

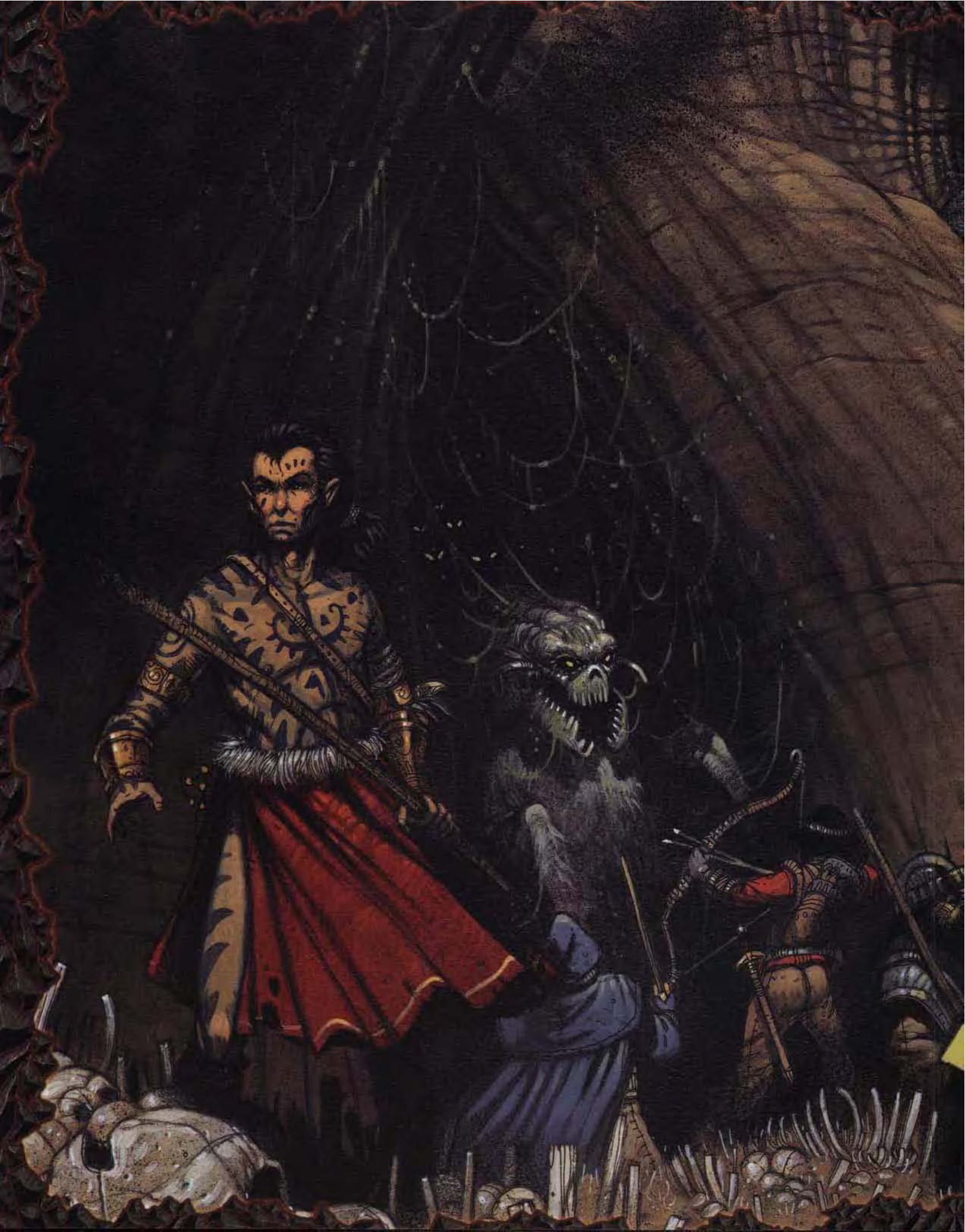
SWORD & SORCERY™



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GM's Reference

The following is a list of topics that may come up during play and their page numbers, in order to facilitate the quick use of those rules.

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Movement

Movement Type	Movement Rates				Mount and Vehicle Movement		
	Character Speed				Mount/Vehicle	Per Hour	Per Day
	15 ft.	20 ft.	30 ft.	40 ft.	Mount (carrying load)		
One Round (Tactical)					Light horse or light warhorse	6 miles	48 miles
• Walk	15 ft.	20 ft.	30 ft.	40 ft.	Light horse (101-300 lb.)	4 miles	32 miles
• Hustle	30 ft.	40 ft.	60 ft.	80 ft.	Light warhorse (134-400 lb.)	4 miles	32 miles
• Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.	Heavy horse	5 miles	40 miles
• Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.	Heavy horse (134-400 lb.)	3 1/2 miles	28 miles
One Minute (Local)					Heavy warhorse	4 miles	32 miles
• Walk	150 ft.	200 ft.	300 ft.	400 ft.	Heavy warhorse (174-520 lb.)	3 miles	24 miles
• Hustle	300 ft.	400 ft.	600 ft.	800 ft.	Pony or warpony	4 miles	32 miles
• Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.	Pony (44-130 lb.)	3 miles	24 miles
• Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.	Warpony (51-150 lb.)	3 miles	24 miles
One Hour (Overland)					Donkey or mule	3 miles	24 miles
• Walk	1 1/2 miles	2 miles	3 miles	4 miles	Mule (94-280 lb.)	2 miles	16 miles
• Hustle	3 miles	4 miles	6 miles	8 miles	Cart or wagon	2 miles	16 miles
• Run	-	-	-	-	Ship		
One Day (Overland)					Raft or barge (poled or towed)*	1/2 mile	5 miles
• Walk	12 miles	16 miles	24 miles	32 miles	Keelboat (rowed)*	1 mile	10 miles
• Hustle	-	-	-	-	Rowboat	1 1/2 miles	15 miles
• Run	-	-	-	-	Sailing ship (sailed)	2 miles	48 miles
					Warship (sailed and rowed)	2 1/2 miles	60 miles
					Longship (sailed and rowed)	3 miles	72 miles
					Galley (rowed and sailed)	4 miles	96 miles

* See page 143 of *Core Rulebook I* for special rules on such craft and the current.

Material Hardness/Hit Points

Substance	Hardness	Hit Points	Break/Burst DC*	Substance	Hardness	Hit Points	Break/Burst DC*
Paper	0	2/ **	-	Iron	10	30/ **	-
Rope	0	2/ **	-	• Tiny blade	10	1	-
• Rope, 1 inch diam.	0	2	23	• Small blade	10	2	-
Glass	1	1/ **	-	• Medium-size blade	10	5	-
Ice	0	3/ **	-	• Large blade	10	10	-
Wood	5	10/ **	-	• Small metal-hafted weapon	10	10	-
• Small hafted weapon	5	2	-	• Medium-size metal-hafted weapon	10	25	-
• Medium-size hafted weapon	5	5	-	• Buckler	10	5	-
• Large hafted weapon	5	10	-	• Small steel shield	10	10	-
• Huge club	5	60	-	• Large steel shield	10	20	-
• Small wooden shield	5	10	-	• Chain	10	5	26
• Large wooden shield	5	15	-	• Manacles	10	10	26
• Tower shield	5	20	-	• Masterwork manacles	10	10	28
• Simple wooden door	5	10	13	• Iron door, 2 in. thick	10	60	28
• Good wooden door	5	15	18	Mithral	15	30/ **	
• Strong wooden door	5	20	23	Adamantite	20	40/ **	
• Small chest	5	1	17				
• Treasure chest	5	15	23				
Stone	8	15/ **	-				
• Masonry wall, 1 ft. thick	8	90	35				
• Hewn stone, 3 ft. thick	8	540	50				

*Creatures gain bonuses or penalties to this Strength check by size: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

** Per inch of thickness

Cover & Concealment Modifiers

Degree of Cover	Cover AC Bonus	Reflex Save Bonus
	+2	+1
	+4	+2
	+7	+3
	+10	+4*
	-	-

*Half damage if save is failed; no damage if successful.

Concealment

Concealment	Miss Chance
One-Quarter	10%
One-Half	20%
Three-quarters	30%
Nine-tenths	40%
Total/Invisibility	50%

Heal DCs

Task

First aid, long-term care, treat caltrop wound
Treat poison
Treat disease

Untrained Skills

Armor Check penalties apply to those skills noted in italics; underlined skills receive a penalty of -1 per 5 lbs. of gear carried.

- Appraise (Int)
- Balance (Dex)*
- Bluff (Cha)
- Climb (Str)*
- Concentration (Con)
- Craft (Int)
- Diplomacy (Cha)
- Disguise (Cha)
- Escape Artist (Dex)*
- Forgery (Int)
- Gather Information (Cha)
- Heal (Wis)
- Hide (Dex)*
- Intimidate (Cha)
- Jump (Str)*
- Listen (Wis)
- Move Silently (Dex)*
- Perform (Cha)
- Ride (Dex)
- Scry (Int)
- Search (Int)
- Sense Motive (Wis)
- Spot (Wis)
- Swim (Str)
- Use Rope (Dex)
- Wilderness Lore (Wis)

DC

10 +	damage dealt + spell level
10 +	half of continuous damage
10 +	damage dealt + spell level
20 +	spell level
10 +	spell level
15 +	spell level

Concentration DCs

Distraction

Damage or failed saving throw during the casting of a spell (for spell time of 1 full round or more) or damage by an attack of opportunity made in response to the spell being cast (for spells with a 1 action).

Suffering continuous (such as from *Melf's acid arrow*), damage is spell level

Damaged by spell. Distracting spell's save DC + spell level. Disabling or nondamaging spell. (If the spell allows no save, use the save DC if it did allow a save.)

Grappling or pinned. (Can only cast spells without somatic component whose material component is in hand.)

Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, below decks in a storm-tossed ship.)

Violent motion (galloping horse, very rough wagon ride, small boat on deck of storm-tossed ship).

Spellcraft DCs

DC	Task
13	When using <i>read magic</i> , identify a <i>glyph of warding</i> .
15 + spell level*	Identify a spell being cast.
15 + spell level	Learn a spell from a spellbook or scroll. (Wizard only.) Must gain 1 rank in Spellcraft for retry.
15 + spell level	Prepare a spell from a borrowed spellbook. (Wizard only.) One try per day.
15 + spell level	When casting <i>detect magic</i> , determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using <i>read magic</i> , identify a <i>symbol</i> .
20 + spell level*	Identify a spell that's already in place and in effect. (The character must be able to see or detect the effects of the spell.)
20 + spell level*	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>wall of iron</i> spell.
20 + spell level	Decipher a written spell (such as on a scroll) without using <i>read magic</i> . One try per day.
20*	Draw a diagram to augment casting <i>dimensional anchor</i> on a summoned creature. Takes 10 minutes. The DM makes this check.
30 +*	Understand a strange or unique magical effect, such as the effects of a magic stream.

* Skill check may not be retried.

Jump Distances

Jump	Minimum Distance	Additional Distance	Distance Maximum
Running Jump*	5 ft.	+1 ft./1 point above 10	Height x 6
Standing Jump	3 ft.	+1 ft./2 points above 10	Height x 2
Running High Jump*	2 ft.	+1 ft./4 points above 10	Height x 1 +
Standing High Jump	2 ft.	+1 ft./8 points above 10	Height
Jump Back	1 ft.	+1 ft./8 points above 10	Height

*The character must move 20 feet before jumping. Cannot be done in heavy armor. A character that has the Run feat increases the distance or height he clears by one-fourth, but not past the maximum.

The distances listed are for characters with speeds of 30 feet. If the character has a higher or lower speed, increase or reduce the distance covered proportionally.

Ride DCs

DC	Task
5	Guide with reins
5	Stay in saddle
10	Fight with weapon
15	Cover
15	Soft Fall
15	Leap
20	Control mount
20*	Fast mount

* Armor check penalty

Climb DCs

DC	Wall or Surface
0	Slope too steep to climb; knotted rope with handholds against
5	An unknotted rope with handholds; a wall with no wall; rope with <i>rope trick</i> spell
10	Surface with ledge or overhang (very rough rigging)
15	Surface with adequate footholds; unknotted rope with handholds; no wall (very rough rigging, tree)
20	Uneven surface with handholds and footholds (typical wall in ruins)
25	Rough surface (natural rock, brick wall)
25	Overhang or ceiling with handholds
-	Perfectly smooth, flat surface (not possible)
-10*	Braced against opening (chimney, narrow hallway)
-5*	Climbing corner, horizontal surface, perpendicular wall
+5*	Surface is slippery

*These modifiers are cumulative

spells with a casting opportunity or readied with a casting time of 1 round.
 damage last dealt + 1.
 Distracted by the DC it would have to overcome.
 Spell components and spellcasting focus.
 Small boat in rough water.
 Small boat in rapids, on a turbulent river.

DCs

with knees
 middle
 warhorse

mount in battle
 at or dismount

ally applies.

DCs

to walk up;
 with a wall to brace

rope with a wall
 t; a knotted rope
 rope affected by

edges to hold and
 rough wall, ship's

adequate hand and
 knotted rope with
 rough natural rock
)
 e with some nar
 and footholds
 ruins or dun geons)
 (natural rock wall,

ceiling with only

th, flat vertical
 (possible)
 opposite surface
 row alleyway or

er, braced against
 walls
 ury

mulative.

Standard Actions

Action	Move	AoO?
activate a magic item	Standard	Maybe
aid another	Standard	No
bull rush	Standard	Yes
cast a spell	Standard	Yes
change form (shapeshifter)	Standard	No
concentrate to maintain or redirect a spell	Standard	No
dismiss a spell	Standard	No
feint (using Bluff skill)	Standard	No
heal dying ally	Standard	Yes
light torch with tindertwig	Standard	Yes
override	Standard	No
ready action	Standard	No
rebuke undead	Standard	No
single attack, melee	Standard	No
single attack, ranged	Standard	Yes
strike an object	Standard	Maybe
strike a weapon	Standard	Yes
total defense	Standard	No
turn undead	Standard	No
use skill that takes one action	Standard	Maybe
use extraordinary ability	Standard	No
use spell-like ability	Standard	Yes
use supernatural ability	Standard	No
use touch spell on one target	Standard	No

Move-Equivalent Actions

Action	Move	AoO?
climb	1/4 speed climb	No
control a frightened mount	No	Yes
draw weapon*	5 ft.	No
load light/hand crossbow	5 ft.	Yes
mount/dismount	No	No
move heavy object	5 ft.	Yes
open door	5 ft.	No
pick up item	5 ft.	Yes
ready/loose shield*	5 ft.	No
retrieve a stored item	5 ft.	Yes
sheathe weapon	5 ft.	Yes
stand up from prone	5 ft.	No

* These actions can be combined with a regular move action if your base attack is at least +1.

Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	*
Attacker invisible	+2**	+2**
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2**	+2**
Defender climbing (cannot use shield)	+2**	+2**
Defender surprised or flat-footed	+0**	+0**
Defender running	+0**	-2**
Defender grappling (attacker not)	+0**	+0 †
Defender pinned	+4 †	-4 †
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	
Defender helpless	See Helpless Defenders	

* Most ranged weapons can't be used while the attacker is prone, but a combatant can use a crossbow while prone.

** The defender loses any Dexterity bonus to AC.

† Roll randomly to see which grappling combatant an attacker strikes. That defender loses any Dexterity bonus to AC.

Actions in Combat

Action	Move	AoO?
cast quickened spell	As Normal	No
cease concentration on a spell	As Normal	No
change form (<i>shapechange</i>)	As Normal	No
drop item	As Normal	No
drop to floor	As Normal	No
make Spellcraft check on counter spell attempt	As Normal	No
prepare spell components to cast a spell	As Normal	No
speak	As Normal	No
use extraordinary ability	As Normal	No

Full-Round Actions

Action	Move	AoO?
cast a full-round spell	5 ft.	Yes
change form (<i>polymorph self</i>)	5 ft.	Yes
charge	x 2 normal	Yes
climb	+ speed climb	No
coup de grace	5 ft.	Yes
dive attack	x2	Yes
double move	x2	Maybe
escape from net	5 ft. (if free)	Yes
extinguish flames	5 ft.	No
full attack	5 ft.	No
light torch	5 ft.	Yes
load heavy/repeating crossbow	5 ft.	Yes
lock/unlock locked gauntlet	5 ft.	Yes
prepare to throw oil	5 ft.	Yes
refocus	No	No
run	x3 or higher	
throw a two-handed weapon with one hand	5 ft.	Yes
use skill that takes 1 round	5 ft.	Maybe
use touch spell on up to six friends	5 ft.	Yes

Partial Actions

Action	Move	AoO?
activate magic item	5 ft.	Maybe
cast spell	5 ft.	Yes
concentrate to maintain spell	5 ft.	No
dismiss a spell	5 ft.	No
partial charge	Standard	No
partial run	x2	No
single attack, melee	5 ft.	No
single attack, ranged	5 ft.	Yes
single attack, unarmed	5 ft.	Maybe
single move	Standard	No
start full round action	No	Maybe
use special ability	5 ft.	Maybe

Turn Undead

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
Up to 0	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -2
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level +1
16-18	Cleric's level +2
19-21	Cleric's level +3
22+	Cleric's level +4

Special Combat Situations

The following are summaries of non-standard combat situations that may arise during the course of play.

Aid

- Attack AC 10
- Success indicates:
 - ally gains a +2 to attack an opponent you threaten, or;
 - ally gains +2 circumstance bonus to AC vs. opponent you threaten.

Attacking an Object

- If immobile: attack AC 5 + size modifier; gain +4 to hit if using melee weapon.
- If worn: attack AC 10 + size modifier + Dexterity bonus of wearer, plus any magical deflection bonus gained by wearer.
- If held: attack AC 15 + size modifier + Dexterity bonus of wearer, plus any magical deflection bonus gained by holder.
- Damage: consult **Table: Object Hardness/Hit Points**.

Bull Rush

- Enter defender's square; provokes attacks of opportunity (25% chance for each attack to target the defender).
- Opposed Strength check:
 - +/-4 for each size category above/below Medium;
 - attacker gains +2 charge bonus for charging;
 - defender gains +4 stability bonus if has more than 2 legs or is very stable.
- Attacker wins: defender is pushed back 5 ft.
 - may opt to move back with defender an additional foot/point over defender's roll in opposed Strength check, but this provokes attacks of opportunity.
- Defender wins: attacker is pushed back 5 ft.

Charge

- Must move at least 10 ft. in a straight line.
- Gain +2 to attack, -2 to AC for one round.

Disarm

- Provokes attack of opportunity.
- Opposed melee attack roll:
 - +4 to larger weapon each size category above the smaller;
 - +4 to defender if weapon is used two-handed;
- Attacker wins: defender is disarmed; weapon falls to the ground at defender's feet.
- Defender wins: may attempt to disarm attacker.

Fight Defensively

- -4 on all attacks
- +2 dodge bonus to AC

Trip

- May only be attempted against a defender up to one size larger than the attacker.
- Melee touch attack:
 - If successful, must make a Strength check opposed by defender's Strength or Dexterity (whichever is higher):
 - +0 at Medium, +4 for every size category above medium, -4 for every size category below.
 - defender gains a +4 stability bonus if has more than 2 legs or is very stable.
 - success: defender is tripped;
 - failure: defender gains opportunity to trip attacker, as per normal Trip r

Grapple

- Grapple Checks: base attack bonus + Strength modifier + special size modifier
 - +0 at Medium, +4 for every size category above medium, -4 for every size category below.

Grapple Steps

- Provokes an attack of opportunity from defender; if damage is inflicted, grapple attempt fails.
- Grab: Melee touch attack
 - attacker fails to start grapple if fails to hit target
 - unnecessary if target is already grappled
- Hold: Opposed grapple checks
 - automatic failure if target is two or more sizes larger than attacker
 - attacker wins: starts grapple and deals damage to target as if with an unarmed strike
 - defender wins: attacker fails to start grapple
- Move In: attacker must move into target's space to maintain grapple
 - provokes attacks of opportunity from threatening enemies, but not from the attacker's target
- Grappling: during subsequent actions, attacker may do one of the following:
 - damage opponent: opposed grapple check to deal unarmed damage; may make this at a -4 penalty in order to deal normal damage;
 - pin: opposed grapple check to hold opponent still for one round; opponents (other than one pinned) gain +4 to attack you;
 - break another's pin: opposed grapple check to break the pin another has on an ally;
 - escape: opposed grapple check to escape and take movement; must beat all opponents if multiple grapplers are holding you.
- Other actions:
 - attack with a light weapon;
 - cast a spell with no somatic components if it has a casting time of 1 round or less and you have the material components to hand; Concentration (DC 20 + spell level) required;
 - wriggle free using Escape Artist as opposed grapple check; standard action.

Overrun

- Performed during move portion of a Charge.
- Opponent may avoid or block:
 - avoid: pass right through, continuing charge;
 - block: as trip attack - success indicates the defender is tripped and attacker continues with charge attack; failure but not tripped means the attacker must stop moving and move back 5 ft.; failure and tripped indicates the attacker falls prone in the defender's square.

Strike a Weapon

- Provokes an attack of opportunity.
- Attacking weapon can be no more than one size smaller than defending weapon.
- Opposed attack rolls:
 - attacker wins: item damaged
 - defender wins: no effect
- Damage: consult **Table: Object Hardness/Hit Points**.

Subdual

- Normal weapon can deal subdual damage by making an attack roll at -4.
- Subdual attacks can deal normal damage by making an attack roll at -4.

Total Defense

- +4 dodge bonus for one round.
- May only take standard move.

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Preface

Undoubtedly, one of the hardest parts about picking up a new campaign setting is knowing where to start. In other supplements, we have covered many details about these Scarred Lands. We have explored the monsters and threats that face its folk. We have looked at the magics both benevolent and foul that pervade it. We have explored the regions that make up the Scarred Lands, examined its societies, and found its length and breadth. We have discussed its gods and its titans. What is left?

The people, of course. Not the national identities, military, or secret societies, but the people themselves. In this book, we look at the individual races of the Scarred Lands. We will see what makes the forsaken elves forsaken, what motivates and drives the halflings, and what strengths the dwarves of Burok Torn can bring to bear upon those forces arrayed against them.

Once we have examined all of this, we can narrow our scope somewhat. A thousand conflicts, desires, and motivations drive the people of the Scarred Lands, from the battles between the divine races and the titanspawn, to the ideological warfare fought by the followers of the gods, to the simple struggle to survive in a land once verdant but now only twisted and scarred. Heroes here run the gamut. Some are simply rogues and treasure-hunters, out to line their pockets with gold gathered from old tombs and war-scarred ruins. Others are heroes in the truest sense of the word, risking their lives to protect the defenseless from the horrors and dangers of the lands around them, asking for nothing but the chance to help. Most fall somewhere in between.

To that end, we have included a pair of adventures that help to illustrate the kinds of conflicts and struggles found in the Scarred Lands: battles against titanspawn, the presence of the gods among the people, lands twisted and tainted by the horrors of the Divine War. Come with us, then, good reader.

Welcome to the Scarred Lands.

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Chapter One: Races of Ghelspad

Many races make Ghelspad their home: from the prolific human race in all its ethnicities, to the branches of the elven and dwarven races; from the half-breed races begotten in the aftermath of the Divine War, to the halflings that many would prefer found a different home. These races are responsible for much of the civilization being carved out of the savage landscape of a war-ruined continent, and odds are that a hero in these lands will claim one of these races as his or her birthright.

If you would like to customize your campaign further to the Scarred Lands setting, you may elect to use the racial traits templates provided here in lieu of those found in *Core Rulebook I*. In some cases, the differences between the templates here and those in *Core Rulebook I* are minimal (a human is a human from a game mechanics perspective), but most of the templates below will provide extra atmosphere that ties your character more firmly to the cultures on the Ghelspad continent of the Scarred Lands.



Dwarves

The years following the Divine War have not been kind to Ghelspad's dwarves, and as a result they commonly come across as a defiant, tenacious, and bitter lot, doing their best to hold onto what few possessions they have left to them. Where once their sphere of influence covered the whole of Ghelspad, now they are reduced to city-states and underground fortresses.

Ghelspad is home to three dwarven subraces. The most prominent of these matter-of-factly refer to themselves as the dwarven race, while other races often call them mountain dwarves to distinguish them from other dwarven subraces. Mountain dwarves are located primarily in the city-state of Burok Torn, though quite a few have managed to emigrate to other lands throughout the Ghelspad continent. The second dwarven race stands in stark contrast to the nobility of the mountain dwarves of Burok Torn and exists as a festering shadow reaching out to corrupt everything it touches. These are the black-skinned charduni, who worship the tyrannical god Chardun and seek to recreate their empire on Ghelspad. Though they took heavy losses in the Divine War, paling their

influence on Ghelspad, the charduni still inspire fear in all who encounter them. The last of the dwarven races, an offshoot of the mountain dwarves now known only as the forsaken dwarves, dwells deep within the Kelder Mountains, inside the living rock of their fortress kingdom of Krakadöm. All but the most foolish of travelers avoids the home of this brutal and territorial race.

Mountain Dwarves

Ghelspad's dwarves favor subterranean homes built below mountainous areas, particularly the Kelder mountain range. They have a deep and divine connection to the earth and are known for their serious demeanor, impressive tactical skills, and superior craftsmanship – particularly metalworking such as armor- and weaponsmithing. Mountain dwarves also possess a rich magical tradition and count many wizards among their ranks. Dwarven wizards have expanded their formidable powers since the Divine War through their research into runic magic, which they acquired during the war. In addition, mountain dwarves have a strong bond to their demi-god Goran, and dwarven society respects its priests as much as its warriors. Their mastery of all

forms of magic, coupled with their raw tenacity and superior equipment, has allowed the mountain dwarves to survive in Ghelspad despite decades of war with both the Calastian Hegemony and the dark elves of Dier Drendal.

Mountain dwarves tend to be short and stocky, weighing roughly the same as an average human but substituting girth and muscle mass for height. While males pay less attention to their facial hair than do dwarves in other campaign worlds, their beards are still important to them in a social sense. Female dwarves have clear complexions and no facial hair until they reach old age, at which time they usually have slight facial hair growth. Dwarves prefer to dress in hides and furs to keep themselves warm; only wealthier dwarves own finer clothing, typically bought from humans. Dwarves have little skill with tailoring and loom work, nor do they raise the animals or plants necessary for producing thread. They do boast a long and highly respected craft tradition, which they demonstrate through ornamentation such as finely made jewelry. They also maintain a tradition that predates the Divine War of using their runic language for ornamentation. Calligraphy, sculpture, and metal crafting tend to be among the most (though hardly the only) respected art forms among mountain dwarves.

Regions: Following the Divine War, Ghelspad's dwarves had many holdings in the Kelder region; unfortunately, recent conflicts with the Calastian Hegemony have reduced that influence to the single city of Burok Torn. The dwarves' expertise in the arts of metalsmithing, however, coupled with their need for linens and other items typically found above ground, has resulted in strong trade relationships with the human nations of Ghelspad, and as a result dwarves are found in nearly every civilized region on the continent.

Racial Abilities: Mountain dwarves have all of the following racial traits:

- +2 Constitution, -2 Charisma. Mountain dwarves are tough and hearty, but territorial and reserved.
- Medium-size.
- Dwarven base speed is 20 feet.
- *Darkvision:* Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- *Stonecunning:* Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively

searching, and a dwarf can use the Search skill to find stonework traps like a rogue. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- *Runic Heritage:* The innate magical nature of Scarred Lands dwarves and their racial mastery of runic magic grants them the following spell-like abilities: 2/day – *detect magic*, *arcane mark*. These abilities are as the spells cast by a sorcerer of a level equal to the dwarf's character level. Dwarves use *arcane marks* for a variety of purposes, from invisible battlefield instructions, to warnings left in deep tunnels, to marking possessions with their clan name. Dwarves also use such marks on themselves, their clothing, and their armaments for decorative purposes, inscribing baleful tidings in their enemy's own language before entering battle with their foe or inscribing their clan name, clan history, and prayers before religious and political ceremonies.

- +2 racial bonus on saving throws against poison and disease.

- +2 racial bonus on saving throws against spells and spell-like effects.

- +2 dodge bonus to AC against opponents of size Huge or larger.

- +2 racial bonus to melee attack rolls if another allied dwarf is within 5 feet. Ages of tunnel fighting have made dwarves masters of close-quarter, teamwork tactics, and this knowledge is passed down to each generation.

- +2 racial bonus on Appraise checks related to stone or metal items.

- +2 racial bonus on Craft checks related to stone or metal.

- +2 racial bonus on Handle Animal checks that are related to dwarf hounds (see *Creature Collection*, page 65). Mountain dwarves also gain a +4 racial bonus to their Will saves to resist the deafening bark of the dwarf hound (as noted in that entry).

- *Automatic Languages:* Common and Dwarven.

- *Bonus Languages:* Any titanspawn language.

- *Favored Class:* Fighter or wizard. A multiclass dwarf's fighter or wizard class does not count when determining whether he suffers an XP penalty for multiclassing (see *Experience for Multiclass Characters*, page 56 in *Core Rulebook I*). Dwarves are known for their heritage as a warlike folk as well as for their mastery of powerful runic magic. The choice of fighter or wizard as a character's preferred class must be selected as soon as the character acquires a level in either the fighter or wizard class and does not change thereafter. Many mountain dwarves eventually become members of the dwarven defender prestige class – indeed, it might be said that Burok Torn survives partly due to the defenders' might.

Charduni

The origins of these dwarves are lost upon the races of Ghelspad. One day centuries ago, the first charduni scout frigate appeared on the shores of southwestern Ghelspad. The charduni presence on Ghelspad changed quickly from ships raiding the coastal towns for fresh slaves to invasion fleets that proved to be the vanguard for charduni forces that would go on to make all of southwestern Ghelspad submit to their tyrannical rule.

Then came the Divine War. The charduni, once a scourge to the other Divine Races of Ghelspad, became one of the continent's saviors from the titanspawn forces. Pitted immediately against the immensely powerful asaathi empire at the outset of the war, the charduni empire on Ghelspad crumbled under the even mightier forces of the asaathi. Yet while the blood and souls of the charduni washed into their god's hell, the asaathi victory against the bellicose dwarves proved so costly that the mighty titanspawn nation later proved vulnerable to the combined might of the remaining divine armies.

Now the charduni encountered on Ghelspad are a bitter, but no less tyrannical lot. Raised in a strict society, charduni expect everyone to know their social station. Superiors are obeyed, respected, and feared; inferiors are scorned, mistrusted, and brutally punished for any failing. Charduni pride leads them to consider most strangers as beneath the charduni in station and to treat such strangers as inferiors, if not to make them into slaves outright, depending on the circumstances. This is not to say the charduni are without social grace toward those who might be useful to them but who cannot be put into slavery, yet.

Charduni are a militaristic race first and foremost, so warriors earn great station in charduni society. The respect afforded the warriors is surpassed only by the honor given those who are priests to the race's namesake god, Chardun. Many high-ranking charduni began their careers as warriors and later turned to the priestly path. Like other dwarven races, the charduni also have some affinity

for arcane magic, but for these dwarves that affinity is expressed through darkest necromancy.

Charduni are taller and thinner than the dwarves of Burok Torn, but their bodies are considerably more dense, making them quite a bit heavier than their more approachable cousins. Their skin is a sickly shade of grey at birth, growing darker as they age until it becomes black as pitch in old age. They dress in simple hides and furs but adorn themselves with trinkets of iron and bone or, among the nobility, silver and gemstones. These latter items are often quite exquisite in workmanship and serve as one of the charduni's few legitimate sources of commerce.

Regions: The charduni capitol of Chorach lies on the continent of Termana, and presumably the dwarves are rebuilding their empire on that continent first and foremost. Their sphere of influence on Ghelspad remains limited to the southwestern portion of the continent, and they are most often encountered there, though, like any race, they can be found anywhere.



Despite their hunger for power by outward appearances, the charduni seem relegated to advancing their goals in sly and cunning ways instead of military domination by force. Where charduni are found on Ghelspad, they continue their traditions of slavery and necromancy even as Vesh's Vigils try desperately to uncover the extent of the charduni plots. Furthermore, the recent overtures of diplomacy between King Virduk of Calastia and First Minister Asrixthric of Dunahnae lead some to wonder if the charduni are not also involved in these negotiations. Some even postulate that Dunahnae itself is but a puppet state whose strings stretch back to Chorach.

Racial Abilities: Charduni have the following racial abilities (note that this information supersedes that provided for charduni in the *Creature Collection*):

- -2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma. Charduni are resilient and cunning, but known for their rock-like slowness and surly demeanors.

- Medium-size.

- Charduni base speed is 20 feet.

- *Darkvision:* Charduni can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and charduni can function just fine with no light at all.

- *Stonecunning:* Stonecunning grants charduni a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework. A charduni who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a charduni can use the Search skill to find stonework traps like a rogue. A charduni can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- +2 racial bonus on saving throws against poison and disease.

- +1 racial bonus on saving throws against spells and spell-like effects.

- +2 dodge bonus to AC against opponents of size Huge or larger.

- +2 racial bonus to Profession (mining) checks.

- +2 racial bonus on Appraise checks related to stone or metal items.

- +2 racial bonus on Craft checks related to stone or metal.

- *Skin of Rock:* Charduni skin becomes harder and denser as the dwarf ages, granting a natural armor bonus of +0 to +6 depending on age. Generally, every 40 years of life adds +1 to the bonus, beginning at birth with +0 and culminating at +6 when the dwarf reaches 240 years of age. Charduni player characters

must determine their starting age randomly (see *Core Rulebook I*, page 93, for dwarf starting ages). Charduni with a natural armor bonus of +4 or better gain a +1 to their CR.

- *Automatic Languages:* Common and Dwarven.

- *Bonus Languages:* Any titanspawn language.

- *Favored Class:* Cleric or Fighter. A multiclass charduni's cleric or fighter class does not count when determining whether he suffers an XP penalty for multiclassing (see *Experience for Multiclass Characters*, page 56 in *Core Rulebook I*). The ties between the charduni and their patron deity are strong, and necromantic cleric/fighters are especially common among their ranks. The choice of cleric or fighter as a character's preferred class must be selected as soon as the character acquires a level in either the cleric or fighter class and does not change thereafter.

Forsaken Dwarves

Long ago, before the Divine War, a race of dwarves lived in the wintry peaks of the World's End mountains, along Ghelspad's northern coasts. The opening volleys of the war changed that, annihilating the dwarves' homes and forcing them to undertake an arduous trek to more inhabitable climes. Unwilling once again to face the fate handed them in the Divine War, the dwarves chose to settle in the most remote, forbidding area they could find. The name of this place is Krakadöm, the tallest and most treacherous mountain in all of Ghelspad and perhaps the entire world. The dwarves have lived there ever since, savagely repulsing any who dare to trespass on their lands.

While most people of the world consider them evil, the forsaken dwarves still possess a strong sense of honor and duty and tend to remember slights and kindnesses in equal measure. The living mountain that now serves as their home has amplified their paranoia and despair, however, and they are rapidly descending into a realm of dementia and madness endured by few others in the Scarred Lands.

To an even greater extent than other dwarves of the Scarred Lands, the people of Krakadöm appear primitive and lost. They have forgotten the smithing techniques that give the other dwarves of the Scarred Lands an edge in relations with other races, relying now on weapons inherited from their ancestors to ward off intruders. They are otherwise identical to normal dwarves.

Regions: Forsaken dwarves are found only in the depths of Krakadöm. They are extremely territorial, and quite self-sufficient. Thus, they see no need to travel anywhere, and violently repulse any and all intruders in their territory.

Racial Abilities: Forsaken dwarves have the following racial abilities:



- +2 Constitution, -2 Charisma. Forsaken dwarves are sturdy folk known for their hatred of outsiders.

- Medium-size.
- Dwarven base speed is 20 feet.

- *Darkvision*: Forsaken dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and forsaken dwarves can function just fine with no light at all.

- *Stonecunning*: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps like a rogue. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- +2 racial bonus on saving throws against poison and disease.

- +1 racial bonus on saving throws against spells and spell-like effects.

- +2 dodge bonus against opponents of size Huge or larger.

- +2 racial bonus to melee attack rolls if another allied dwarf is within 5 feet. Though they are wary of outsiders, forsaken dwarves are accustomed to working closely together.

- +2 racial bonus to Intimidate checks. Forsaken dwarves are territorial in the extreme, and this trait makes them frightening to even hardened adventurers.

- +1 racial bonus on Appraise checks related to stone or metal items.

- +1 racial bonus on Craft checks related to stone or metal.

- *Trap-mastery*: +2 racial bonus to Craft (trapmaking). Note that this bonus stacks with the racial bonus for craft checks involving stone or metal.

Forsaken dwarves may attempt Disable Device skill checks even if they are not trained in this skill (normally this skill is trained only).

- *Automatic Languages*: Common and Dwarven.
- *Bonus Languages*: Terran, any titanspawn language.

- *Favored Class*: Fighter or Rogue. A multiclass forsaken dwarf's fighter or rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Forsaken dwarves excel in the arts of war; they have also learned the methods of stealth and trap construction necessary to ensure that their seclusion remains undisturbed. The choice of fighter or rogue as a character's preferred class must be selected as soon as the character acquires a level in either the fighter or rogue class and does not change thereafter.

Elves

Created long before the Divine War by the titan Denev, elves are the longest lived of the Scarred Land's races. Where dwarves have a deep connection to the earth itself, elves are connected instead to the web of life that gives the world growth and sustenance. While the races of elves differ considerably in terms of culture and appearance, one fact remains true for all of them: the Divine War crushed them, and the years since have proved very difficult indeed. How each of the elven races has chosen to deal with this burden reflects their inner character.

Three major elven races populate the wilderness regions of the Scarred Lands. High elves, along with their forsaken elf progeny, inhabit the continent of Termana and pursue the mystical arts so common to elves of other worlds. Arch and severe, they have been extremely isolationistic since the end of the Divine War. Wood elves, the most common elves on Ghelspad, remain close to their titan roots, worshipping Denev and pursuing the paths of druidic magic from the depths of the Ganjus. While they have many philosophical differences with the rest of the divine races, they remain the most approachable race of the Scarred Land's elves. Lastly, the dark elves of Dier Drendal live deep underground, stabbing at the dwarves of Burok Torn in order to fulfill some strange agenda that not even the dwarves claim to know. The true extent of these dark elves' plots and influence is unknown, and the fact that the dwarves refuse to share the information they possess pertaining to the elves only serves to complicate the issue yet further.

Dark Elves

Deep beneath the peaks of the Kelder mountain range dwells a malignant race of elves known only for their hate and treachery. No one knows why the elves choose to live beneath the earth, not even the dwarves who constantly do battle with them. What is known is that the dark elves are malicious and cruel, hating everything about their neighbors and surface brethren. They use extensive tunnel networks, centered on a massive underground city named Dier Drendal, to strike at travelers and settlements in and around the Kelders, sowing fear in all who encounter them. The reasons for their powerful hatred are unknown, and in truth it is a matter about which the vigils of Vesh are not particularly concerned; what does concern them is what might happen should the dark elves ally themselves with any of Ghelspad's more aggressive peoples, such as the charduni or the humans of Calastia or Dunahnae.

The dark elves dress in the resplendent leathers so common among the wood elves of Vera-Tre, dyed into hues as extreme as their temperament – bone white, pitch black, blood red, and deep purple. They also wear the resized armors stolen from their dwarven neighbors. The result is a cold, bewitching beauty, one that suits their cruel natures well. They are also known for wearing a variety of tattoos. Though these are purely decorative without the spiritual connotations of the wood-elves' skin-art, they are relatively common among those dark elves encountered outside of their cities. These tattoos are often faintly luminescent, a trait used by the dark elves to frighten their prey when surprise is judged to be less important than sheer terror.

Dark elves tend to be rogues and sorcerers. The druidic paths so favored by their woodland kin are almost completely unknown, abandoned long ago in favor of more arcane pursuits, though rumors whispered in Burok Torn tell of a strange circle of dark elves that have turned from the ways of their city-bound brethren and work to heal the earth from within its very depths. These rumors aside, it is known that the dark elves are not necessarily titanspawn – indeed, the name Nalthalos has been heard in relation to dark elven worship, though whether this is a god, demon, or a high priest of some kind is unknown.

Regions: Dark elves are found exclusively in their underground homes beneath the Kelder mountains. They have no known trade patterns with other above-ground races, and as such are not found in other parts of Ghelspad.



Racial Abilities: Dark elves have the following racial traits:

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma. Dark elves are quick and willful, and are powerful spellcasters.

- Medium-size.
- Dark Elven base speed is 30 feet.
- *Darkvision:* Dark elves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dark elves can function just fine with no light at all.
- Immunity to magic *sleep* spells and effects.
- +2 racial saving throw bonus against enchantment spells or effects.
- +2 racial bonus on Listen, Search, and Spot checks. A dark elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door. Elven senses are finely honed.
- +2 racial bonus on Will saves against spells and spell-like abilities. The blood of sorcerers is strong in

the dark elves' veins, and most spells are a trivial matter for them.

- *Spell-Like Abilities:* 1/day – *blur*, *mirror image*. These abilities are as the spells cast by a sorcerer of the dark elf's character level. Dark elves are known for using these abilities before entering battle, swelling their ranks with illusions and confusing the enemy's eyes. These tactics often gain them the upper hand in battle against those who are unprepared for them.

- *Automatic Languages:* Elven, common.
- *Bonus Languages:* Dwarven, any titanspawn language.

- *Favored Class:* Rogue or Sorcerer. A multiclass dark elf's rogue or sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Some dark elves have mastered their innate magical abilities; others find the stealth for which their folk are known more natural. The choice of rogue or sorcerer as a character's preferred class must be selected as soon as

the character acquires a level in either the rogue or sorcerer class and does not change thereafter.

- *Level Adjustment:* +1. Dark elves are more powerful and gain levels more slowly than most of the other common races of Ghelspad. When creating a character of this race, add this level adjustment to class levels to determine character level: thus, a dark elven character with four levels in sorcerer (Sor4) and two in rogue (Rog2) is a 7th-level character.

Forsaken Elves

Forsaken elves – a name used for the remnants of the high elven race by outsiders – are a rare sight on Ghelspad, due to the fact that their primary home is on the continent of Termana. Unlike the wood elves of Ghelspad, the high elves worshipped a demigod before the Divine War and thus had much in common with the elves of other realms. They favored arcane magic over the titan-oriented practices of druids, and were known as fierce and proud warriors and wizards. The Divine War changed all of that, however, as their patron was killed and the elves themselves were infected by the titan Chern. The malady persists to this day and corrupts the elves' offspring, killing them within days of being born.

Despite the tragedies afflicting their race, forsaken elves retain a noble bearing, carrying themselves with a dignity – and, some say, arrogance – utterly lacking in the other races of the Scarred Lands. Their culture is known for its wealth and magical might. Most forsaken elves dress in fine robes and tunics of a sort that puts human garb to shame, and they do their best to ignore the goings-on of other races.

Regions: Forsaken elves live almost exclusively on Termana, though some lost souls make their way to the shores of Ghelspad. Few of these remain on the human-dominated continent for long, however.

Racial Abilities: Forsaken elves have the following racial traits:

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence: Forsaken elves, like their high elf forbears, are graceful and magically adept, but their slight frames make them somewhat frail.

- Medium-size.
- Elven base speed is 30 feet.
- Immunity to magic *sleep* spells and effects.
- +2 racial saving throw bonus against enchantment spells or effects.

- *Low-light Vision:* Elves can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- Proficient with longspear, shortspear, or rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow.

- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door. Elven senses are finely honed.

- *Chern's curse:* Very few elves today are of adventuring age. Most of the younger generation died in the Divine War, and those who survived have found themselves unable to bear healthy children. As a result, forsaken elves typically begin play as middle-aged or older characters (see effects of aging, page 93 in *Core Rulebook I*) and must be at least 150 years old.

- *Curse of the Forsaken:* Forsaken elves have lost their ties to their deity, and as such may not advance very far as clerics. Regardless of clerical class level, they may never cast divine spells above 2nd level. A very few forsaken elves have turned to other deities for their spells, but these are outcasts from elven society and are viewed as disrespectful at best or heretics at worst.

- *Wealth:* Forsaken elves are typically wealthy and begin play with +50% more gold. In addition, they may select one masterwork weapon or suit of armor.

- *Automatic Languages:* Common and Elven.

- *Bonus Languages:* Any (other than secret languages).

- *Favored Class:* Cleric or Wizard. A multiclass forsaken elf's cleric or wizard class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Many forsaken elves are skilled in magic, be it arcane or divine. The choice of cleric or wizard as a character's preferred class must be selected as soon as the character acquires a level in either the cleric or wizard class and does not change thereafter.

Wood Elves

Though a titanspawn race, wood elves actively supported the gods during the Divine War, for they did so at the behest of their Mother, Denev. They are also the only ones to worship a titan openly now, which earns them little love among the victors of the Divine War, particularly the humans of Calastia. Still, their quick and decisive action in the Druid War solidified their place among Ghelspad's peoples, and they are currently afforded the respect they deserve, even if humans, dwarves, and halflings look on them with some amount of suspicion.

The events of the Druid War, still fresh in the memories of most of today's elves, have made the elves of Vera-Tre distrustful of the other races, humans in particular. The good relations they enjoy with the humans of Vesh keep this mistrust from blooming into full-blown hatred, but the Calastian betrayal has ensured that relations between the two species will

never be as genial as they were before the Druid War. The elves are thus somewhat reserved in demeanor, fiercely loyal to their kin and the forests they call home, and distrustful of all who live beyond their borders.

Elves tend to dress in fine leathers, which are often brightly colored due to the use of powerful dyes. They also adorn themselves with tattoos of both mundane and powerful arcane glyphs. These traditions and customs from before the Divine War remain strong, both because they were not based on technology to begin with and because the elves are long-lived enough that many who live today still remember the days before the war.

Not surprisingly, wood elves prefer the classes of ranger and druid to all others; indeed, some say that an order of druids guides the nation of Vera-Tre. It is extremely rare for a wood elf to become a cleric or a paladin, as it is impossible to draw power from Denev—she is a titan, not a god. Elves choosing such classes have thrown their lot in with one of the gods, and as such have little, if anything, to do with wood elven society on Ghelspad, save the faith of the Huntress, Tanil.

Rumor tells of the elves of the island nation Uria, who wear resplendent arms and armor and ride the great harriers, massive birds of war. Little is known about these elves: they were once normal wood elves in service to Denev, but during the Divine War, Corean's nobility and sense of sacrifice moved them. With Denev's blessing, they left their home of Vera-Tre and swore themselves to Corean's service, who outfitted the elves and their mounts with mighty arms and armor. Not much else is known about them.

Regions: Wood elves live primarily in and around the Ganjus forest, congregating in small villages clustered around Vera-Tre (the de facto capital of elvish society in Ghelspad). Their ties with the other godling races send many to human dominated lands, however, and elves can be found in some numbers throughout Ghelspad.

Racial Abilities: Wood elves have the following racial traits:

- +2 Dexterity, -2 Constitution. Wood elves are lithe and thin folk, considered frail by many others.
- Medium-size.
- Elven base speed is 30 feet.
- Immunity to magic *sleep* spells and effects.
- +2 racial saving throw bonus against enchantment spells or effects. Their magical nature makes elves highly resistant to spells that would cause them to lose their way.
- *Low-light Vision:* Elves can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with longspear, shortspear, or quarterstaff; proficient with shortbow, longbow, composite longbow, and composite shortbow. Wood elves are deeply tied to the land, and as such they are always familiar with these weapons. Indeed, those wood elves who become druids may use these weapons without violating their druidic oaths.



- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door. Elven senses are finely honed.

- +2 racial bonus on all Craft (tattoo) checks. Wood elven culture marks rites of passage and similar important events with skin-art; they have a strong tradition of decorating one another with tattoos, and many eventually become masters of the art.

- *Automatic Languages:* Common and Elven.

- *Bonus Languages:* Sylvan, any titanspawn language.

- *Favored Class:* Druid or Ranger. A multiclass wood elf's druid or ranger class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Wood elven culture teaches a union with and study of nature; hence, many come to practice the magics inherent in nature or take up a life of defending those wilds. The choice of druid or ranger as a character's preferred class must be selected as soon as the character acquires a level in either the druid or ranger class and does not change thereafter.

Half-Elves

Most of the half-elves in Ghelspad come from the areas around the Ganjus, especially those areas known for their alliances with the elven folk of Vera-Tre—places such as the Bridged City, Amalthea, and Vesh. In such cases, having elven blood is no hindrance. Indeed, in many such areas, it is a positive thing, something of a symbol of the alliance between human and elf that allowed the Druid War to be won.

Life is not quite so idyllic, however, for the majority of half-elves, those born from the forsaken elves of Termana. Cursed by the titan Chern in the latter days of the Divine War, elves from this part of the world cannot bear healthy children; as such, they often steal human infants (belonging to settlers brought to Termana as part of Virduk's Promise), raising them among elves for the purposes of breeding stock. Humans stolen in this manner are meant to be used to perpetuate the elves' own dying bloodlines, in hopes that their progeny might partially offset the effects of the vile curse plaguing their people.

Though they have difficulty finding acceptance among either humans or elves, these half-elves do have considerable value in conflicts, and so find ready acceptance among the legions of King Virduk. This of course upsets the elves who bred the half-elves to begin with, but since the forsaken elves treat their offspring like half-breed lepers, it should come as no surprise that the half-elves seek their fortunes elsewhere.

Because of their origins, half-elves lead hard lives; thus, they favor no profession in particular. They strive for acceptance wherever they can find it and are happy to resort to thievery if it is not forthcoming. Though sometimes despised by both humans and elves alike, half-elves clearly tend to exhibit some of the best traits of both species. As a result, the more enlightened leaders of human and elven nations recognize this potential, training half-elves willing to serve their own causes.

Indeed, many Termana-born half-elves know of the greater level of acceptance that their kind often find in those areas around the Ganjus and have begun moving there in slowly increasing numbers. Though they are welcome in the area, the leaders of Vesh and Vera-Tre wonder how many of these half-elves are genuinely seeking new lives and how many are there under Virduk's employ as spies.

Finally, the elves of Uria mingle occasionally with the folk of Karria. Such unions are always brief romances that occasionally leave a human woman pregnant to raise a half-elven child in Karria. Those female elves who sport with the human men of Karria have been known to stay long enough to bear a child, disappearing one night shortly after the child is weaned. These half-elves are never treated any differently from the other citizens of that island nation.

Regions: On Ghelspad, half-elves are found in very small numbers in most regions of the continent, but particularly in areas such as Amalthea and the Bridged City. Even in these cities they are not especially common, but they are more numerous here than just about anywhere else. Virduk's willingness to employ them as warriors and sorcerers, however, has brought them here in some numbers, where many promptly turn on their patron and join in the battles being waged for freedom by Virduk's dwarven foes. Half-elves of this sort typically wind up in Durrover, which is in the process of being absorbed into the Calastian hegemony. Once this occurs, where the Termanan half-elves will wind up is anyone's guess.

Racial Abilities: Half-elves have all of the following racial abilities:

- Medium-size.
- Half-elven base speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects.
- +2 racial saving throw bonus against enchantment spells or effects.
- *Low-light Vision:* Half-elves can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- +1 racial bonus on Listen, Search, and Spot checks. Like their elven parents, half-elves have razor-sharp senses.

- *Elven Blood*: For all special abilities and effects, a half-elf is considered an elf.

- Half-elves get one additional skill point at each level (but no bonus skill points at 1st level).

- *Automatic Languages*: Common and Elven.

- *Bonus Languages*: Any (other than secret languages).

- *Favored Class*: Any. When determining whether a multiclass half-elf suffers an XP penalty, his highest-level class does not count (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Half-elves find that they can excel in any profession to which they set themselves.

Half-Orcs

Once, the orcs were mighty. Created by Gaurak, the Glutton, the orcs fought with one another and preyed upon the weaker races around them. Yet now, it is a rough time to be an orc in the Scarred Lands. The last of the titanspawn races with any real presence on Ghelspad, orcs are hated and reviled by the whole of the divine races. Even King Virduk and the dwarves of Burok Torn agree on one simple fact: orcs are the enemy and must be destroyed. Tolerance is not something for which the victors of the Divine War are well known, and so nearly every orcish settlement outside of the Plains of Lede has been rooted out and destroyed. Yes, it is a bad time indeed to be an orc in the Scarred Lands.

An orc's child, on the other hand . . .

In contrast to their orcish parent, half-orcs are not typically killed on sight in most of the civilized regions of Ghelspad. This is because the two most common origins for half-orcs are fairly unpleasant: they are either bred for slave labor in lands such as Dunahnae or are the result of orcish raids upon settlements near the Plains of Lede. Indeed, some orc tribes have taken to keeping breeding harems of human women carried off for the express purpose of producing strong shock troops for the tribes. Half-orcs who make their way to more civilized lands have often escaped one fate or the other, and as such garner a fair bit of sympathy from those they encounter. This does not mean they are treated well: far from it. Rather, they are simply allowed to live and make their own way in the world like everyone else.

When enough half-orcs gather in a particular region, they tend to form communities to the best of



their ability. These are rarely allowed to remain in one place for long, as they become rowdy fairly quickly. Interestingly, some half-orc communities have turned this fact into an advantage, becoming nomadic groups of entertainers, laborers, and mineworkers who descend upon a town for a fortnight while they seek to put their prodigious physical talents to good use. Given the half-orcs' talents with hard physical labor, such groups are typically tolerated wherever they choose to go (and in at least one case, that of Mullis Town, the half-orcs were officially recognized as citizens and allowed to remain part of the town permanently). Unfortunately, due to their brawling and thieving, they are rarely allowed to stay for very long.

Half-orc adventurers tend to be scrappers, and their appearance shows it. They own only what they can beg, borrow, or steal, and they are typically not clever or wealthy enough to create their own wares. Oddly enough, the tight-knit nature of their



communities ensures that none live in abject poverty; this situation means that their hodge-podge appearance is fairly consistent, with none becoming either particularly wealthy or obscenely poor. Half-orcs of a more militaristic bent will seek out the Ledean war colleges of Darakeene, hoping to become mercenaries or elite warriors. This calling seems to suit them well, as the Legion of Ash has been recruiting more and more half-orc troops into its ranks in recent years. The Legion's harsh regimens of physical training and proclivity for ritual scarification give the half-orcs a constructive way to express their orcish heritage, without forcing them to abandon human societal mores.

Regions: Half-orcs are typically found in either the Plains of Lede or the slave pits of Dunahnae. In these regions, they are nothing more than slaves and have little in the way of a future to look forward to. Those who can escape, however, make their way to

human-dominated lands and settle in places such as Darakeene or Mullis Town and the surrounding environs. While officials in such regions complain about the problems they cause, the half-orcs tend to be tireless workers, contributing substantially to these regions' economies. Those unwilling to put up with human prejudice often settle in Zathiske, mainly because of its shaky government and overwhelming half-orc presence (half-orcs being the most populous race in this region). Many half-orcs in this region wind up serving in Calastia's armies, which give them steady pay and something many half-orcs are denied – a respected place in human society.

Racial Abilities: Half-orcs have all of the following racial traits:

- +2 Strength, -2 Intelligence (minimum Intelligence of 3), -2 Charisma

- Medium-size.

- Half-orc base speed is 30 feet.

- **Darkvision:** Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

- +2 racial bonus to Bluff, Intimidate, and Sense Motive checks. Surprisingly, half-orcs are very good at talking their way out of trouble and have managed to survive in the Scarred Lands despite the titan blood running through their veins. Growing up in an orc society based on bullying and dominance, and in a human society where they are oppressed and scorned, forces half-orcs to become adept at these skills.

- **Orc Blood:** For all special abilities and effects, a half-orc is considered an orc.

- **Automatic Languages:** Common and Orc.

- **Bonus Languages:** Any (other than secret languages). Half-orcs are usually well traveled as no one lets them settle down any where for very long, and smart half-orcs pick up whatever languages they happen to encounter.

- **Favored Class:** Barbarian or Rogue. A multiclass half-orc's barbarian or rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Half-orcs are scrappers, finding at a young age that the ways of a berserk rage come naturally them; just as many learn to avoid notice and steal to survive, however. The choice of barbarian or rogue as a character's preferred class must be selected as soon as the character acquires a level in either the barbarian or rogue class and does not change thereafter.



Halflings

Few peoples in the Scarred Lands have suffered to the extent of halflings, and none of those were victors of the Divine War. Small and weak, halflings never had much to offer the other races of the Scarred Lands. As a result, their neighbors constantly bully and abuse them, taking advantage of every opportunity to disenfranchise the smaller folk. On Ghelspad, the worst offenders in this regard are dwarves and humans. Humans take advantage of the fact that halflings are agrarian, and thus tend to have good, hearty land suitable for human use. Dwarves, on the other hand, feel that halflings are weak and stupid, unwilling to stand up to human oppression and thus unworthy of kindness. To the dwarves' way of thinking, if the halflings will not fight, they should not be taking up valuable resources and space that can be put to better use.

Despite these unkindnesses, halflings remain resolute in their desire to lead peaceful lives. Sadly, this desire for peace leaves their lands ripe for invasion, a fact King Virduk took full advantage of when he chose to occupy halfling lands. Unwilling to be bullied by dwarves, and unafraid of humans and dwarves alike, the halflings simply accepted their fate and did their best to move on. As a result, they have become willing slaves in Calastia's war machine, supplying food and labor in exchange for a chance at peace. They eagerly lap up the platitudes bestowed upon them by King Virduk, even though

they know such things are based on false pretenses. The truth of the matter is irrelevant to them; they have been taken for granted for so long, trampled beneath the heels of so many different races, that even false kindness is like meat and drink to them. Even those who do know of Virduk's falsity are quick to compare him to others who have outright abused the halfling folk for so long. Perhaps, they argue, it is a matter of degrees.

The abuses heaped upon halflings have not robbed them of their most enduring characteristic: a quiet dignity and resolve unseen in the rest of the Scarred Land's races. In some, this resolve leaves them incensed over the indignities heaped upon them and moves them to take whatever action they deem necessary to secure a better future for their people. Sometimes such action results in open revolt, but more often the halflings' rebellion manifests in quieter, subtler ways. Damaged goods may be sent to a Calastian noble, for instance, and a particularly oppressive warlord might find a slow poison taking his life where no blade ever could. True it may be that halflings are rarely skilled in direct confrontation, but that does not mean they cannot fight.

When not being crushed under the foot of tyranny, halflings enjoy the finer qualities of life. Indeed, they are perhaps the most indulgent of all of the Scarred Land's races in this respect. While their clothing and accoutrements are rarely ornate, they are nonetheless exceedingly comfortable, a fact Calastian nobles have noticed and exploited for their



own ends. Halflings adore ostentation and wealth because they are accustomed to poverty. The alleviation of poverty in some form or another seems to be a common thread in many halfling tales, so much so that “rags to riches” tales and songs are often called “halfling yarns.” Halfling foods and wines are deservedly popular, and the small folk have come up with innovative ways to produce the fine goods even though they have little to work with.

Regions: Halflings are most common in the southern regions of Ghelspad, particularly in Ankila, the Heteronomy of Virduk, New Venir, and Zathiske. Small halfling populations have spread north to Darakeene and Vesh, but none populate the northlands in significant numbers.

Racial Abilities: Halflings have all of the following racial traits:

- +2 Dexterity, -2 Strength. Halflings are incredibly dextrous, but their small frames are not very strong.
- Small-size.
- Halfling base speed is 20 feet.
- +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on all saving throws. Though halflings are limited physically, the gods gifted them with phenomenal luck.
- +2 morale bonus on saving throws against fear.
- +2 racial attack bonus with a thrown weapon: halflings are poorly equipped for melee combat and

too short to use heavy bows effectively, so they become highly skilled with thrown weapons.

- +2 racial bonus on Bluff checks. Halflings are good at talking their way out of rough situations.
- Halflings are typically quite poor and start with 25% less gold than normal.
- *Automatic Languages:* Common and Halfling.
- *Bonus Languages:* Dwarven, elven, any titanspawn language. Smart halflings learn the languages of their enemies, as well as those of any titanspawn races in the area.
- *Favored Class:* Rogue. A multiclass halfling's rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*).

Humans

Of all the races of the Scarred Lands, the Divine War hit humans the hardest. All of their technological and magical knowledge, all of their traditions, and seemingly the entirety of their civilization was crushed between the massive armies of the titans and the gods. In the end, all that remained of the once proud human kingdoms was bands of refugees, who found themselves struggling to survive against the might of the remaining titanspawn armies and the divine races who were dubious about the merits of humankind. With the end of the Divine War, humanity's struggle for survival began.

Surprisingly, the humans rose to the challenge and used their innovation and rapid rate of growth to their best advantage. They grew quickly, depending on large families and extended clan-units that are, to this day, a mark of humankind. The remnants of old nations were swept away (or, if possible, restored to proper working order), and in their place grew new traditions, new alliances, and new economies. In the years before the Druid War, humanity laid the foundations for explosive growth and development, and that war proved to be the crucible in which the current world order was forged. The nation of Albadia was all but destroyed, its few cities leveled, its survivors turning to the nomadic ways of their ancestors in order to survive. The nations of Dunahnae and Darakeene took isolationism to new heights. The kingdom of Vesh did much to help its elven and dwarven neighbors, while the kingdom of Calastia gathered its forces and solidified its hold on its southern neighbors. In the years following the Druid War, Calastia annihilated the remnants of titanspawn in the southern kingdoms, crushed the dwarven presence in the Kelder mountains, and subjugated the halflings in what is now the Heteronomy of Virduk. Humanity's recovery was complete. Currently, humanity reigns supreme on Ghelspad, challenged only by dwarven stubbornness and internal human divisiveness.

No matter their point of origin, humans seem better equipped than most other races in the Scarred Lands, particularly in terms of textiles and other, non-metal ornamentations. Though the secrets of smithing were lost during the Divine War (kept alive only by the dwarves of Burok Torn), humans have since regained mastery of smithing, thanks greatly to the efforts of Corean's priesthood. Few but Albadians decorate their skin as the elves do, but they compensate with fine fabrics and intricate jewelry of various sorts. Many, especially those near the Plains of Lede, have taken to wearing rings of metal through their ears, noses, and other parts of their body as decoration.

Human ingenuity is apparent in just about everything they do. They seem to excel at nothing but are instead competent at nearly everything. They vary tremendously in terms of customs and temperament, with some nations embracing the most heinous aspects of slavery and domination while others stand as bastions of righteousness and cooperation. As such, humans do not seem particularly inclined to favor any one class as adventurers.

Regions: Humans are found all over Ghelspad, much to the consternation of most other races. They are especially dominant in the southern regions, where the Calastian Hegemony rules with an iron fist. To the northeast, the humans of Vesh enjoy good relations with most of their neighbors, while the barbarians of Albadia and the merchants of Darakeene hold their own against invasion from all sides. Despite

their current conflicts, the position of humans on Ghelspad seems quite secure.

Humans are known for their vast variety—indeed, it is practically the mark of humans that two humans might have fewer traits in common with one another than a human and a member of another race. Humans enjoy great diversity, depending on their place of origin: those humans of eastern Ghelspad, from Calastia to the Plains of Lede, seem to have darker, slightly olive complexions; Southwestern Ghelspad sees a darker complexion; while the northwest's pale hair and skin is epitomized in Albadia. The humans of Termiana tend to be much darker-toned than even the newly arrived Calastian settlers.

Racial Abilities: Humans have all of the following racial traits:

- Medium-size
- Human base speed is 30 feet.
- 1 extra feat at 1st level. (At the GM's option, players of human characters may use the Variant Rules described in "Humans by Region.")
 - 4 extra skill points at 1st level and 1 extra skill point at each additional level.
 - *Automatic Language:* Common.
 - *Bonus Languages:* Any (other than secret languages, such as Druidic). Humans have spread to every corner of Ghelspad, and thus may learn any language they encounter.
 - *Favored Class:* Any. When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count (see Experience for Multiclass Characters, page 56 in *Core Rulebook I*). Humans find that they can excel in any profession to which they set themselves.

Variant Rule: Humans by Region

Using this variant rule, humans from different regions may have bonuses and penalties to ability scores rather than the additional beginning feat for which humans are known. Thus, Southerners are known for their impetuous charm, Albadians for their stamina, and citizens of the scholar-cities of the Gascar Peaks for their intellect and frailty. Note that not all areas have modifiers of some kinds; those areas that are made up primarily of those from other locales (such as the majority of Fangsfall's populace) tend to reflect their origins.

Those who choose to take this option (assuming the GM approves, of course) tend to be looked upon as the "epitome" of the folk in their areas—no one familiar with the look of his folk could ever mistake him as anything but one of them.

- *Calastia & the Sweltering Plains:* -2 Wisdom, +2 Charisma. The dark-toned, dark haired, green-eyed charmers who come from Calastia and Shelzar are known throughout the Scarred Lands for their dashing

personalities and lack of common sense. Those bardic tales that feature the unfaithful lover usually paint that character with these features.

- *Gascar Cities & Dunahnae*: -2 Str, +2 Int or Wis. Dunahnae and the three scholar-cities of the Gascar Peaks (Lokil, Hollowfaust, and Glivid Autel) are known for their pale, dark haired scholars and philosophers who are weak in body but strong in mind. Indeed, it is not uncommon to find the citizens of these areas dying their hair black and avoiding the sunlight in order to make themselves adhere to this ideal all the more. These modifiers also apply to the titanspawn-tainted nation of Khirdet.

- *Karria, Darakeene, & Albadia*: +2 Str or Con, -2 Int or Wis. Though they are known for coming from "barbarian stock," the tall, strong, fair folk of Ghelspad's northwest are rarely underestimated. Known for strength of body, though not necessarily of mind, the folk who match this appearance are becoming rarer in Darakeene, as that civilized nation breeds among other peoples. Albadians, however, often meet these criteria, especially among the tribes of the north.

- *The Plains of Lede*: +2 Dex, -2 Cha. The folk of this part of Ghelspad (which actually includes the Bridged City) have the same olive tones as the rest of eastern Ghelspad; however, they tend to grow their hair long and are known for their quick, clever hands and their surliness. They are found both among the nomadic horse tribes of Mansk as well as the folk of the Bridged City.

- *Vesh, Cordrada, & the Repose Peninsula*: -2 Int, +2 Wis. The religious nature of these places is evident – most folk strive to understand the teachings of priests, be they clerics or druids. Book learning and raw intelligence is less important in these places. This includes Mullis Town, Ontenazu, and Amalthea.

- *Durrover & the Kelders*: +2 Con, -2 Cha. There are many towns scattered throughout the Kelders and Durrover. Most of these are known for the hardy but surly folk they produce. Some suggest that this may be due to close association with the dwarves of the Kelders, but others point out that even dwarves are rarely as unfriendly as these folk tend to be.

Adventure

The Shrine of Madness

Introduction

The Shrine of Madness is a short adventure set in any Scarred Lands settlement located near a swamp. Some suggestions include the city of Fangsfall near the Swamps of Kan Thet, or Mullis Town near the Mourning Marshes (or possibly even Dosath – see the *Kadum's Horn*). It is designed for a party of characters who have between 8 and 12 total levels. A good mix of classes is recommended, and at least one character should be a rogue with good Disable Device and Search skills. The adventure provides a good mix of combat and thinking — the trip to the Shrine can be very dangerous, while the shrine itself requires cunning, strategy, and problem solving. It also provides for good roleplaying, ending with a difficult moral decision for the characters seeking the *star of chaos*.

Players' Background

The PCs are in the city at the start of the adventure. This adventure assumes that they know one another, so they may very well be friends, members of an adventuring company, or the like. The adventure begins in one of the city's sites where gather adventurers, mercenaries, and their ilk.

Adventure Background

The Shrine of Madness, as it is called by those few who have seen it in the depths of the swamps and lived, was built years before the Divine War by a small cult of Enkili worshippers who discovered an area within the swamps that bled their mad god's essence. The mists of this area of the swamp gave the priests ecstatic visions of Enkili, who spoke to them of his wishes. Some even say that he warned them of the onset of the Divine War through these visions.

The shrine was built on the site where these vapors were at their strongest – a low hill within the marshes. Inside the shrine, the priests kept an artifact of great value: the *star of chaos* — a gem of ever changing colors that acted as a focus to the strange energies of the site. Rumor suggests that the *star* allows contact with Enkili. Those who possess the *star* are reputed to grow in wisdom, due to the gem's ability to help its possessor understand diverse thoughts and hold contradictory ideas in his or her head simultaneously. In addition, the gem is also said to be of surpassing beauty and value.

The Legend of Drel Darkblade

Many decades before the Divine War, the great half-elf rogue Drel Darkblade infiltrated the Shrine to steal the *star of chaos*. Rumor has it he succeeded, but he was pursued and slain with a mind-destroying poison by acolytes of the Shrine, who recovered the *star* and returned it to the Shrine. As Drel neared death, he dictated the location of the hiding place of the gem to a friend who compiled a map.

Recent Events

Unfortunately, when the *star* was returned to the Shrine, the chaotic priests placed the *star* in a different location from where Drel originally stole it. For this reason, the map is inaccurate. In addition, following the return of the *star*, the priests took additional precautions to protect their prize that are not noted on Drel's map.

At the conclusion of the Divine War, the mists that once provided visions were tainted by the destruction of the Titans. These mists now mostly cause damage to the minds of those who inhale their fumes. The great *star of chaos*, its connection to Enkili tainted, no longer increases the wisdom of those who possess it. Most of Enkili's priests abandoned their temple, save a few too mad to leave.

Drel's map has been found and deciphered, however, by an elven bard named Elorian. Elorian

has arranged to meet his ally Dethaz, a cleric of Hedrada, in this town, to turn over the map. Unfortunately, a small cabal of Enkili-worshipping rogues has heard of this discovery and now seeks to recover the map so that it might gain the jewel and gain favor in the eyes of Enkili's church. As the adventure opens, Elorian seeks to escape from three of these rogues into an ale-room where the PCs are . . .

Chapter 1: Suspicious Dealings

As the PCs sit discussing their next course of action in the tavern or ale-room of an inn, a wood elf male suddenly slips in the door. He looks over his shoulder and then quickly retreats from the doorway, sitting down next to the PCs at their table. As he does so, he pulls up a hood, motioning them to silence.

Just then, the door bursts open. All eyes in the room go to the trio of black leather-clad roughs who enter (see "The Three Rogues," below). The PCs should be allowed to make Spot checks (DC 30); those who succeed see the elf fumble about in the belt of one of the PCs as he rises. He has not taken anything – rather, he has snuck Drel's map into the PC's belt.

"Find Dethaz of Hedrada, my friends!" he bids them quickly as the three figures spot him. He darts toward the back door, followed by the roughs. The barkeep tries to stop them from using the back as an exit, but he is too slow. He does, however, prevent any PCs from following them through the back by bodily blocking the door. Short of violence to the man, the PCs are not getting past him.

Sinister Happenings

Catching up to the bard is relatively easy; unfortunately, he did not get far. The PCs find him just outside the tavern or inn, still bleeding from multiple knife wounds and shaking from the poisons used on the blades. He is dead, his pouches ripped off his belt and emptied out, the lining of his cloak cut open: the rogues were obviously looking for something, ignoring the small amount of wealth the elf had on him (22 gp, 12 sp, a small silver ring worth 5 gp). He carried a good quality harp and a rapier, wore leather armor and a heavy cloak, and kept four daggers secreted about his person.

The rogues searched Elorian and failed to find the map. They promptly fled (especially when they heard the PCs coming) and have regrouped to discuss the events. They come to the conclusion that he must have passed off the map to the PCs, the only ones he came into contact with during the pursuit.

At the GM's option, Elorian can be just alive enough to reiterate to them to go to Dethaz. He does die, however, the poisons wracking his body.



Hooking the PCs

The PCs may well decide to mind their own business – a very reasonable decision, given that they just witnessed what may well have been some kind of underworld activity or other unsavory affair. Unfortunately, events have conspired to make sure that they can do no such thing.

The Rogues: Elorian, the bard, has placed the map on PCs. Even if they throw it in the gutter, the rogues chasing Elorian have identified them as the ones allied with the elven bard. They will stop at nothing to retrieve the map; once they have it, they will try to kill anyone else who has seen it. Thus, the PCs have two choices – they can kill all the rogues seeking to make a name for themselves in Enkili's church, or they can retrieve the gem.

The Cleric: Dethaz of Hedrada intends to have someone find the *star* so that it can be "safely placed out of harm's way." Deprived of his preferred patsy, Elorian, he will happily use the PCs. He does not hesitate to try and convince them to help him. Even if they never contact him, Dethaz finds them – he and the bartender at the inn or tavern where all of this occurred know one another. If desperate, he will even insinuate that the PCs might just be accused of murdering the bard by the law of the land, though he will happily speak for them if they aid him.

Drel's Map

Even if none of the PCs noticed that Elorian had placed the map on one of them, they eventually discover the fact for themselves. As the PCs investigate the site, allow them all a Spot check (DC 15): success means that they spot the rough parchment shoved into one of their belts. If no one succeeds, simply have the one who now bears the map discover its presence.

The map now in the PCs' possession appears to detail a shrine of some kind. The map includes what appears to be a diagram of a one-room shrine, with the words, "In the swamp of mists lies a shrine. Beware the gas of madness. Stairs down in a pillar. The floor below is trapped." Also, beneath the shrine diagram is a diagram of four rooms, one of which bears the writing, "I stole the *star* here." The PCs can gain the following from this map:

- *Bardic Knowledge* (DC 18): Making this roll allows the PCs to know the story of Drel, as detailed under "The Legend of Drel Darkblade," above.
- *Knowledge (History)* (DC 20): As above.
- *Knowledge (Religion)* (DC 12): Making this roll allows the PCs to know about the Shrine of Madness, as detailed under "Adventure Background," above.

A copy of Drel's map is provided with this adventure. You may photocopy it for use as a player aid. Provide a copy to your players.

Enter the Rogues . . .

After Elorian expires and the PCs gather the map (regardless of how they come to be in possession of it), 3 rogues dressed in dark leather find the PCs.

Their names are **Gol**, a male half-elf, **Brineth**, a female human, and **Storinar**, a male half-orc.

Unless the PCs move his body right away, they spot Elorian. They may also see the map. They claim that Elorian stole an item from them and ask if anyone has seen any documents in his possession. They refer to the map as a "document of title," since they do not want to say "treasure map." This should provide the opportunity for some interesting roleplaying as the PCs attempt to cover for the fact Elorian is dead.

The rogues give everyone in the tavern dirty looks and leave, unless a PC actually produces the map. They intend to follow any group of PCs that heads out of town. They do not want any trouble in the tavern and avoid physical confrontation. If they spot the map, they mark the one carrying it for ambush later.

If the PCs interact with the rogues or attack them, see "Ambush in the Streets" for their stats.

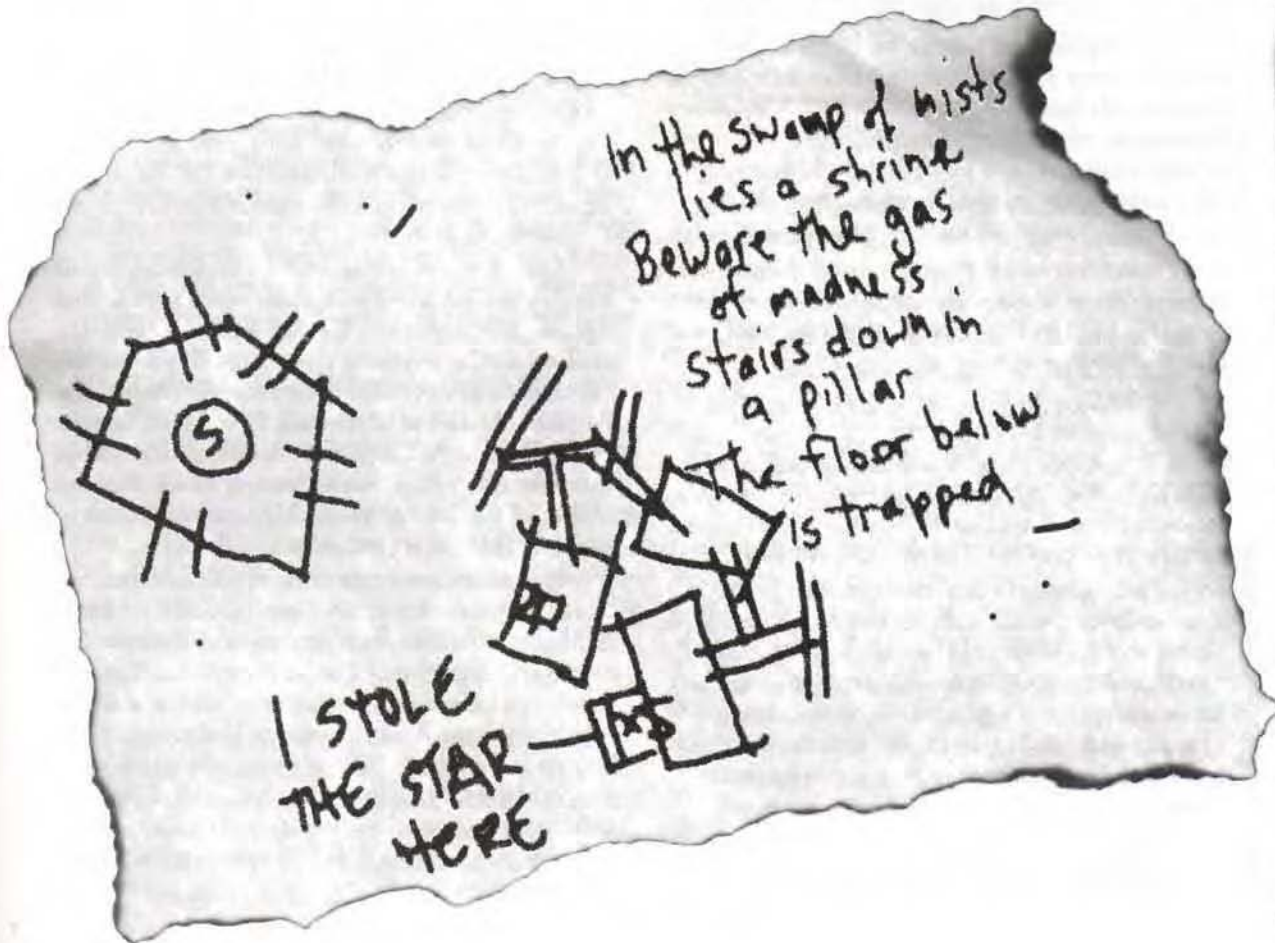
Ambush in the Streets

The rogues elect to follow the PCs and ambush them. Once the PCs leave the tavern or inn, let them walk and talk for a few moments, building the tension that they may be watched by the rogues they met a few moments ago.

Detecting the Ambush: As the PCs move through an alley toward the temple, roll Spot and Listen checks (DC 16 each) for all PCs. Those who succeed note movement by shadowy figures on the rooftops of the alley. The moment the rogues are noticed, they attack. Those making their checks may act during the first round of combat. Those who fail cannot act the first round of combat and are considered flat-footed.

Ambush Tactics: From a hiding place on the rooftops, the 3 rogues get the drop on the PCs. They attack: two with light crossbows, one with a thrown poisoned dagger. The rogues spread themselves out, attacking from positions of cover. Remember that these ranged attacks are sneak attacks as long as the PCs are flat-footed.

If the rogues feel they can kill all the PCs and recover the map, they press the attack — offering to spare the PCs if they simply surrender the map. If not, once they feel they have delivered a proper warning, the rogues slink away over the rooftops. There is no chance to catch them, since they disappear long before anyone can climb (Climb check DC 16) the walls of the alley to the rooftops. One of the rogues (Brineth) calls out as they leave: "You have what we want and we will have it. Watch your backs, fools!"



The Three Rogues

Gol

CE male half-elf Rog2

CR 2; SZ Medium Humanoid (5 ft., 4 in. tall); HD 2d6-2; hp 6; Init +0; Spd 30 ft.; AC 12 (+2 armor); Atk +3 melee (1d6+2, shortsword) or +1 ranged (1d8, light crossbow); SA sneak attack (+1d6); SQ racial abilities, traps, evasion; AL CE; SV Fort -1, Ref +3, Will -1; Str 14, Dex 11, Con 9, Int 11, Wis 9, Cha 9.

Skills: Alchemy +1, Balance +4, Bluff +1, Climb +5, Escape Artist +3, Hide +5, Move Silently +5, Open Lock +3, Pick Pocket +5, Search +3, Tumble +5, Use Magic Device +4; *Languages:* Common, Elven.

Feats: Alertness.

Possessions: Leather armor, shortsword, 2 daggers, light crossbow, 20 bolts, 30 gp, thieves' tools, and miscellaneous equipment.

Brineth

CE female human Rog2

CR 2; SZ Medium Humanoid (5 ft., 1 in. tall); HD 2d6+4; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atk +1 melee (1d6, rapier) or +3 ranged (1d4, thrown dagger, plus *medium-sized spider poison* [Fort save DC 14 or 1d4 Str/1d6 Str]); SA sneak attack (+1d6); SQ racial abilities, traps, evasion; AL CE; SV Fort +2, Ref +6, Will +2; Str 10, Dex 15, Con 14, Int 15, Wis 14, Cha 12.

Skills: Appraise +4, Balance +4, Bluff +3, Climb +3, Decipher Script +3, Diplomacy +3, Disable Device +3, Disguise +3, Escape Artist +3, Forgery +6, Gather Information +6, Hide +7, Jump +3, Listen +4, Move Silently +7, Open Lock +5, Pick Pocket +5, Sense Motive +6, Tumble +7; *Languages:* Common, Elven, Gnome.

Feats: Lightning Reflexes, Skill Focus (Move Silently).

Possessions: Leather armor, rapier, daggers, one dagger poisoned with *medium-sized spider poison* (Fort save DC 14, 1d4 Str/1d6 Str), thieves' tools, and miscellaneous equipment.

Storinor

LE male half-orc Rog1/Ftr1

CR 2; SZ Medium-Sized Humanoid (5 ft., 4 in. tall); HD 1d6+2 plus 1d10+2; hp 16; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Atk +5 melee (1d8+4, battleaxe) or +4 ranged (1d8, light crossbow); SA sneak attack (+1d6); SQ racial abilities, traps; AL LE; SV Fort +4, Ref +5, Will -1; Str 18, Dex 17, Con 14, Int 12, Wis 8, Cha 7.

Skills: Climb +8, Hide +6, Intimidate +4, Intuit Direction +0, Jump +8, Listen +2, Move Silently +5, Open Lock +5, Read Lips +4, Ride +6, Search +3, Sense Motive +2, Spot +1, Swim +6, Use Rope +4; *Languages:* Common, Giant, Infernal, Orc, Undercommon.

Feats: Improved Initiative, Power Attack.

Possessions: Studded leather armor, battleaxe, light crossbow, 20 bolts, and miscellaneous equipment.

The Cleric of Hedrada

The rogues do not trouble the PCs any further in the city. Eventually, the PCs encounter the cleric Dethaz of Hedrada. They may seek him out at a temple to Hedrada (or a small shrine, if the GM determines no full temple to Hedrada is within the settlement) or he may try and find them, spurred on by news of what happened to Elorian from his bartender friend.

At the Temple

Once the PCs arrive at the temple, they may request an audience with Dethaz. They must wait for a period of time as the request is channeled through the orderly chain of command to Dethaz.

Stress the rule of law above all in the temple, regardless of its outcome for good or evil. The temple is a place of rigorous order and adherence to dogma. There seems to be a number of rituals and chants for nearly every occasion; orthodoxy is the norm here.

The PCs may be scolded for speaking to the wrong priest ("I am not an Acolyte of Missives, good sir. You would do well to see Acolyte Friann.") or for failing to follow the proper procedures ("No, good sir. Before Acolyte Friann is permitted to speak with you, you must step up to the altar and kneel before the Hammer of Hedrada, announcing your presence as a Messenger of the Secular World.").

In all things, the clerics are quick to remind the PCs that further misdeeds may very well go poorly for them ("Though you do not know all of the Laws of the Temple, this does not exempt you from them. Those who seek to better themselves by learning the laws and rituals are blessed in Hedrada's sight. Those who lapse into slovenly behaviour and failure to seek out the Truth fall in his sight.").

Out of this seeming maze of bureaucracy and ritual steps Dethaz. If the PCs are engaged in a heated discussion or argument, Dethaz uses his Diplomacy skill to soothe everyone's passions. If told of the circumstances surrounding Elorian, he laments the passing of his friend. If the map is produced, he tells of the Shrine of Madness and relates the history from the Adventure Background section above. He also tells the PCs that his friend, Elorian, had spoken of trying to find the legendary gem.

It appears, he says, that this map leads to the *star*. Dethaz explains that the Shrine is called the Shrine of Madness because of magical mists in the area. He tells the PCs the general region where the Shrine is reputed to be located — nearly two days travel to the nearby swamps. A region of small hills within the swamp forms a bowl-like vale into which pools the vapors of the shrine. The rolling hills, called the Vale of Mists, are covered with mists and fog. It is in the heart of the Vale that the Shrine can be found, Dethaz says.

Dethaz encourages the PCs to seek the *star*, “to complete the undertaking for which my friend gave his life.” He even offers to examine the *star* for them to see if it is magical and to see if it is cursed, if they in fact recover it, mentioning that he has no interest in such a work of chaos (this is a lie; see his motivations, below). He offers 3 *potions of cure light wounds* and a *scroll of bless*: “out of loyalty and respect for the quest undertaken by my lost friend,” he says. He laments that Elorian was not able to make it to the temple so that he could have protected his friend.

Dethaz’s Motivations: Dethaz’s motivations are not as altruistic as he would have the party believe. He has heard of the *star*’s powers to increase Wisdom through understanding chaos. Though it is blasphemy to seek this type of chaotic power over the ordered wisdom of Hedrada, Dethaz secretly covets the *star*, believing that his own power in Hedrada and orderly mind will be enough to tame the chaos of the *star*. He wishes the PCs to recover it for his use. His offer to aid the party with items (potions and scrolls) is done to increase their chances of returning alive with the *star*, not as a tribute to his dead friend.

He flees with the *star* if it is turned over to him, knowing that his fellow priests would take it from him until it could be “properly studied,” a bureaucratic process that would ensure he never saw it during his lifetime. To this end, he suggests that the PCs deal only with him, in order to help them “navigate the holy order” of Hedrada’s faithful. In truth, he simply wishes to ensure that no one within the church discovers his intentions.

Expanded Roleplaying: You may wish to roleplay this encounter in more detail, allowing suspicious PCs the chance to detect Dethaz’s deception. Perhaps a Sense Motive check (opposed by Dethaz’s Bluff check) could leave the PCs with a sense that all is not as it seems. Feel free to flesh out this situation as you desire.

Dethaz

LN (leaning toward N) male human Clr6 (Hedrada)

CR 6; SZ Medium Humanoid (6 ft., 2 in. tall); HD 6d8; hp 30; Init +0; Spd 30 ft.; AC 10; Atk +5 melee, (1d8+1, warhammer); SA turn undead; SQ domain powers; AL LN; SV Fort +3, Ref +2, Will +8; Str 13, Dex 10, Con 11, Int 12, Wis 17, Cha 16.

Skills: Bluff +7, Concentration +5, Diplomacy +10, Heal +8, Knowledge (arcana) +3, Knowledge (religion) +7, Scry +4, Spellcraft +4

Feats: Brew Potion, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Diplomacy).

Divine Spells (5/4/4/3): 0—*detect magic, guidance, read magic, resistance, virtue*; 1st — *comprehend languages, detect chaos, divine favor, shield of faith*; 2nd — *augury, calm emotions, divine wisdom**, *zone of truth*; 3rd — *dispel magic, locate object, remove curse*.

Domain Spells (Knowledge, Law): 1st — *protection from chaos*; 2nd — *Hedrada’s balance**; 3rd — *clairaudience/clarivoyance*. (Spells marked with * are from *Relics and Rituals*.)

Languages: Common, Elven.

Possessions: Rich vestments of Hedrada, golden circlet, holy symbol of Hedrada, warhammer.

Chapter II: Through the Swamps

The PCs presumably set off from the city for the Vale of Mists, located in the nearby swamps. The PCs travel uneventfully for several days, though guardedly, to the swamps. Torment them about the precautions they take while camping, knowing they are most likely fearful of ambush by the rogues.

The rogues, however, wait until the PCs return from the Shrine (hopefully, with the *star*) before ambushing them again. As GM, you are free to add to this section as you see fit, making the overland travel to the swamps more or less detailed and more or less dangerous as is appropriate for the level of your characters and your campaign.

Into the Swamps

Anyone with experience in the way swamps and bogs lie can find the vale — though it may well take some searching. Every hour of searching, a character with Wilderness Lore must make a check (DC 18, or 16 if the PCs had the chance to talk with Dethaz about the Vale). A successful check indicates that they have found the trail that leads into the Vale and will be there in approximately an hour.

Creatures in the Swamps

For every hour of searching in which the PCs engage — including the hour spent to reach the Vale after making a successful check — there is a 10% chance of an encounter with a creature of some kind. Some examples of creatures appropriate for such encounters are:

- 3 dire frogs (see the end of this adventure)
- 2 swamp gobblers (*Creature Collection*, page 195)
- An ochre jelly (*Core Rulebook III*, page 145)
- A troll (*Core Rulebook III*, page 180)

The Vale of Mist

Read the following to your players:

You reach an area several hours into the swamps that contain low hills. The hills and the swamp that contains them seem to be shrouded in strange, shimmering mists that continuously rise from the bogs and fens. Strange things appear to shift and move within the mist; the very land feels inconstant and distorted. A sense of foreboding fills all characters aligned to the forces of law. You are certain this is a place of chaos.



Wandering Encounters: The Vale of Mists

Every hour the PCs are within 3 miles of the shrine, roll on the following table and consult the entry in the text that matches it:

d100 roll	Result	Source
01-05	Swamp gobblers (1d4)	<i>Creature Collection</i> , page 195
06-15	Stirges (1d4)	<i>Core Rule Book III</i> , page 173
16-25	Monstrous dire frogs (1d4)	See below
26-30	Mistwalker cleric of Enkili (1)	See below, <i>Creature Collection</i> , page 136
31-00	None	

Once your PCs enter the Swamp of Mists, read the following:

You enter the swirling mists. Though your sight is only slightly impaired, you look over your shoulder and cannot determine exactly where it was that you entered. You feel disoriented and slightly ill. The curious movements you noticed earlier from within the mists seem to be all around you now, though they only appear out of the corner of your eye. If you can only focus on them long enough, if only your mind can contain what the mists whisper long enough to understand before they are gone . . .

Effect of the Mist: Upon entry into the mists and every hour the PCs are within the swamp thereafter, they must make a Fortitude save (DC 8) or suffer 2d6 minutes of mild hallucinations. These hallucinations cause the PCs so afflicted to stop whatever they are doing and stare blankly into space at the twisted secrets the mists are trying to

communicate to them. Light violence, such as slapping, brings a PC out of the trance-like stupor. There is little danger to the party from this effect so long as at least one PC is not subjected to the effects of the mist and can rouse the others.

Note: all Hide checks in the mists are made at +2 and all Spot checks are made at -2.

Shrine of Madness

The PCs must make a successful Wilderness Lore check (DC 16) to find the Shrine of Madness. They may make one such check per hour. If they are in the swamps for more than an hour they may be subject to wandering monsters as well as the continued effects of the mists.

Wandering Encounters Near the Shrine

- **Swamp gobblers (1d4).** Though this encounter at first may seem well beyond the party's ability, remember that gobblers take food and rations first and then flee. Then they return for any mounts. Then they come back for the PCs. So if the PCs are willing to part with their rations (and possibly their mounts) they should not have to fight the gobblers.

Swamp Gobblers: CR 3; SZ Small Monstrous Humanoid; HD 6d8; hp 27; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 natural); Atk +8 melee (2d4+1, bite) and +3 melee (1d6+1 [x2], claws), and +8 melee (3d8+1, tail bludgeon); SQ breathe underwater, camouflage, darkvision; AL CN; SV Fort +2, Ref +6, Will -1; Str 12, Dex 13, Con 11, Int 7, Wis 5, Cha 4.

Skills: Climb +7, Hide +4, Listen +8, Search +9, Spot +4, Wilderness Lore +3. **Feats:** Alertness, Tracking.

Tactics: Gobblers go after food first, rather than attack the PCs. They flee with any food they capture. They then return for mounts. Then, and only then, the gobblers return to eat the PCs.

- **Stirges** (1d4). Remember that those who are aware of attacking stirges gain attacks of opportunity on them as the stirges close, due to their size and reach.

Stirges: CR 1; SZ Tiny Beast; HD 1d10; hp 6; Init +4 (Dex); Spd 10 ft., fly 40 ft. (poor); AC 16 (12 if attached); Atk +6 melee (1d3, touch, plus attach and blood drain); Face/Reach 2 + ft. x 2 + ft./0 ft.; SA attach (touch attack), blood drain (1d4 temporary Con per round); SQ darkvision (120 ft.); AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Spot +8 (acute sense of smell), Hide +14. **Feats:** Weapon Finesse (touch).

- **Dire frogs** (1d4). See the Appendix at the end of this adventure for more on the dire frogs.

- **Mistwalker Cleric of Enkili** (see room 2 of Beneath the Shrine, below, and *Creature Collection*, page 136)

- **None.** No encounter, though a Fortitude save versus the effects of the mist is still required.

Chapter III: The Shrine of Madness

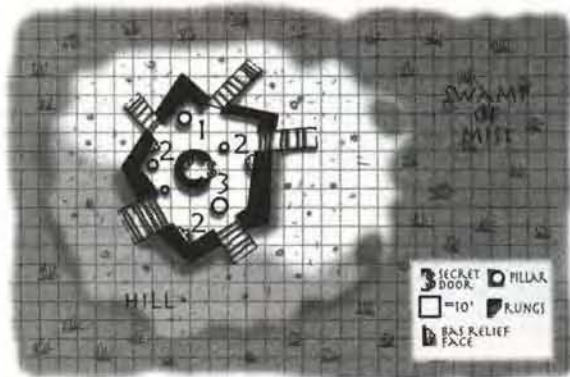
Once the PCs locate the Shrine, read the following to them:

You have located the Shrine of Madness. The Shrine itself is unevenly built on the top of a low hill within the swamp and seems to twist imperceptibly just at the edge of sight. Its five walls are apparently of uneven thickness and its roof oddly sloped, though when compared, there are no overt differences. You spot five entrances, each of different size and height, the stairs leading to them of different widths. The sense of chaos here is palpable.

The Shrine of Chaos

The shrine itself was built using unusual principles of architecture and craft. Many of its lines do not quite meet where the viewer expects them to; edges that seem straight when measured appear to curve with the eye. Sound echoes strangely in the shrine and no sense can be trusted.

The shrine radiates a permanent *circle of protection from law* effect. This extends even into the subterranean areas of the shrine.



Map Key

1. Inside the Shrine

Once the PCs enter the Shrine, read the following:

The oddly shaped shrine has an uneven floor and a sloped ceiling that ranges between 30 to 40 feet high, depending on where one is standing when looking at it. Inside of the room, numerous twisting symbols cover the walls, drawing and repelling the eye all at once. Mad bas relief faces spew forth streams of gas and mist, filling the room thick with the mists from the swamp.

Mists: The mists within the Shrine are thicker and continuously swirling. They limit vision to 30 feet. In addition, because of the concentration of the mists from the surrounding swamp, any PCs entering the Shrine must make a Fortitude save (DC 12) every 10 minutes they are inside the shrine or suffer 2d6 minutes of mild hallucinations, as detailed above.

2. Bas Relief Faces (EL 2)

Ringed the wall within the Shrine are a series of bas relief faces. Each of these faces spews forth concentrated mists from the surrounding swamp. Years ago they were blessed by Enkili and provided visions more intense than those detailed above. PCs placing their face directly in the stream of mists must make a Fortitude save (DC 12). Those failing the save suffer 1d3 points of temporary Wisdom damage and 2d6 minutes of mild hallucinations. Those succeeding in their save are also afflicted with 2d6 minutes of mild hallucinations, though they suffer no Wisdom damage. Any PC who rolls a natural 20 on his or her Fortitude save gains 1d3 temporary Wisdom for 24 hours from the lingering connection to Enkili.

3. The Secret Door (EL 2)

In the central pillar is a secret door. It is not trapped, though a bas relief face on the door subjects anyone trying to open the door to a Fortitude save (DC 12), failure inducing the effects of the faces, above. The door is opened by locating a secret catch in the

nose of the bas-relief face. When it is activated, the mouth stops spewing the vapor and the opening rumbles open, the face's mouth "stretching" into a maw.

Secret Stone Door in the Central Pillar: CR 2; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).

Ladder Down: Inside the pillar, once the door is opened, the PCs discover a set of randomly spaced rungs of a ladder set at uneven angles. Any PCs trying to travel down the shaft must make a Climb check (DC 6) or fall and suffer 2d6 points of damage.

Beneath the Shrine

The rooms beneath the Shrine are similar to the large room above. The walls and ceilings are of uneven height and built as if at random. The walls are covered with vaguely disturbing swirls and sigils. The floor, too, seems uneven; at times, characters feel as though they are about to lose their balance due to some kind of tilt, only to realize a moment later that the floor upon which they stand is perfectly firm. Continue to remind the players of these features to increase the feeling of chaos generated by this Shrine.

Mists: The mists beneath the Shrine are similar to those above. They limit vision to 30 feet. In addition, because of the concentration of the mists from the surrounding swamp, PCs beneath the Shrine must make a Fortitude save (DC 12) every 10 minutes they are inside the shrine and every time they enter a different room beneath

the Shrine or suffer 2d6 minutes of mild hallucinations, as detailed above.

1. Entrance Room (EL 3)

The characters descend into an oddly shaped room with an uneven floor and walls. A passageway leads from the room. Strange symbols cover the floor. As with the shrine above, several bas-relief faces spew mist into the room.

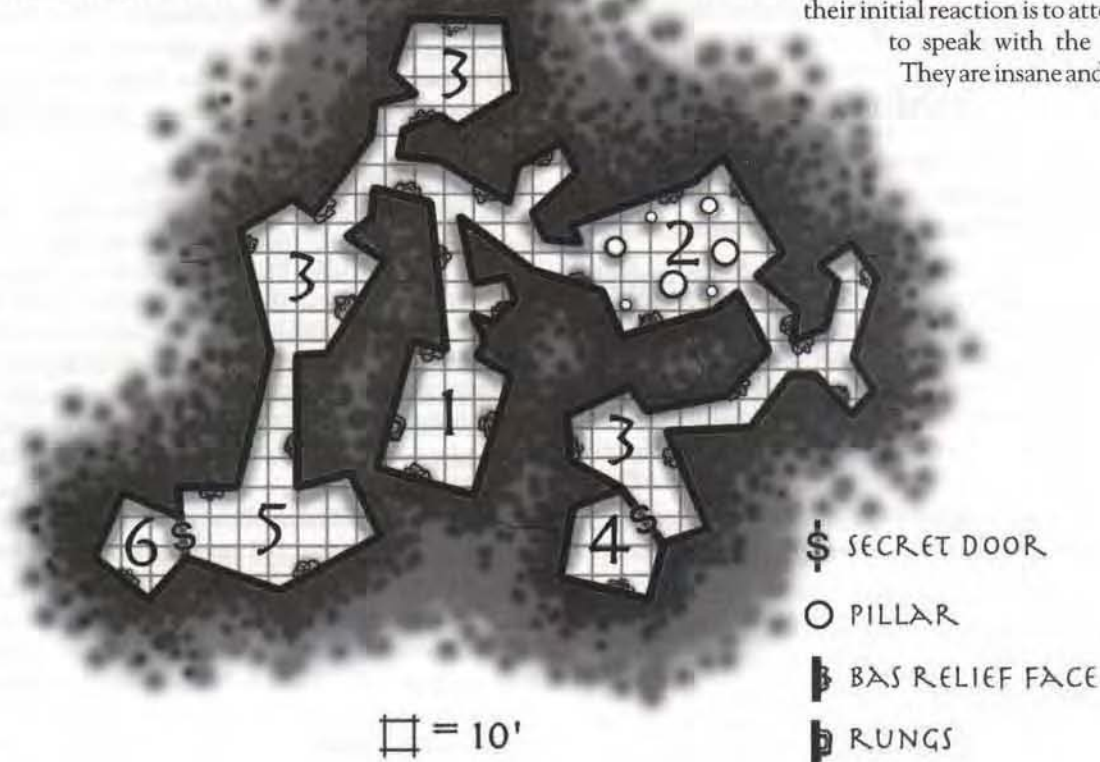
Trap: Three of the runes on the floor are *glyphs of warding*. They are placed beneath the landing of the rung ladder, in the center of the floor, and near the doorway exiting the room.

Glyph of Warding (blast): CR 1; 1d8 blast damage (chaotic energy); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28). The *glyph* may be identified (with *read magic*) without triggering it by a successful Spellcraft check (DC 13).

Room 2: "Ghosts" (EL 6)

The passage continues to a larger room. It is also very uneven, the floor sloping slightly downward. Several pillars are placed randomly within the room. Three strange spectral images are present here, each glowing a pale green. They do not seem to notice the characters, acting as if they are insane. At the far side of the room, past the spectral images, another passageway leads from this room.

These spectral images are **insane mistwalker priests of Enkili**, made from the clerics of Enkili who were too insane to leave the shrine once it was abandoned after the Divine War. They seek release from this place. The only way to gain this release is for the *star* to be destroyed. They do not fight the PCs, unless the PCs attack them. Even then, their initial reaction is to attempt to speak with the PCs. They are insane and thus





will not speak coherently, though they do utter “star” and “slave” and “release,” and other such words. Their chaotic nature rebels against the fact that they are enslaved to the *star* and not allowed to leave this place.

Interesting role-playing should allow the PCs to learn that the mistwalker priests serve the *star of chaos* and that they seek an end to their plight.

Insane Mistwalker Priests of Enkili (3): CR 3; SZ Medium Undead; HD 6d12; hp 39; Init +0; Spd 120 ft.; AC 15; Atk +6 melee (1d8, touch attack plus chilling touch); SA chilling touch; SQ mist walk, damage reduction (15/+1), vulnerable to fire; AL CN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con —, Int 9, Wis 12, Cha 12.

Skills: Bluff +4, Hide +8, Intuit Direction +4, Knowledge (religion) +3, Listen +5, Move Silently +9, Spot +5. **Feats:** None.

SA—Chilling Touch (Su): Victims hit by a mistwalker’s touch attack must make a Fort save DC 19 or suffer 1 point of temporary Constitution damage from the blow.

SQ—Mist Walk (Su): While within mist, mistwalkers can make attacks on a victim at the beginning, middle, or end of its movement, as desired.

Experience: Destroying the *star* and releasing the mistwalkers from servitude earns XP as if the creatures had been defeated, with an additional 50 XP bonus for every chaotic PC.

Note: See *Creature Collection*, page 136, for more details on these creatures.

3. Empty Rooms (EL 1)

These rooms are empty of creatures, though they may contain random pillars of varying sizes as well as strange symbols and glyphs. There is a 1-4 chance on a d20 that 1d3 *glyphs of warding* (as in area 1 above) have been set within the room. Each room also has a bas-relief head that spews mist, requiring any characters entering the room to save against the mist’s effects.

4. Trapped Room (EL 6)

This room can be accessed by a secret door, similar to the others in the shrine. It, too, has a bas-relief head above it.

Secret Stone Door: CR 3; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).

The False Gem: In the center of the room is what appears to be an altar of some type. On it is a multifaceted green gem. Inside of the gem, a strange light swirls.

This was the room where the *star* was originally stored. Following its theft by Drel, the clerics of Enkili moved its hiding place to area 6, below. This room now contains a false gem and a trap. The altar is real, but the green gem is nothing more than a *permanent image* (see the spell description in *Core Rulebook I*, page 235, for more details).

Touching the gem causes the illusory gem to disappear and the room to immediately fill with insanity-causing gas.

Insanity Mist Trap: CR 5; no attack roll necessary (trap releases *insanity mist*, Fort save DC 15 or 1d4 Wis/2d6 Wis plus stricken as per *confusion* spell); Search (DC 21); Disable Device (DC 25).

5. Sanctuary (EL 3)

This passage continues to this room, which appears to have some official religious purpose. Strange, chaotic statuary are present, depicting some little known aspect of Enkili – an aspect of madness and insanity, rather than his normally depicted androgynous trickster aspect. More pillars are randomly spaced in the room. The room has no exit. It appears to be unoccupied.

The room is actually occupied by 3 **cave moths**, clinging to the ceiling. They drop on any lit torches as well as the heads of PCs.

Cave Moths (3): CR 1; SZ Tiny Ooze; HD 1d10; hp 5; Init +0; Spd 5 ft., fly 20 ft (poor); AC 12 (+2 size); Atk +1 melee (touch attack, smother); Face/Reach 2.5 x 2.5 ft./0 ft.; SA smother; SQ blindsight, ooze, transparent; AL N; SV Fort +2, Ref +0, Will –5; Str 6, Dex 10, Con 10, Int —, Wis 1, Cha 1.

SA—*Smother (Ex)*: A successful touch attack means the moth has wrapped itself around the head of the victim. A Strength check or Escape Artist check (DC 15) mean the victim can escape from the moth. Otherwise, the victim begins to drown (see *Core Rulebook II*, page 85). Any attacks against the moth damage the smothered victim equally.

Secret Door: The secret door leading to room 5 is similar to the one in the shrine above. It, too, has a bas relief head above it.

Secret Stone Door: CR 3; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).

6. The Secret Room (EL 2)

This room contains a small pedestal set off-center, upon which rests a large diamond of uneven size. The gem is rough and not worked. Inside of its heart is a dimly flickering, ever-changing light.

The stone is in fact the *star of chaos*. As a gem, it is worth 2,000 gp. It no longer possesses its full magical powers, since its link to Enkili has been lost. It does, however, still grant a +1 chaos bonus to the Wisdom of its possessor, which is immediately apparent to any who grasp the *star*. If the *star* is destroyed, the mistwalkers in the shrine are freed from their servitude (see area 2, above).

The room is not trapped in any way.

Aftermath

The PCs' journey back to civilization is generally uneventful until they pass through a small copse of woods near the town. They are ambushed there by

the rogues (see Chapter I, above), if the rogues were not killed earlier.

Ambush: The rogues have the PCs in a crossfire from cover provided by the trees. Two use missile fire against the PCs (with Brineth again using her poisoned daggers) while Storinar charges into melee from the rear. This time, they demand the *star* in return for the PCs' lives.

See Chapter I for the rogues' stats.

Concluding the Adventure

There are many possibilities for continuing adventure.

Destroying the *star of chaos*: The PCs attempting to destroy the *star of chaos* could very well involve an entire adventure in itself. Thus, the details of the *star's* destruction are left to the GM's imagination.

Dethaz: If the *star* is returned to Dethaz, he flees with it as noted above. The PCs may even be enlisted by the priests of Hedrada in hunting him down. If the *star* is not returned, Dethaz will be upset. If he suspects the PCs did in fact retrieve the *star*, he may take steps to obtain it from them.

Rogues: Perhaps the rogues were driven off rather than killed. They may attempt to obtain the *star*, or seek retribution against the PCs. Possibly, some unnamed masters of the three rogues will seek revenge against the PCs.

Chaotic Priests: Other priests of chaotic deities may covet the *star* and seek to obtain it, or to punish the characters if they destroyed it.

Adventure Appendix

Monstrous Dire Frogs (3): CR 2; SZ Medium Animal (6 ft. long); HD 4d8+12; hp 32; Init +7 (Improved Initiative, Dex); Spd 40 ft., swim 20 ft.; AC 17 (+4 natural, Dex); Atk +6 melee (1d6+2, bite plus poison) or +6 ranged (tongue); SA leap, improved trip, rake, adhesive tongue, poison; SQ low-light vision; AL NE; SV Fort +6, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 2, Wis 14, Cha 11.

Skills: Jump (see *Leap*, below), Listen +6, Spot +6, Swim +8. *Feats:* Improved Initiative, Weapon Finesse (tongue), Weapon Focus (bite).

SA—*Leap (Ex)*: A dire frog can leap up to 60 feet horizontally (20 feet vertically) and make a full attack even if it has already taken a move action. This is treated as a charge attack (+2 bonus to attack roll, -2 penalty to AC) and is used in concert with the monster's improved trip ability. To leap, the monstrous frog must be at least 10 feet from its target.

SA—*Improved Trip (Ex)*: A dire frog leaping on an opponent also makes an automatic trip attack that does not draw an attack of opportunity or require a touch attack. If the trip attack is successful, the dire frog has knocked the opponent down and is on top of him. The dire frog can then use its rake attack.

SA—*Rake (Ex)*: A dire frog can make two free rake attacks against any prone or tripped foe at +8 melee. Each successful rake attack deals an additional 1d6+1 damage from its rear claws. This attack is in addition to any bite attacks. A dire frog attacking while swimming may make rake attacks with a successful bite attack.

SA—*Adhesive Tongue (Ex)*: A dire frog within 20 feet of its prey lashes out with its sticky tongue instead of leaping, striking with a ranged touch attack. Tongue attacks deal no damage and are treated as grappling

attacks except that they do not provoke attacks of opportunity. If a dire giant frog successfully snares its prey with its tongue, it is automatically drawn into the frog's mouth the following round and bitten (no attack roll required). If the tongue is struck (AC 15) for any amount of damage, the frog releases the victim and does not attack that victim with its tongue again. If the tongue is struck for more than 10 hp it is severed. This damage does not count against the monster's main hit points. These dire frogs can use their tongues to reel in prey of Medium size or smaller.

Adventure Kadum's Horn

Introduction

Kadum's Horn is an adventure for a party of approximately 15 to 20 total character levels. The adventure is set in the village of Dosath, on the Cordrada Corridor near Mullis Town, though it could be set near any small town or village in the Scarred Lands at the GM's discretion. At least one character should possess the Track feat and one character be a good-aligned cleric with the power to turn undead and cast divine spells.

Players' Background

As with any settlement since the Divine War, Dosath has seen its share of troubles. Yet recent grim events have raised the concerns of all its residents: the children of Dosath are disappearing, stolen during night-time raids on outlying farmhouses. Sometimes, the other family members are slain by wicked darts; other times, the children are simply spirited away from their beds while the family sleeps.

Many residents suspect that some form of titanspawn is behind the abductions. The Mullis Town Vigil, whom the town normally looks to in times of trouble, is nowhere to be found — the Vigilant normally stationed in Dosath having been called into service by the rulers of Vesh (see *Deus Ex Machina*, below). Celnin, the head of the council of merchants, has ordered the guard doubled, and the captain of the guard himself leads the night patrols.

Any characters visiting Dosath cannot help but learn the above information, as it a constant topic of conversation. When the adventure begins, the PCs are staying at Tanil's Bow, the only local inn.

Adventure Background

The children of Dosath are being captured by a band of spider-eye goblins. The spider eye goblins, however, are but pawns of pawns. Kraal, a bloodwitch, has allied himself with a gang of forsaken dwarves in an attempt to recover a source of the pure blood of the titan, Kadum, rumored to be sealed in the crypt of a forsaken dwarf priest within the Moanscar Mountains, beneath a large rock outcrop known as Kadum's Horn. To unseal the tomb, Kraal has learned an ancient ritual that requires the souls of innocents. Kraal has commanded his forsaken dwarves to obtain these innocents. The dwarves, in turn, have enlisted the aid of a band of spider-eye goblins living in a nearby forest. The dwarves trade weapons to the goblins in exchange for captured human children. Kraal does not know how many children he needs to complete his ritual; to date, he has captured twelve. His impatience to uncover Kadum's blood prompts him to attempt the ritual now while his fear of unsuccessfully invoking the ritual prompts him to secure more children first.

Dosath

The village of Dosath is located some distance from Mullis Town off the Cordrada Corridor — the great stone road from Mithril to the cities of Vesh. Dosath is ruled loosely by a merchant's guild, headed by Celnin the Stonemason. Town meetings are not held regularly and are usually only called to address a specific question or problem. The village is normally guarded by Vaarsha, a Vigilant, though she was summoned to service and is not available to aid the town with its current problems. Without her aid, the town is in a bit of a quandary as to how to handle the recent abductions.

GMs are encouraged to expand on Dosath to fit the particular needs of their campaigns.

Authority Figures

Celnin (CG male human Exp2; Diplomacy +4, Sense Motive +2) is the head of the merchant's guild, a fiery, charismatic man who seems to make people loyal to him just through his good cheer. He is very fond of song and celebration — but only after tabulating the profits.

Sedura (NG male human Ftr3; Str 14, Dex 12, Con 14; Spot +4) is the captain of Dosath's small city guard. Sedura knows that the life-blood of Dosath is its mercantile prosperity; thus, he is very careful to capture and punish thieves and to protect merchants. This, of course, has earned him the appreciation and support of the merchant's guild.

Vaarsha (NG female half-elf Rgr6/Vig1), a Vigilant of the Mullis Town Vigil, can often be found in Dosath. She is detailed at the end of this adventure, under the "Deus Ex Machina" heading.

Dosath

Hamlet, Pop. 307

(Human 78%, Half-orc 10%, Dwarf 8%, Elf 2%, Half-elf 1%, Halfling 1%)

Government: Non-standard (CG)

Gold Piece Limit: 100 gp (except for Ferik's shop, which has no limit for wooden items, including masterwork items made of darkwood).

Assets: 2,000 gp.

Militia: War6, War3, War1 (x16)

Important Characters

Fartharz (CG female wood elf Clr2 — Tanil) is probably the best known cleric in town. She can often be found in Tanil's Bow; hunters and rangers who show up with wounds can usually expect free healing from her.

Barsh (N male human Com2) is the proprietor of Tanil's Bow, a local inn and tavern. Though Dosath might generally be considered too small to support a full inn and tavern, Tanil's Bow is also used as a city hall and meeting place for the council of merchants.

Ferik (LN male mountain dwarf Exp5; Craft +10) is a "woodsmith" of some note. Capable of crafting nearly any item from strong woods, Ferik is one of Dosath's finest craftsmen. He is also known for his ability to work with the rare darkwood (see *Core Rulebook II*, page 243), a substance that many traders and foresters come from far away just to sell him.

Others: Exp5, Exp2, Exp1 (x8); Clr1 (x2); Drd2, Drd1 (x2); Ftr1 (x2); Sor2; Wiz1; Adp3; Ari1; Com7, Com3 (x5), Com1 (x256).

Locales of Note

Of note within the town is Tanil's Bow, an inn and tavern of some repute run by the gregarious Barsh. Also of interest is Ferik's shop, where one can find several darkwood items for sale.

Chapter I: Abduction

Cries at Dawn

This morning before dawn, the town awakens to the cries of Gorla, a young farm girl—perhaps fourteen years old—who has run several miles to town from her home. She is weeping and near hysteria, telling anyone who will listen that her parents are dead and her young sister and infant brother are missing.

Character Hooks

This adventure undoubtedly works best if the PCs volunteer to aid the young girl. They may live in Dosath, or at least know some its residents, who may ask the PCs for help. PCs who actively worship one of the gods of good may very well feel it is their duty to aid; indeed, those PCs who worship one of the gods of evil may very well feel the same way if they discover that titanspawn may be involved. Or, perhaps, the PCs are simply folk who recognize that they can help others in a time of danger and choose to do so.

If nothing else, an important town figure (such as Celnin) could offer a reward for whomever learns the secret behind the abductions. If the PCs seem hesitant

to investigate Gorla's story in response to her screams, you may have the innkeeper, Barsh, rouse them and inform them that Celnin the head of the merchant's guild, seeks their aid. Celnin will offer them a reward if necessary— as a merchant, he will try to convince them to take goods (such as equipment and the like) first, but will resort to coinage if necessary.

Gorla's Tale

Gorla (N human female Com1; hp 3; Craft +2) is in the center of town, frantically telling her story to all who would hear, begging several town guards to come with her back to her home. Celnin has gathered with several guards (War1x4) and is preparing to leave for the girl's home; he asks the PCs to round out his contingent and accompany him. Sedura, the captain of the guard, takes a slightly larger contingent of guards to travel to some of the other farmhouses and see if any other similar attacks occurred.

Gorla's story can be pieced together as follows from her incoherent and frantic recounting. Gorla is the eldest daughter of a farming family. She snuck out of her home last night to meet her young boyfriend, Hral. When she returned before sunrise so that she could be back in her bed before her father rose to begin his chores, she saw her father's body in the doorway along with that of her mother. Though she tried to help them, they were dead. Her two younger siblings— her 3-year old sister and her infant brother— were nowhere to be found. She ran immediately to town as fast as she could. Hral ran home to his house.



At the Farmhouse

The scene at the farmhouse is a grisly one. Gorla cannot bear the sight of her dead parents and falls to her knees weeping, repeating "If only I'd been here . . . I could have done something."

Searching the Bodies: Both bodies were clearly attacked with piercing weapons. Each appears to have been stabbed multiple times as if by a dagger or possibly by several darts, spears, or arrows. The guards shake their heads grimly, murmuring that these wounds are similar to the wounds on prior victims. A successful Heal check (DC 12) reveals that many of the wounds bear traces of poison.

Searching the Farmhouse: A search of the house reveals that Gorla is correct—there are no signs of her two siblings. Their bedding is tossed aside. A successful Track check inside the house (DC 19) locates the footprints of three small humanoids, though the hard floor makes identification of the prints difficult.

Searching the Farm-grounds: Searching the immediate area does not reveal any weapons. The attackers must have removed whatever weapons they used to kill the farmers from the scene. A broader search (Search DC 18) locates a finely crafted metal dart accidentally dropped by one of the attackers in some nearby shrubs. It is wickedly shaped. A successful Craft (weaponsmith) or Appraise check (DC 12) reveals that the item is of very good make. The dart appears to be coated with some substance. A successful Alchemy or Profession (herbalist) check (DC 16) determines that the dart is coated with some type of poison. Spending an hour to examine the poison reveals that it is *wolf spider poison*, if a subsequent successful Alchemy check (DC 16) is made.

Tracking: A successful Track check (Wilderness Lore DC 12) in the surrounding area locates the tracks of 6 to 10 goblinoids. The tracks lead away from the farmhouse and away from the village.

Burying the Bodies: Gorla insists that the bodies of her father and mother be buried near the house. Celnin and the guards comply, which will take several hours.

Options

Celnin insists on returning to Dosath afterward to discuss what has occurred and what course of action to take. If the PCs insist on a course of action that takes them away from Dosath, the guards are only too willing to accompany them, though Celnin is hesitant, wanting to speak with Sedura, the captain of the guard, first. He will not stop the guards from accompanying the PCs, however. Some options for the PCs may include:

Track the Goblinoids: The PCs (and possibly several guards) may decide to follow the tracks of the goblinoids. If so, they can attempt Track checks once each hour. Once they make three successful Track checks (Wilderness Lore DC 12), they reach the

spider-eye goblin lair (see Chapter II, below). If they fail three successive Track checks before they succeed three times, they lose the trail permanently. If the PCs did not go to the farmhouse immediately and are attempting to follow the goblinoids' trail at a later time, increase the Wilderness Lore DC accordingly (see the Track feat in *Core Rulebook I*, pages 85-86). The PCs cannot overtake the goblins before they return to their lair, since their attack happened nearly an hour before Gorla returned and their lead was increased during the time it took for Gorla to run to town.

Wait for Another Attack (EL 7): Rather than track the goblinoids (or perhaps because they lost the trail), the PCs may decide to return to Dosath. If they do so, the council of merchants and Sedura suggest that they wait for another attack, asking the PCs to help them. It is suggested that the PCs be a part of a patrol of 3 guards (all War1) riding a perimeter in the woods near the outlying farmhouses. Three nights later, they encounter the new raiding party. The GM must determine, though, how the PCs encounter this next raiding party by roleplaying the intervening time and allowing the PCs to come up with their own plan. They may decide, for example, to split up and each assume a post at one of the outlying farmhouses, pretending to be farmers asleep in their beds. If so, determine randomly which of the houses is attacked. Certainly, there is not adequate space here to anticipate the many and varied plans the PCs will devise. In any event, some or all of them come into contact with the second raiding party, which consists of **8 spider-eye goblins**. The PCs could choose to kill or capture these goblins and then track them back to their lair.

Dosath Town Guards, male human War1

CR 1/2; SZ Medium Humanoid; HD 1d8+5; hp 13; Init +4 (Improved initiative); Spd 30 ft.; AC 14 (+3 armor, +1 shield); Attack +3 melee (1d8+2, mace), or +1 ranged (1d8, light crossbow); SV Fort +4, Ref +0, Will +0; AL LN; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills: Climb +5, Intimidate +3, Jump +5, Swim +5; **Languages:** Common.

Feats: Improved Initiative, Toughness.

Possessions: Studded leather armor, small steel shield, heavy mace, light crossbow.

If a goblin is captured and bribed (with equipment or other goods) or threatened (Intimidate DC 12), it reveals only that they have been commanded by "the dark ones" to capture children and that they exchange the children with the "dark ones" for "darts and other things to stick and stab."

Chapter II: Retribution

The events of the previous chapter nearly all serve one purpose – allow the PCs to discover the whereabouts of the spider-eye goblin lair.

The Goblin Lair

The PCs can discover this lair through one of two methods: either tracking the goblins here, or capturing one of the goblins and forcing it to reveal the location. The spider-eye goblins make their lair in a darkened section of the nearby woods. The canopy of trees above blocks the light and reduces vision accordingly. Even the least observant character notices the lack of sounds of animal life. **Note:** It is presumed that at least 4 guards (see stats above) accompany the PCs. If this is not the case, you must reduce the number of opponents or the encounters will be too difficult.

The Wall of Webs (EL 2)

The spider-eye goblins have enlisted the aid of several large monstrous spiders to weave sheets of webs surrounding their lair. This wall of webs surrounds an area approximately 100 feet in diameter, extending from the forest floor to about 12 feet in height. The webs are cunningly woven among the trees. The goblins are aware of the webs and simply climb up the trees and over the webs into their lair. The webs were means to discourage humanoids and other land-based creatures from entering the lair: they also serve as a means to catch small game that might wander into the area. As the characters approach, allow them to make a Spot check (DC 18). Failure means the point

character stumbles into the web and is trapped as though by a successful web attack (see page 210 of *Core Rulebook III* for more details on the webs of giant spiders).

Webs: hp 6; Break (DC 26); Escape (DC 20); Spot (DC 18); SQ damage reduction (5/fire).

Lookouts (EL 2)

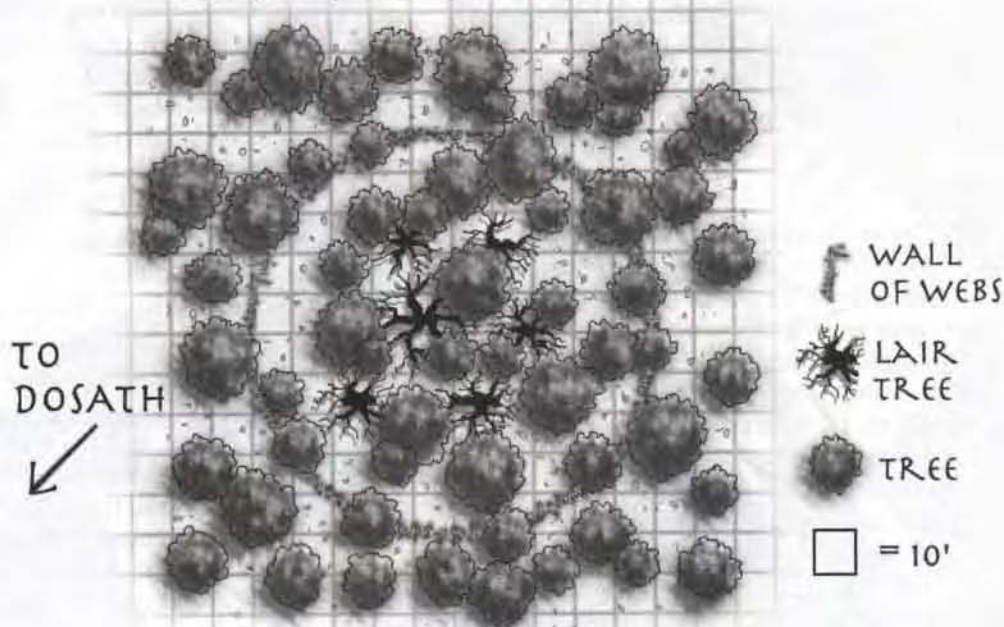
Two spider-eye goblin lookouts are at all times climbing from tree to tree above the perimeter of webs. There is, therefore, a chance that the characters are seen by one of the lookouts. The goblin lookouts keep watch in a continuous circuit. See the “Spider-Eye Goblin Watch Pattern” sidebar to determine how quickly lookouts come upon the PCs. These goblins use the standard spider-eye goblin stats (see above).

Tactics: These goblins stay in the trees if they spot intruders. They immediately call out to the other goblins in the compound. They then throw 2 darts per round, using the tree branches as partial cover (treat as one-half cover, granting them a +4 cover bonus to AC and a +2 cover bonus to Reflex saves). Because they are using some of their hands to remain attached to the trees, they cannot throw more than 2 darts per round.

The Lair

Characters can enter the lair either by cutting, burning, or otherwise destroying the wall of webs. Of course, whatever method they employ may give away their presence. They may also attempt to climb the trees and climb down the other side inside the goblin compound. This requires two Climb checks (DC 10)—one to climb up and one to climb down the other side.

THE GOBLIN LAIR



Inside the lair itself, the trees are dead and rotten. The goblins have hollowed out several of the larger trees, using these openings as lairs. There are six such trees. In addition to their ground level opening, all lair trees also have a small chamber beneath the ground as well as an opening extending up the inside of the trunk to the height of the first set of branches, where another opening leads out of the canopy of branches. All of the below ground chambers are connected to one another, allowing the goblins to move from lair to lair underground.

Creatures (EL 9): The lair holds a total of 24 spider-eye goblins, but there are never more than 16 (including the 2 lookouts) present at any one time — others being off hunting for food or on other errands, such as to the nearby wolf spider lair. Also within the compound are 2 giant wolf spiders. These are the pets of Silisszarz, the spider-eye goblin shaman who is the leader of the spider-eye goblins. Silisszarz resides with her spiders in the large central lair tree.

The Spider-Eye Goblins

Silisszarz the Shaman

NE female spider-eye goblin, Adp4 (Sethris)

CR 5; SZ Small Humanoid (Goblinoid); HD 2d8+4 plus 4d6+8; hp 34; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 18 (+3 Dex, +2 natural, +3 armor); Atk +4 melee (1d4, bite, plus poison) plus some combination of up to 4 attacks using either +4 melee (1d4, claws), +4 melee (1d6, javelins), +7 ranged (1d6, javelins) or +7 ranged (1d3, darts, plus possible poison); SA poison bite (Fort save DC 13 or 1d3 Str/1d3 Str), spells; SQ darkvision (60 ft.), improved peripheral vision (cannot be flanked); AL NE; SV Fort +6, Ref +4, Will +6; Str 11, Dex 16, Con 14, Int 10, Wis 14, Cha 12.

Skills: Balance +4, Climb +7, Concentration +4, Hide +7, Jump +5, Knowledge (arcana) +3, Listen +4, Move Silently +4, Spellcraft +3, Spot +6.
Languages: Goblin, Common.

Feats: Multiattack, Brew Potion.

Adept Spells (3/3/1): 0 — *bleeding disease**, *cure minor wounds*, *ghost sound*; 1st — *grim feast**, *obscuring mist*, *protection from good*; 2nd — *web*. (Spells marked with * are from *Relics & Rituals*.)

Possessions: Studded leather armor, 2 javelins, a pouch of 16 darts (6 of which are coated with *wolf spider poison* [Fort save DC 13 or 1d4 Str/1d6 Str]), 3 *potions of cure light wounds*, and a *potion of invisibility*.

Giant Wolf Spiders (2)

CR 3; SZ Large Vermin; HD 5d8; hp 25; Init +3 (Dex); Spd 40 ft., climb 30 ft.; AC 13 (-1 size, +3 Dex, +1 natural); Atk +6 melee (1d10+2, bite, plus poison); Face 5 ft. by 10 ft.; SA leaping attack (leap up to 35 ft., as a charge attack but with no defensive penalties), poison (Fort save DC 13 or 1d4 Str/1d6 Str); SQ

vermin; AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 16, Con 10, Int 3, Wis 11, Cha 4.

Skills: Climb +8, Hide +8, Jump +5, Listen +5, Move Silently +3, Spot +1.

Spider-Eye Goblins (16)

CR 1; SZ Small Humanoid (Goblinoid); HD 2d8; hp 10 each; Init +2 (+2 Dex); Spd 30 ft., climb 20 ft.; AC 15 (+1 size, +2 Dex, +2 natural); Atk +2 melee (1d4, bite, plus poison) plus some combination of up to 4 attacks using either +2 melee (1d4, claws), +2 melee (1d6, javelins), +4 ranged (1d6, javelins) or +4 ranged (1d3, darts, plus possible *wolf spider poison*); SA poison bite (Fort save DC 13 or 1d3 Str/1d3 Str); SQ darkvision (60 ft.), improved peripheral vision (cannot be flanked); AL NE; SV Fort +3, Ref +2, Will +0; Str 11, Dex 14, Con 10, Int 9, Wis 10, Cha 3.

Skills: Balance +2, Climb +5, Hide +7, Jump +5, Listen +4, Move Silently +4, Spot +6.

Feats: Multiattack.

Possessions: 2 javelins each and a pouch of 12 darts (2 of which are coated with *wolf spider poison* [Fort save DC 13 or 1d4 Str/1d6 Str]).

Goblin Tactics

If not alerted, the goblins are randomly located within the compound. Silisszarz and her spiders are at her tree lair. At least half of the goblins, including Silisszarz, are in the chambers beneath their trees. If alerted, all the goblins come to the ground level. The goblins react to an attack haphazardly. Several climb nearby trees to throw darts at the intruders. Several more rush the location of the alarm with their javelins. Silisszarz climbs within the interior of her tree to the exit into the upper branches. From there she directs the counter attack of the goblins as well as the actions of her giant wolf spiders. If pressed, Silisszarz uses her *potion of invisibility* and flees. She also uses her *protection from good* spell as well as her *web* spell if attacked directly. She does not hesitate to use her *grim feast* spell on the bodies of her fallen servants. If more than 10 goblins are killed, or if Silisszarz is killed, the remaining goblins flee.

Capture

If a goblin is captured, it reveals only that they have been commanded by "the dark ones" to capture children and that they exchange the children with the "dark ones" for "darts and other things to stick and stab."

In addition, any goblins captured here indicate that they are to make an exchange tonight with "the dark ones." Silisszarz is more intelligent than her brethren. If Silisszarz is captured and threatened with death, she reveals that she and several other goblins are to meet a group of forsaken dwarves in the foothills to trade the children for weapons and items crafted by the dwarves. If questioned about the note



detailed below, she says that Kraal is a follower of the titan Kadum and that the forsaken dwarves serve him. She does not know his purpose, though she knows he needs the children desperately. Silisszarz can tell the PCs the location of the “great rock” mentioned in the note, below. She even volunteers to lead them there, though she tries to escape after fulfilling her obligation.

Spider-Eye Goblin Watch Pattern

To simulate the watch pattern used by the lookouts, roll 1d20. If the result is 1-4, there is a lookout in position to see one or more of the characters (make appropriate opposed Spot, Listen, Hide, and Move Silently rolls). For any other result, place the rolled die out of the sight of the players. Every minute the characters spend at the wall of webs, increase the die roll by 1.

For example, if you rolled a 12, the next minute they spend at the webs, you turn the die to read 13; the next minute they spend, you turn the die to 14, and so on. When you have gone all the way back around to 1, one of the lookouts has arrived to the area where the PCs are. You may advance the die roll in this fashion using real time minutes if you wish. If the characters do not remain in one position and instead move around the wall of webs, reroll the chance to encounter the lookout.

Spider-Eye Goblins (8)

CR 1; SZ Small Humanoid (Goblinoid); HD 2d8; hp 10 each; Init +2 (Dex); Spd 30 ft., climb 20 ft.; AC 15 (+1 size, +2 Dex, +2 natural); Atk +2 melee (1d4, bite, plus poison) plus some combination of up to 4 attacks using either +2 melee (1d4, claws), +2 melee (1d6, javelins), +4 ranged (1d6, javelins) or +4 ranged (1d3, darts, plus possible *wolf spider poison*). SA poison bite (Fort save DC 13 or 1d3 Str/1d3 Str); SQ darkvision (60 ft.), improved peripheral vision (cannot be flanked); AL NE; SV Fort +3, Ref +2, Will +0; Str 11, Dex 14, Con 10, Int 9, Wis 10, Cha 3.

Skills: Balance +2, Climb +5, Hide +7, Jump +5, Listen +4, Move Silently +4, Spot +6.

Feats: Multiattack.

Possessions: 2 javelins each and a pouch of 12 darts (2 of which are coated with *wolf spider poison* [Fort save DC 13 or 1d4 Str/1d6 Str]).

Tactics: The spider-eye goblins first throw their poisoned darts. Then they continue to throw darts two at a time until they are either engaged or they run out of darts, at which time they switch to two claw attacks and two melee attacks with their javelins in addition to their bites. If their number is reduced to 3 or less, they flee back toward their lair.

Children

If the characters have followed quickly behind the initial goblin raiding party, the two stolen children (Gorla's brother and sister) are still within the compound, most likely webbed up in the underground room below Silisszarz's tree. It is possible that 1d3 other children are here as well, ranging in ages from infants to 3 years old. These other children were taken from a nearby village called Keldis Town, found perhaps a day's ride from Dosath.

Treasure

In the chamber beneath Silisszarz's tree is a small shrine to the demigoddess Sethris, the spider-eye goblin goddess of the web. The idol of Sethris is made of gold that, if melted down, is worth 300 gp. In a small unlocked wooden chest are 430 sp, 300 cp, several small but non-valuable trinkets taken in recent raids, as well as 4 vials of *wolf spider poison* (Fort save DC 13 or 1d4 Str/1d6 Str), each containing two applications of the poison for use on slashing or piercing weapons, and a vial of *Kadum's blood* (see *Relics and Rituals*, page 167).

Also in the chest is a strange piece of parchment with the following writing on it, in Goblin: *"We shall meet again tonight at the base of the Horn, expecting that there shall be more children this time. Half-orc children are unacceptable. If you do not provide more children you shall not receive further items and you risk my wrath. I will find others to provide the children if you cannot manage the task. Be warned. May the blood of the Father of Monsters aid you in your task. Kraal."*

The Exchange

None of the goblins — not even Silisszarz — knows where the dwarves and Kraal are located. The most they know is that they meet the dwarves near the "Horn." The best way for the characters to locate the lair of the dwarves is by finding the site of the exchange of children for weapons that occurs at the base of Kadum's Horn and then following the dwarves from there. Obviously, there is no way to predict what every group of players will decide to do. Here, however, are several ways the PCs can find the "Horn":

Silisszarz Leads Them: This is probably the best way for the characters to find the location of the "Horn." Silisszarz leads the PCs directly to the area of Kadum's Horn (see Chapter III, below) and tells them this is where they normally exchange the children for weapons. Silisszarz delays the party and leads them around and around, stalling so that the time when she arrives with the PCs is the time the dwarves will be there waiting for her and her goblins, in the hope that they will help her kill the PCs. In any event, she attempts to escape from the PCs after showing them the location of the exchange.

Wilderness Lore Check: The forest lair of the spider-eye goblins is near the foothills of the Moanscar Mountains. Spending several hours scouting the nearby terrain permits a Wilderness Lore check (DC 14), which, if successful, allows the character to notice Kadum's Horn: a large, horn-like protrusion of rock approximately two miles away from the edge of the forest. This could perhaps be the "Horn."



People in the Town: The PCs could make the three-hour trip back to Dosath from the goblin compound and inquire there if anyone knows of a “Horn.” A successful Gather Information check (DC 8) allows the PCs to learn that perhaps the “Horn” is an outcrop of rock known as Kadum’s Horn. A local will gladly draw a simple map indicating the location of Kadum’s Horn—which lies, in fact, about two miles from the spider-eye goblin compound.

Following the Spider-eye Goblins: It is possible that the PCs never assault the goblin compound. If so, a group of 8 spider-eye goblins, led by Silisszarz, departs from the compound just after sundown, traveling toward Kadum’s Horn. Silisszarz carries the two children and two other goblins each carry another child. Each child is bound in webs and unconscious from poison. The characters could assault this group and rescue the children, or they could follow the group and watch the exchange and take action at that time. Use the stats for Silisszarz and 8 spider-eye goblins from the description of the goblin lair above. If the PCs assault the goblins before they reach the area of the exchange, they must still find a way to locate the lair of the dwarves. It is suggested that at that distance, the GM allow the characters to make a Wilderness Lore check (DC 8) to notice that the goblins seemed to be heading in the direction of a large, horn-like protrusion of rock (Kadum’s Horn) at the foothills of the mountains. In addition, in this case Silisszarz is carrying the note with her that is detailed under “Treasure” in the goblin lair above.

Locating the Clearing: At the base of the rock outcrop known as Kadum’s Horn is a small clearing, free of rocks or trees, though surrounded by a circle of stones. In this area, the forsaken dwarves trade with the goblins. Characters can locate this area if they know how to find Kadum’s Horn — either by Wilderness Lore, a map, being led to the area, or tracking.

Watching the Exchange: The characters may be in a position to witness the planned exchange of children for weapons. The appointed time for the meeting is two hours after sunset. A group of 6 dwarves, led by Torlinn, emerge from their lair at Kadum’s Horn and make their way to the area of the rocks surrounding the clearing. They can be seen climbing down the mountain with a successful Spot check (DC 22), but only if a PC states that he or she is watching for such action. The dwarves then hide behind the rocks surrounding the clearing at the side nearest to the hills. At the appointed time, they step forward and call for the goblins. The goblins, if present, respond and step forward. The goblins approach and leave the children on the ground. The dwarves examine the children and take those that are fit (no half-orc children and no children over age 4) and leave a small sack filled with metal darts and javelin heads (all finely crafted). The dwarves then

depart back to their lair. If the PCs are present to watch the exchange, make them roll Hide checks with a +2 circumstance bonus for the rocks surrounding the clearing. If the dwarves or goblins are present, allow them to make opposed Spot rolls.

In the event that no goblins are present, the dwarves call again, using a derogatory word in the goblin tongue. If there is still no response, Torlinn stations one dwarf in the center of the clearing and she and the other dwarves return to their lair. There, they consult with Kraal. Kraal instructs them to travel to the lair of the goblins and determine the reason for their absence. Torlinn sends the other 5 dwarves back down the mountain to meet up with the dwarf stationed in the clearing. Together, these 6 dwarves travel to the goblin compound.

If the characters attempt to attack or otherwise interact with Torlinn or the dwarves, use their stats below.

The Dwarves Come to the Goblin Compound: Possibly, the PCs do not use any of the above ideas, and they instead wait around the spider-eye goblin compound. If so, later that night near midnight, six forsaken dwarves — annoyed that the goblins missed the exchange earlier that night — come to the goblin compound to see what is wrong. Depending on what the dwarves see at the goblin compound, they act accordingly. If it was obviously assaulted, they spend a few minutes searching the area and then immediately return to their lair at Kadum’s Horn to warn Kraal. The PCs (presuming they can follow them quietly) can track the dwarves back to Kadum’s Horn and to their lair. The PCs must make two successful Track checks (Wilderness Lore DC 12) to follow the dwarves. If they fail three consecutive checks, they lose the track. The PCs may also attempt to ambush or overtake the dwarves. Use the stats for the dwarves in Chapter III, below. Note that Torlinn does not travel to the goblin compound. The players can attempt to Track the dwarves back to the clearing near Kadum’s Horn by making two successful Track checks (Wilderness Lore DC 12).

Tracking the Dwarves from the Clearing: Once the clearing is located, the characters can attempt a Track check (Wilderness Lore DC 18) to find old tracks of the dwarves leading from the clearing to their lair. If located, the players can attempt to make two successive Track checks (Wilderness Lore DC 18) to follow the tracks into the mountains, to the entrance to the dwarves’ lair in Kadum’s Horn. If the PCs fail at three successive checks, they lose the track in the mountains. If the players attempt to track the dwarves after the dwarves arrive at the clearing for an exchange, reduce the DC of the checks by 4, since the tracks are much fresher. If the characters track the dwarves to their lair following a failed exchange (where the goblins never show up), remember that

they may encounter the 5 dwarves as they head back out of their lair to meet up with the guard stationed at the clearing and travel to the goblin compound. If the characters cannot follow the tracks of the dwarves, they certainly can tell that the tracks head in that direction and can attempt to climb to the Horn without following the tracks specifically. See "Reaching Kadum's Horn," below.

Conclusion: Hopefully, by guile or good fortune, the characters locate the clearing and from there find the entrance to the caves of Kadum's Horn by tracking the dwarves. At worst, hopefully they spot Kadum's Horn and climb up it to have a look around. If the characters fail to do any of these, you may decide to have Vaarsha arrive and intervene (see *Deus Ex Machina*, below).

Chapter III: Kadum's Horn

The Moanscar Mountains were formed during the Divine War when Kadum's Tail struck the ground in this area before he was hurled into the sea. Prior to the Divine War, a druid of Kadum was buried here in a sealed tomb. At that time, this region was a series of low hills. With the upheaval caused by the creation of the mountains, the tomb was fractured but not destroyed. And as the new mountains were created, Kadum raised Kadum's Horn—a large outcropping of rock, rising out of the side of the mountains like the horn of a beast—to signify to his followers that a site holy to Kadum was hidden here.

Currently, Kraal and his followers have set up camp in the tomb and are attempting to unseal an inner door behind which Kraal believes is located a source of the titan's blood.

Reaching Kadum's Horn

Characters following the tracks of the dwarves must make a successful Climb check (DC 8) in addition to the Track checks detailed above.

Characters simply attempting to climb to the Horn without following the path of the dwarves must make three successful Climb checks (DC 10), with each check taking 10 minutes. Failing a check by 5 or more means the character falls and suffers 1d6 damage. Otherwise, failure only signifies that the character makes no significant progress climbing.

By either method, once the characters have climbed successfully, they reach the flat portion of the Horn that juts out from the mountains. The characters have now come to the area near the entrance to the tomb and can search for it.

Searching for the Tomb Entrance

The original entry to the tomb was down a set of stairs behind a secret door. That entrance was destroyed when the mountains were raised. Now, the entrance to the caves beneath Kadum's Horn is through a chimney-

type opening. It can be found with a Search check (DC 15, retry allowed for every hour of searching). The entrance is located behind a low wall where the Horn joins with the mountainside. It requires a Climb check (DC 12) to climb down the chimney successfully, which extends down over 80 feet to area 1 below. Large weapons cannot be brought in unless they are lowered down. Characters cannot descend in heavy armor as the passage is too narrow. Such items must be removed, packed and lowered down.

Note: If the PCs spend an excessive amount of time in the mountains looking for the entrance, there is a good chance that they encounter a band of 1d4 hill howlers (see *Creature Collection*, page 108) or 1d6 vral (see *Creature Collection*, page 211), which frequent this area.

The Tomb

The tomb, hidden away in Kadum's Horn, houses the remains of the druid of Kadum, as well as other relics, including Kadum's Blood.

General Tomb Features

The tomb is made of hewn stone, decorated with images of Kadum and the myriad beasts the Father of Monsters was credited with creating. The passageways are 15 feet high and the rooms are generally 20 feet high, with rooms 3 and 11 being 30 feet high. The tomb has been greatly damaged by the raising of the mountains—the walls are cracked, and the whole place seems as if it is about to collapse in upon itself. The floor is strewn with dust and rubble.

The Crevasse: A great crevasse separates the initial part of the tomb from the other rooms. The crevasse is over 100 feet deep. Any characters falling into it suffer 10d6 points of falling damage, plus they must make a massive damage check (Fortitude save DC 15) or die (see *Core Rulebook 1*, page 129). Jumping the crevasse is a dangerous proposition (see *Core Rulebook 1*, page 70, for more details on jumping).

The crevasse has shifted the tomb five feet to the side, and the rooms to the south of the crevasse are 20 feet lower than the rooms to the north of the crevasse. The PCs must find a way to cross. The dwarves cross by sounding a horn, summoning their brethren who bring long planks from area 4 that they use to bridge the crevasse north of area 4.

The Fault: In the southern portion of the tomb a fault line has shifted the tomb 10 feet downward. This is a sheer drop. Though it has little effect on room 10, where the ceiling is 30 feet high, the passage near area 7 is difficult to cross because with the shift of the floor there is only a 5 foot gap to pass through. Characters may only pass through this gap one at a time.

Traps: In addition to the pit traps already present in the tomb, the dwarves have set a number of tripwire traps. If warned that intruders may be coming (for example, if the dwarves learn the goblin

compound has been raided) they may set more. The GM is free to detail these additional traps. The locations of the traps are noted on the map. If the dwarves hear the gong sounded by the tripwire, four of them immediately come to check out the cause of the noise.

Covered Spiked Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Tripwire-triggered Arrow Trap: CR 1; +5 ranged (1d6, crit x3); Search (DC 18); Disable Device (DC 18); triggering the trap also sounds a gong that alerts the dwarves.

Tomb Occupants

In addition to the occupants noted in the map key below, **Kraal**, a blood witch, and his **16 forsaken dwarves**—led by **Torlinn**—inhabit this tomb complex as they attempt to open the door to area 13. The key below indicates their normal locations, but Kraal and his dwarves do not sit in one place. They are active and react to situations and alarms from traps, so have them act as you see fit. This is a dynamic environment.

Kraal the Blood Witch

CE male human Sor7/Blw2 (Kadum)

CR 9; SZ Medium-Size Humanoid (5 ft. tall); HD 7d4+21 plus 2d4+6; hp 47; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 armor); Atk +7 melee (1d8+3, *star of terror*, plus morale penalty) or +5 melee (1d4+1, +1 *keen kukri*, crit 15-20), or +5 ranged; SQ blood enhancement (empower spell), nature magic; AL CE; SV Fort +5, Ref +3, Will +10; Str 10, Dex 12, Con 17, Int 16, Wis 15, Cha 18.

Skills: Alchemy +2, Concentration +17, Craft +8, Disguise +6, Escape Artist +4, Forgery +4, Hide +1, Knowledge (arcana) +15, Listen +4, Move Silently +5, Scry +11, Spellcraft +11, Spot +5, Use rope +2. **Languages:** Goblin, Dwarf, Common, Infernal, Abyssal.

Feats: Empower Spell, Improved Initiative, Silent Spell, Skill Focus (Concentration), Spell Focus (conjunction).

Sorcerer Spells Known (Cast per day 6/7/7/7/5): 0 — *resistance*, *ray of frost*, *read magic*, *detect magic*, *light*, *disrupt undead*, *mending*, *mage hand*; 1st — *mage armor*, *detect secret doors*, *identify*, *flame bolt**, *acid spittle**; 2nd

— *blazing shield**, *invisibility*, *locate object*, *knock*; 3rd — *dispel magic*, *bloodstorm**, *lightning bolt*; 4th — *stoneskin*, *summon monster IV*. (Spells marked with * are from *Relics and Rituals*.) **Possessions:** Masterwork studded leather armor, light crossbow with 20 bolts, *star of terror* (+3 *morningstar*; see *Relics and Rituals*, page 163), +1 *keen kukri* (which he uses to draw his own blood for blood enhancement), *ring of jumping* (5 times per day), 3 *vials of Kadum's blood* (see *Relics and Rituals*, page 167), 3 *potions of cure serious wounds*, 2 *potions of neutralize poison*, a *scroll of 4 arcane spells* (*Belsameth's strife**, *minor shadow conjuration**, *renewed focus**, *Tereole's translator**), and a *scroll of 1 arcane spell* (*arcane lock*).

Note: For more details on the Blood Witch prestige class, see *Relics and Rituals*, pages 8-9.

Torlinn

CE female forsaken dwarf Ftr5

CR 5; SZ Medium-Size Humanoid (4 ft., 5 in. tall); HD 5d10 +8 (Toughness); hp 40; Init +2 (Dex); Spd 15 ft. (20 ft. base); AC 19 (+6 armor, +1 shield, +2 Dex); Atk +10 melee (1d8+4, +1 *warhammer*), or +7 ranged (1d8, light crossbow); SQ forsaken dwarf racial abilities; SV Fort +8, Ref +3, Will +1; AL CE; Str 16, Dex 14, Con 12, Int 11, Wis 11, Cha 15.

Skills: Climb +8, Craft (leatherworks) +11, Hide +2, Listen +1, Move Silently +2, Spot +1, Swim +7; **Languages:** Common, Dwarf.

Feats: Blind-fight, Cleave, Power Attack, Run, Weapon Focus (warhammer).

Possessions: Chainmail, +1 *warhammer*, small steel shield, light crossbow with 20 bolts, *potions of Kadum's blood*, *potions of cure light wounds*.

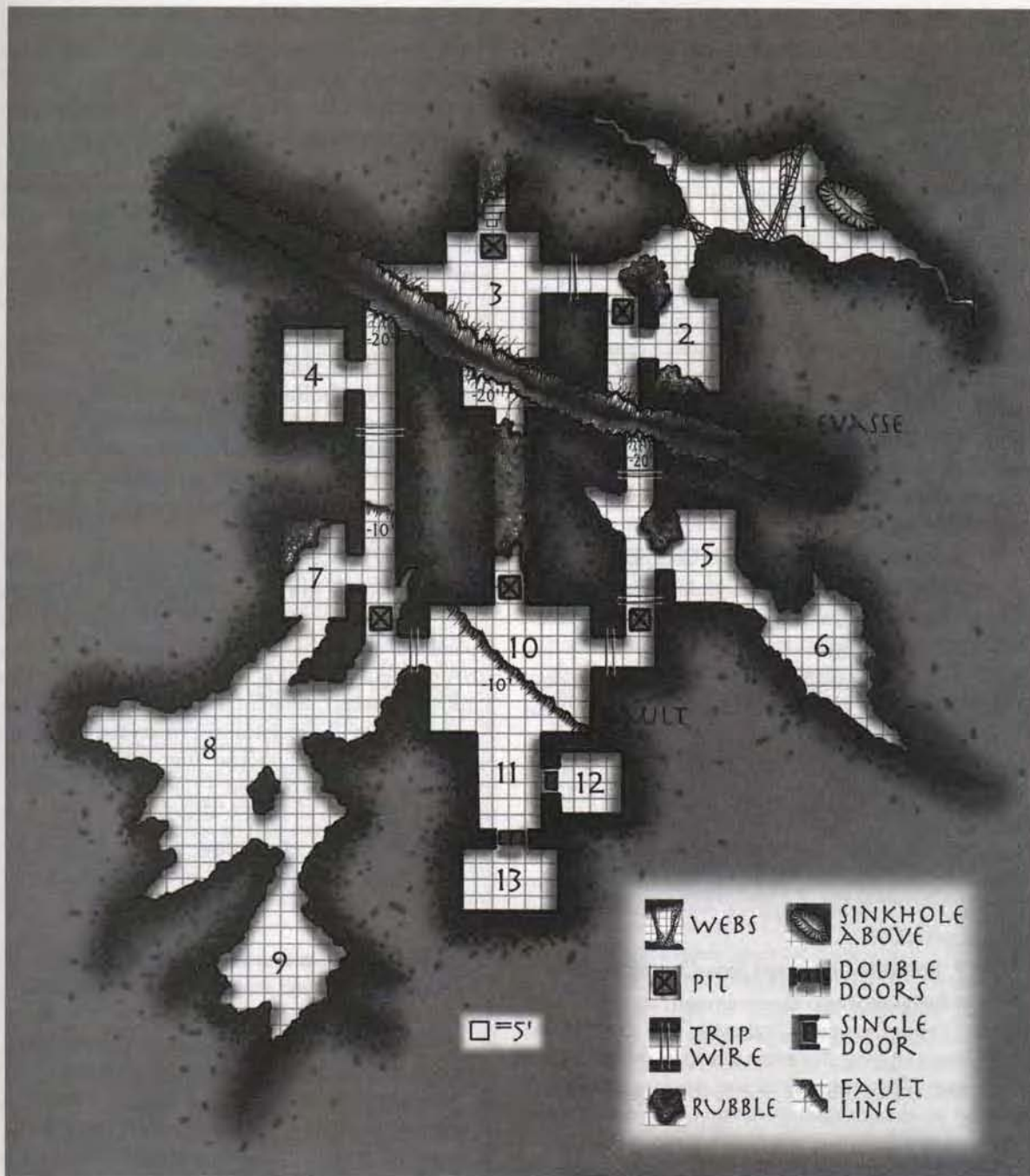
Forsaken Dwarves (24)

CR 1/2; SZ Medium-Size Humanoid; HD 1d8+4; hp 10; Init +0; Spd 15 ft. (20 ft. base); AC 14 (+4 armor); Atk: +0 melee (1d8+1, warhammer) or +0 ranged (1d8, light crossbow); SQ forsaken dwarf racial abilities; AL LE; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8.

Skills: Craft (trapmaking) +4, Listen +1, Spot +1; **Languages:** Dwarf, Common.

Feats: Toughness.

Possessions: Each has scale mail, small steel shield, warhammer, light crossbow with 40 bolts each, and climbing spikes (+2 circumstance bonus to Climb checks).



Map Key

1. Entrance Cave (EL 3)

The chimney from Kadum's Horn exits at the sinkhole in the ceiling of this cave. The dwarves, who normally scale this wall by using climbing spikes, have allowed a group of spiders to live in this cave to prevent intrusion. The cave is also filled with webs (see page 210 of *Core Rulebook III* for more details on the webs of giant spiders), among which the dwarves have hidden a path, keeping it clear of webbing in order to allow them to pass. A Spot check (DC 23) will notice it; those who make a Search roll looking for it are much more likely to notice it (DC 18).

Medium-Size Monstrous Spiders (3): CR 1; SZ Medium Vermin (4 ft. long); HD 2d8+2; hp 11; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+1 natural, +3 Dex); Atk +4 melee (1d6 bite, plus poison); SA poison (Fort save DC 12 or 1d2/1d2 Str), web; SQ vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills: Climb +12, Hide +10, Spot +7. **Feats:** Weapon Finesse (bite).

Webs: hp 6; Break (DC 26); Escape (DC 20); Spot (DC 18); SQ damage reduction (5/fire).

Treasure: Contained in the webs in the northwest corner of the room — which can be found

if the webs are destroyed — is a silver dagger, a *potion of neutralize poison*, and a *potion of darkvision*.

2. Rubble Filled Cave

This cave is empty, though there is a good deal of rubble here. Note the pit trap and the tripwire trap near this room.

3. Original Entrance (EL 2)

The original stairs leading to this room have been buried under a ton of rubble. There is no practical way that a small group of workers could dig their way out. The crevasse to the south blocks passage in that direction unless the PCs have a means to cross it. Note the pit trap at the base of the stairs and the tripwire trap to the east.

4. Side Room

This room is empty except for the five 30-foot planks that the dwarves use to cross the crevasse at the location to the north of this room.

5. Partially Collapsed Side Chamber (EL 2)

4 forsaken dwarves are normally stationed here (see "Tomb Occupants," above).

6. Cave (EL 2)

Another 4 forsaken dwarves — with sleeping gear and rations for 4 weeks — make their lair here (see "Tomb Occupants," above).

Treasure: In the back of this cave is a small locked wooden chest (1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20). It contains 58 gp and 101 sp, plus a *potion of blur*, a *potion of cure serious wounds*, and materials to make four more tripwire traps (several light crossbows, wire, spikes, several small gongs, etc).

7. Partially Collapsed Side Chamber (EL 2)

4 forsaken dwarves are normally stationed here (see "Tomb Occupants," above). The dwarves use the cave exit from this room to bypass the pit trap to the east. They respond to any tripwire gongs that sound up the corridor north from this room toward areas 4 and 7.

8. Large Cavern

8 forsaken dwarves — with sleeping gear and rations for 4 weeks — make their lair here, though there are never more than 4 here at any one time (see "Tomb Occupants," above). They have **treasure** as per area 6, above.

9. Torlinn's Lair (EL 5)

This cave is the living area of **Torlinn**, the leader of the dwarves. She is normally found here or at area 11 with **Kraal**. (See "Tomb Occupants," above.)

Treasure: A small locked chest (1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20) in the rear of the cave contains 300 gp, a *potion of invisibility*, a *scroll of 3 divine spells (cure light wounds [x2], commanding presence*)*, and 5 gems (3 bloodstones and 2 smoky quartz, worth 50 gp each).

10. Large Chamber (EL 2)

This room has a 30-foot high ceiling but is divided by a fault line that raises the northeastern portion 10 feet above the floor of the rest of the room. Normally there are 4 forsaken dwarves (see "Tomb Occupants," above) stationed here on the high side of the fault. They respond to any tripwire gongs that sound up the corridor north from this room toward areas 2 and 5. They fire crossbows at any intruders entering from the west (areas 7 and 8).

11. Antechamber (EL 9)

Kraal (see "Tomb Occupants," above) has made his camp here, and this is where he is normally located. His bedroll and personal effects are outside of the door to area 13. He has several lanterns lit. All his personal items are detailed in his stat block above. See "The Final Battle," below, for the events that occur in this room. The ghastr-priest from area 12 is usually found here as well.

Ghastr-Priest: CR 3; SZ Medium-Size Undead; HD 4d12; hp 28; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk +1 melee (1d4, claws [x2], plus paralysis) and +4 melee (1d8+1, bite, plus paralysis); SA paralysis (Fortitude save DC 15 or paralyzed for 1d6+4 minutes), stench (all within 10 ft. Fortitude save DC 15 or -2 circumstance penalty due to nausea), create spawn; SQ undead immunities, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. **Feats:** Multiattack, Weapon Finesse (Bite).

There are two sets of doors here, a single door leading to area 12 and a set of magically sealed double doors leading to area 13:

Locked Stone Door to Area 12: 4 in. thick; Hardness 8; hp 60; Break (DC 30), Open Lock (DC 25).

Magically Sealed Stone Double Doors to Area 13: 4 in. thick; Hardness 8; hp 60; SQ damage resistance (15/+3); Break (impossible). This set of double doors can only be opened by a follower of Kadum sacrificing the souls of innocents while casting the *path of strength* true ritual. This is the reason why **Kraal** is collecting children from the surrounding villages. The wall and chamber beyond are similarly enchanted, so it cannot be entered by digging around the door. These doors are carved with the furious, bestial face of Kadum depicted devouring cherubic angels. Below the depiction of Kadum, written in an ancient giant tongue, are the words, "The path of strength opens to those who devour the meek."

12. Lesser Tomb (EL 4)

This room contains four stone sarcophagi. Three contain moldering corpses infected with **burrowing grubs**. The last contained an ancient priest of Kadum,

True Ritual

Path of Strength

Opens specially sealed gates.

Level: True Ritual — Drd 2

Components: V, S, M, DF, XP

Casters Required: 5

Proxy: Yes: 3 humanoid children per caster

Casting Time: 1 hour

Range: Long (400ft. + 40ft./level)

Effect: One gateway

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

Description

Toward the end of the Divine War, titans such as Kadum and Gormoth hid some of their immortal followers and some measure of their power throughout the Scarred Lands, sealing these places of power from intrusion by any save the druidic cults who revered the titans. The gates to such places can be opened by invoking this true ritual. Presumably, the titans foresaw their end and planted the seeds of their renewal away from the reach of mortals or perhaps even gods, so that one day the titans' followers could unlock the strength to resurrect their masters.

Spell Effect

One targeted portal that has been sealed by titan magic will open upon completion of this ritual. If children are "sacrificed" in the ritual as proxies for casters, then the souls of the children are typically transported into the affected portal and stored there similar to a *magic jar* spell, except that the souls are trapped until freed (i.e., they cannot attempt possession). The physical bodies of such children remain comatose until they would expire from dehydration or other causes.

Material Components: A candle or other source of flame for each child used as a proxy caster.

XP Cost: 50 XP per each caster.

who has turned into a ghost. Kraal entered this room and befriended the ghost, whom he believes to be the great druid of Kadum buried here — in truth, this creature was once merely an under-priest of that luminary.

Stone Sarcophagus: 4 in. thick; Hardness 8; hp 60; Break (DC 30); Open Lid (Str check DC 20).

Burrowing Grubs (CR 4): These diminutive vermin crawl off of carrion and infest living hosts. They cause fatal illness unless cured or killed. When they are first encountered, a Spot check (DC 15) can be made to avoid them entirely. If this save is failed, they have contacted the living creature and penetrated the skin. Once this occurs, the victim may make a Wisdom check (DC 15). If successful, strange burrowing can be noticed below the victim's skin. Each turn after the first, a Fortitude check at DC 17 must be made. If this save is failed, 2d6 points of temporary Constitution damage are sustained. When the victim reaches 0 Constitution, he dies. The grubs then look for a new host. During the first 2 turns, application of flame or physical cutting of the skin in the affected area can be performed to kill the grubs. Flame does 2d6 damage to the affected individual, as does cutting. If a Heal check at DC 15 is made, cutting damage can be reduced to 1d6. After the second turn, only a *cure disease* spell will save the victim.

13. Greater Tomb (EL 6)

In this tomb is a great stone sarcophagus (for stats, see area 12), ornately decorated with runes and glyphs of Kadum. Kraal believes that his goal lies in this room. What he does not know is that even if he manages to open the doors to this room, he still must deal with the guardian of the object he seeks — a **mummy infused with titan's blood**. The mummy knows of Kraal's intention and may even aid the PCs in destroying Kraal.

Treasure: Behind the sarcophagus on the far wall is a stone protrusion. On top of the protrusion is a large crystal decanter. Chanting the name "Kadum" and etching a *minor symbol of divinity* (as per *Relics and Rituals*) sacred to Kadum in the wall above the decanter is necessary just to move the decanter. Thus, it withstood the upheaval when the mountains were formed. Only a creature that uses this method can safely grasp the decanter; all others suffer 3d6 points of electrical damage (no save) and are stricken as per the spell *bleeding disease* (see *Relics and Rituals*). Any creature removing the decanter or its contents from the tomb is stricken with a *quest* to return the items. An evil creature following the requirements above is not so *quested* and can remove the decanter and contents, provided it can overcome the mummy.

If the decanter is disturbed, the mummy in the sarcophagus — once a druidic high priest of Kadum — rises to defend the decanter. The mummified druid was given the decanter as a gift by Kadum, and he will not allow it to leave the tomb. When buried, the mummy was infused with the *blood*. His wrappings are soaked with the potent ichor, and he drips red blood as he walks.

The decanter contains 2 doses of *titan's blood* (Kadum) and a minor artifact (see *Relics and Rituals*, pages 208-209).

Titan's Blood-infused Mummified Priest of Kadum: CR 6; SZ Medium-Size Undead; HD 8d12+3; hp 68; Init -1 (Dex); Spd 20 ft.; AC 19 (-1 Dex, +10 natural); Atk +8 melee (1d6+4, slam, plus mummy rot and wounding); SA despair (Will save is DC 18 due to infusion with *titan's blood*), mummy rot, wounding (as a result of infusion with *titan's blood*), spell-like abilities; SQ undead, resistant to blows (half damage); damage reduction 5/+1, fire resistance (15); ALLE; SV Fort +4, Ref +1, Will +9; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9; **Feats:** Alertness, Toughness.

SA—Spell-like abilities (Sp): Due to the infusion with *titan's blood*, this mummy can cast *bloodstorm** up to three times per day as an 8th level cleric.

Note: The mummy has additional abilities as a result of his infusion with *titan's blood* (see *Relics and Rituals*, page 209). In addition, this mummy is not vulnerable to fire as are normal mummies due to being soaked with the *blood*.

The Final Battle

As the PCs arrive in area 11 ("The Antechamber"), Kraal has elected to attempt the true ritual to open the doors to the greater tomb. Though he may not have as many children as he thinks he may need, he sacrifices those he does have. As the PCs enter the room, Kraal is invoking the end of the true ritual. A dozen children lay bound in rope

around him with a red candle sitting near each child's head. Ten of the children lie seemingly dead with extinguished candles near their heads, while two more whimper in fear as candles still burn nearby.

When the PCs enter, a strangely gaunt creature wearing druidic robes assists Kraal and snuffs out the next to last candle. The PCs can only watch in horror as an ephemeral form rises from the child – its spirit. The spirit is weeping in terror as it turns toward the great double doors. It turns back to the PCs and extends its hands imploringly as there is a great sound, like a gust of wind, and the spirit is sucked into the looming stone doors decorated with the leering depiction of Kadum's gaping maw.

Kraal steps to the final lit candle while the ghost attacks the PCs. The first round of combat, Kraal attempts to complete the ritual causing the last child's spirit to likewise be sucked into the door. All of the cherubic angels depicted on the door flash briefly then fade to a glow as Kadum's visage blazes and the doors open with the sound of the roar of a great beast. Anyone viewing the scene (except Kadum worshippers such as Kraal and the ghost-priest) must make a Will save (DC 13) or be *shaken* for 1d4 rounds, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Kraal then turns on the PCs, intent on slaying them. He casts *invisibility* on himself, giving himself the chance to cast the round-long *summon monster IV*. Doing so makes him visible again, but those who



wish to attack him while he is invisible must make a Listen check (DC 10); even then, they suffer the penalties for attacking an invisible foe.

The doors lie wide open. Even if Kraal is defeated, the PCs should seal them somehow to free the children's souls and to prevent others from entering and taking the decanter. The source of how to do this is odd, indeed – but the mummy itself will tell them. The mummy will only be roused if the decanter is touched or if its sarcophagus is opened. It will not attack immediately, but will rise with a warning:

“Woe! Woe to any who dare to enter this tomb. The essence of the Father of Monsters is in my care and none shall interfere with my eternal duty! Begone! Seal up these doors and flee this place!”

If asked, the mummy says that the doors may be closed by “sealing them through arcane power, or through the powers over earth and stone.” In game terms, the seal on the doors can be retrIGGERED through the use of the spells *arcane lock* or *soften earth and stone*. Among Kraal's possessions is a scroll of *arcane lock*, which will work for just this purpose.

If the doors are sealed, the eyes of Kadum's depiction on the doors begin to glow brightly and a swirling cloud of ephemeral energy issues forth from the door, splitting into the souls of the children. If the candles near each child are relit, the souls reenter their bodies and the children rise from death (though starved, dehydrated, and terribly scared). If the candles are not relit, the souls swirl about the room moaning. If the candles are still not relit after eight rounds, the souls of the children disperse, probably destined to become inn wights or unholy children.

Aftermath

If the PCs return victorious, they are hailed as heroes by Dosath; they are hailed as more than heroes if they return with the children alive. Those PCs who have the appropriate temperament for it may very well be offered a place in the Vigils; others may be rewarded by Mullis Town or its Vigil for their good deeds.

XP Bonus: If the PCs managed to reseal the doors, award them additional XPs as though they had overcome a CR 4 challenge.

“Deus Ex Machina”

Vaarsha, though called away for service by the Mullis Town Vigil, may very well return at any time, summoned by messengers from Dosath. She can serve as a “wild card” for the GM, entering the fray when necessary. Use Vaarsha — or not — as you see fit.

Vaarsha, Female Half-elf Rgr5/Vig1 (Tanil): SZ Medium Humanoid (4 ft., 9 in. tall); HD 5d10+5 plus 1d12+1; hp 44; Init +4 (Dex); Spd 30 ft.; AC 19 (+4 Dex, +4 armor, +1 shield); Atk +9 melee (1d8+3, +1 longsword-), or +11 ranged (1d6+2, *hunter's spear*), or +10 ranged (1d8, composite longbow); SQ sprint (charge action allows x3 movement); AL CG; SV Fort +7, Ref +5, Will +4; Str 15, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills: Bluff +2, Diplomacy +7, Gather Information +7, Handle Animal +9, Hide +6, Intuit Direction +5, Listen +4, Move Silently +5, Search +8, Spot +8, Wilderness Lore +10; **Languages:** Common, Elven, Goblin.

Feats: Iron will, Endurance, Track.

Ranger Spells Per Day (1): 1st — *minor symbol of divinity*.

Possessions: +1 studded leather armor, small darkwood shield, *hunter's spear* (as a +1 javelin; see *Relics and Rituals*, page 159), +1 longsword, composite longbow, 20 arrows, 10 silver arrows, holy symbol of Tanil, backpack and standard equipment, 50 gp, 20 gems (5 x 100 gp, 10 x 25 gp, 5 x 10 gp).

Note: For more details on the Vigilant prestige class, see *Relics and Rituals*, pages 22-23.

Appendix

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