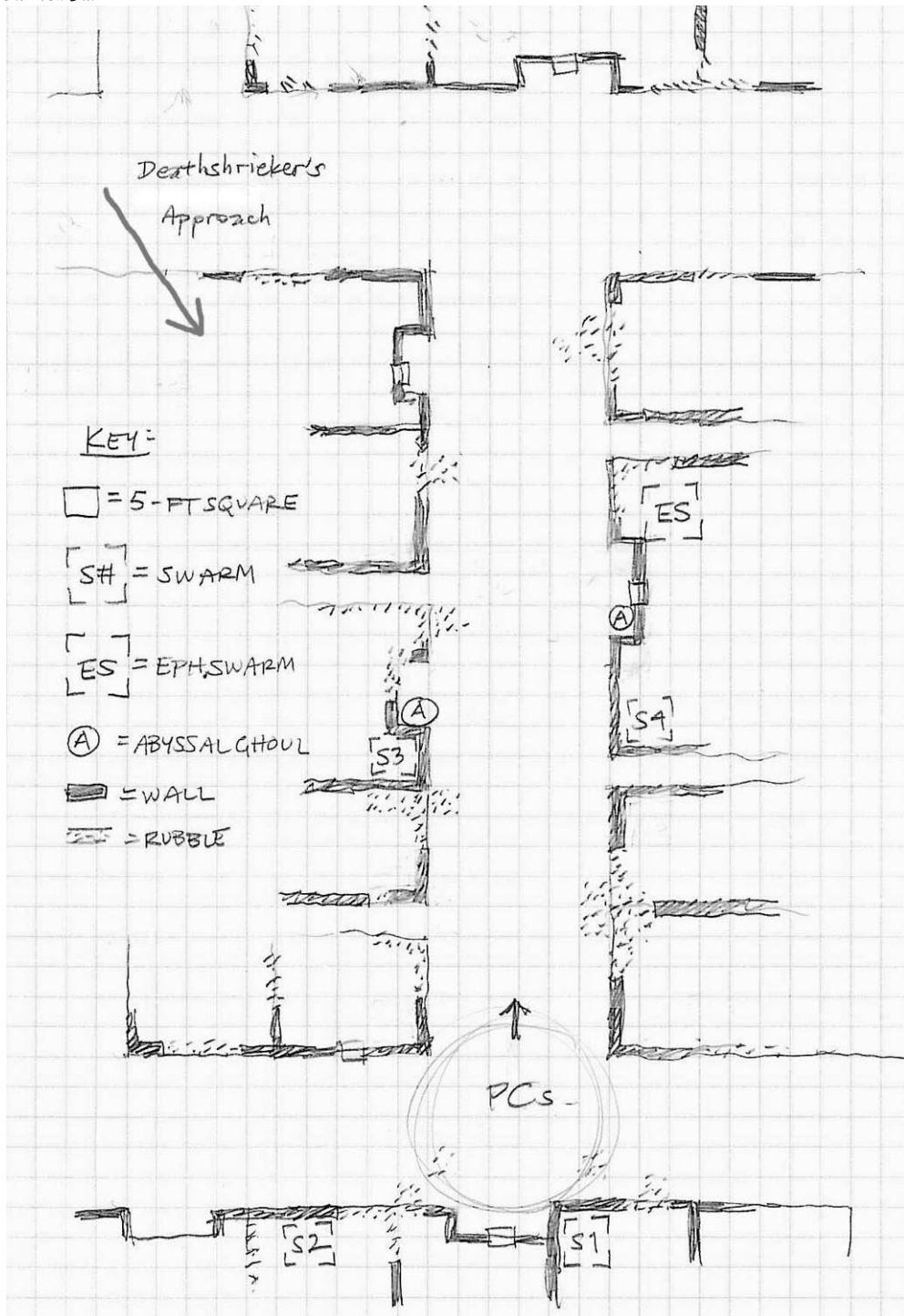
MAP 1: OVERVIEW OF TENH

Adapted from a map by David Baker at www.theocracyofthepale.com.



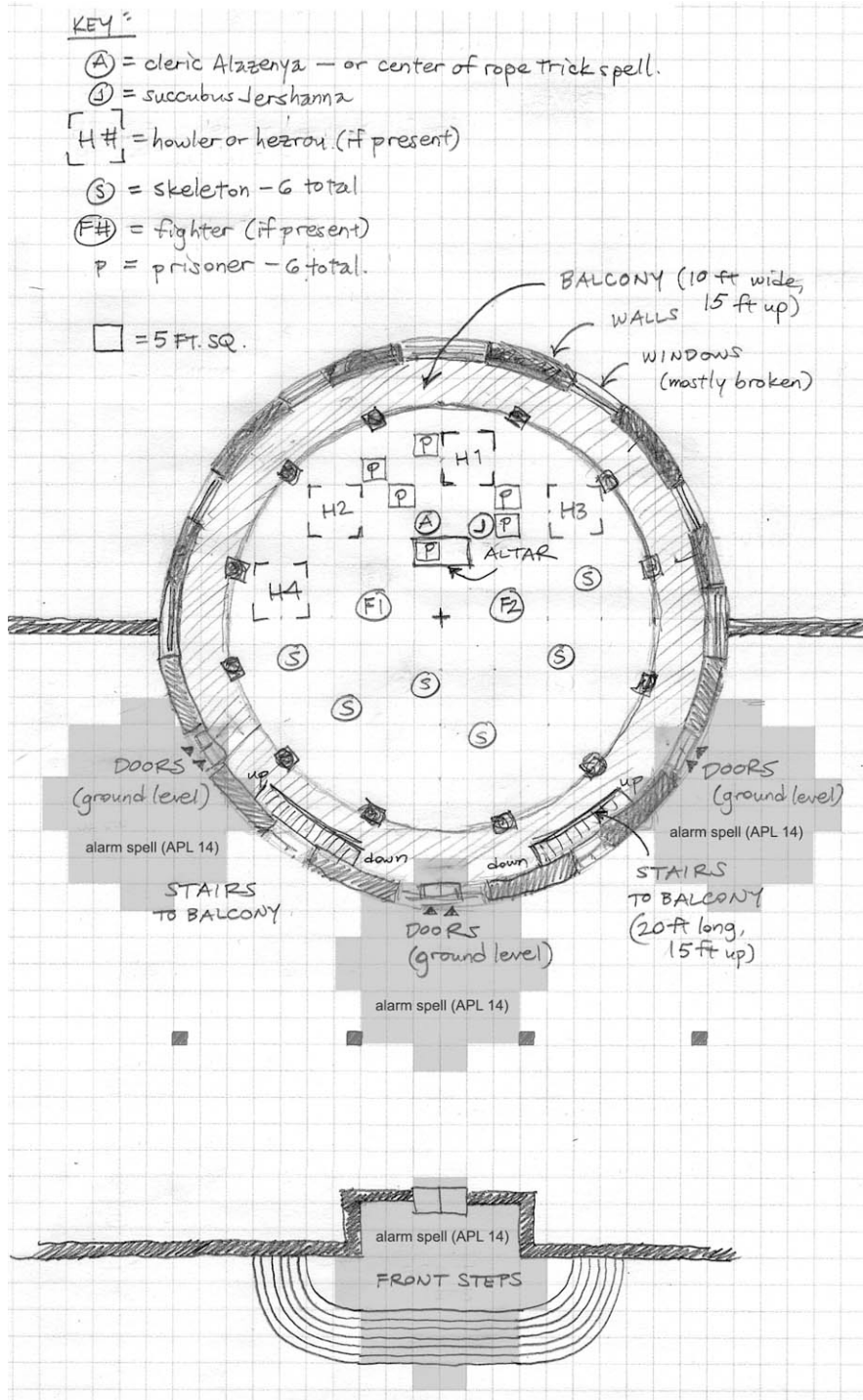
MAP 2: STREET IN NEVOND NEVNEND

Use for Encounter 5a.



MAP 3: DUCAL PALACE

Use for Encounter 6.



HANDOUT 1

LOYAL PALITES, FAITHFUL FLAN, AND OTHERS IN SUPPORT OF THE PALE

Recently you received a summons to meet with Sister Asiria of the Church of the One True Path in Atherstone. Sister Asiria, a gentle-faced Oeridian priestess, invited you into a small dining room in the back of the new Temple of Pholtus constructed there. Since the liberation of Tenh from the Stoneholders and the few remaining minions of Iuz, the Pale has made small but important strides in rebuilding eastern Tenh. The green that was protected from the Yol River westward to Atherstone is slowly pushing out into the rest of the Stonelands.

Sister Asiria studies you up and down before speaking, “Yes, you will do splendidly. I belong to a group of clergy—the ‘diplomats’ of the Pale, you might say—who advise and guide the other priests in the nature of both our friends and our enemies, to better understand what they seek to gain from us and how best we can leverage these wants to be beneficial to the Pale.

“We now have a new player who we know very little about, the new ‘Duke’ of Tenh. We know how the unfaithful Tenhas have chosen this new leader and we find the blasphemous fashion by which he was chosen to be insufficient reason for us to recognize his rule. At the same time, this land and its people may have suffered enough from war and perhaps there will be no reason for the Faithful Flan to fight their misguided cousins... But we do not know whether this Labahlah will be friend or foe to the Pholtan efforts to rebuild this land.

“It is our hope that this Labahlah is an honorable man and can see the benefits in our two sides working together. To that end, it is my hope that Loyal Palites and Faithful Flan like yourselves might answer Duke Labahlah’s call for adventurers to help him rebuild western Tenh. We fully support the rebuilding of Tenh, as long as it is under the auspices of Law and the acceptance of true Knowledge. We encourage you to journey to Redspan where Duke Labahlah has called for adventurers who wish to aid Tenh.

“While there, listen to what he has to say and look for any indications of what type of man he is. In the meantime, we will be speaking with leaders of the Faithful Flan to determine if they wish to send their own emissary to Duke Labahlah and perhaps find a way for their faith to survive here in Tenh without bloodshed. Return here with your insights on Labahlah, so we may approach this man with the appropriate knowledge to make the right decisions in the future.

“As I’m sure you are all honorable as loyal Palites or Faithful Flan, I bid you to not be dishonest with this duke, but *do not wear your allegiance openly*. Most Tenhas would kill you on sight if they knew you for a Pholtan. Should Labahlah question your motives, then speak the truth, tell him you wish to help rebuild Tenh. You and your countrymen also wish to know the man who hopes to lead the Tenhas. If he provokes violence against you, then that, too, will show his character.

With that, Sister Asiria thanks you and leaves you to think about what she has asked you to do.

HANDOUT 2

HEROES, SAIGHDENS, AND LORDS OF TENH

Heroes, Saighdens, and Lords of Tenh are invited on the night of their arrival to a private meeting with Duke Labahlah inside his temporary residence with his officers and other associates. The home is barely furnished, and you notice the Duke seems prepared to move on at a moment's notice.

Among the officers you recognize many familiar faces: modest Ehyeh III, now an officer in Duke Labahlah's army; proud Ceannalah, Ehyeh's former bodyguard; wise old Kereledh, Annalist of the new Duke; and the dashing Baron Turanalh. You also note other visiting dignitaries in the tent, whom you do not know.

Once all are settled in to a comfortable position, Duke Labahlah shares with you his vision for returning the Duchy of Tenh to glory from the dust of the Stonelands. "Already" he proclaims, "you have seen the land beginning to heal itself around Redspan as I myself slowly recover from the wound of the Taladhcrioch."

"It is not just the land that must recover though, but the people and the spirit of the Tenhas. To do this I must unite them all once more under the banner of Tenh. At the moment, my people are divided into three groups: those who are loyal to me, those who were once loyal to Ehyeh and wait to see if I can prove myself worthy, and the so-called 'Faithful Flan'—converts to Pholtus as the Theocracy of the Pale worships him—who must also be reunited with their brethren.

"I believe that those who are loyal to Tenh will be the easiest to unite under my banner, probably requiring only a show of my ability to lead and my desire to rebuild Tenh into a nation we can be proud to call home once more. After the Test of the Land's Heart designated me as the new leader of this land, Ehyeh relinquished his title willingly. His former supporters have no champion. At best, they will heed Ehyeh's endorsement and embrace me as their duke; at worst, they will deny these signs and oppose me while they look for another to raise in Ehyeh's stead. To secure their support, I have decided I must prove my wisdom, but I must also build allies in case war with the Pale is inevitable, though I do not seek it. Soon others will answer my call for aid as well, but for now I thought the heroic nobles of my land should be introduced to the allies of Tenh."

Labahlah then turns to the dignitaries and introduces them one by one. "First is Ambassador Tillanor Dane of the County of Urnst." Tillanor is a tall man with dark hair and eyes. He is dressed in stout woolens with a fine jacket of a practical nature.

"Next is Commander Hesten VanRydenVosser of the Pax Mercuri, military allies from Perrenland." The commander bows his head slightly to acknowledge you. His uniform is well-kept but practical. The weapons he wears are positioned for ease of use and he stands ready to defend himself on a moment's notice.

"Finally, Commodore Willadren Cassidae of the Free City of Dyvers." Before you stands a man flamboyantly dressed, as if he lived on the sea. He gives a wink and a smile as you look towards him, tilting his hat slightly to you all, "I am a man of many talents who will help the good Duke to receive the necessary supplies, no matter what the hazards. I have yet to see a supply line that I could not establish."

With each dignitary introduced, the Duke continues, "Tomorrow I will share with you my immediate plans, but tonight I thought you deserved to meet the allies Tenh has already gathered. While I pray the Pale will do the right thing and withdraw from the Tenh when I am prepared to unite Eastern and Western Tenh once more, I am not naïve and know that I must win the hearts of the Faithful Flan in order to assure this without bloodshed, else Tenh will go from devastated land to a land embroiled in civil war. The Pale might seek any excuse to push westward to halt what they would term 'Chaos' in their neighbor.

"For now, let us relax and enjoy this last night of peace before the Reunification of Tenh finally begins its slow journey to fruition." The Duke then leads the assembly to the banquet room for a meager repast.