



KEY OF DESTINY

AGE OF MORTALS CAMPAIGN, VOLUME ONE



CHRISTOPHER COYLE



DRAGONLANCE® AGE OF MORTALS CAMPAIGN, VOLUME ONE

KEY OF DESTINY

DESIGNER	CHRISTOPHER COYLE	ART DIRECTOR	CHRISTOPHER COYLE
DEVELOPMENT &	CAM BANKS	COVER ARTIST	JEFF EASLEY
ADDITIONAL DESIGN	SEAN MACDONALD	INTERIOR ARTISTS ...	ERIC KIM ERIC VEDDER JIM ZUBKAVICH
EDITOR	ELIZABETH BALDWIN	CARTOGRAPHERS	ED BOURELLE CLAYTON BUNCE RONNIE RAY CUSTER SEAN MACDONALD CRAIG ZIPSE
PROOFREADING	JESSICA BANKS		
PROJECT MANAGER ..	JAMIE CHAMBERS		
GRAPHIC DESIGNER .	KEVIN T. STEIN		

SPECIAL THANKS: Weldon Chen, Renae Chambers, Richard Connery, Christy Everette, Sean Everette, Matt Haag, Harry Kaiserian, Kevin Lamb, Ed LeClear, Luis Fernando De Pippo, André La Roche, Amanda Valentine, Clark Valentine, Trampas Whiteman, Scott Williams

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INTRODUCTION

Key of *Destiny* is the first part of a heroic DRAGONLANCE® adventure campaign that crosses Ansalon from coast to coast. While the world is still readjusting to the death of three Dragon Overlords and the return of the gods, the characters find themselves embroiled in events that will shape the world to come. And it all begins with a tiny, unassuming music box.

Encounter Levels: *Key of Destiny* is designed for a party of four characters, who begin the adventure at 1st level. By the end of *Key of Destiny*, the characters will have overcome a major milestone, gaining enough experience to advance nearly to 7th level.

PREPARATION

In order to run this adventure, you will need a copy of the three d20 System core rulebooks and the *DRAGONLANCE Campaign Setting*. This adventure begins six months after the end of the War of Souls. Familiarity with the information in the *Age of Mortals* sourcebook will greatly enhance your campaign. Some of the spells, classes, and creatures found in the *Age of Mortals* book are used in the adventure. Complete statistics for any creature from the Age of Mortals can be found in the individual entries in the Appendix; however, alternatives from the d20 System core rules are provided with each entry. Several NPCs in this adventure have base classes or prestige classes found in other books, but all pertinent abilities and statistics are included in the NPC entries in Appendix 2.

Text that appears in shaded boxes is information for the players, which you may read aloud or paraphrase as appropriate. Any text found in sidebars contains information pertinent to running the adventure, such as background information or things for the Dungeon Master (DM) to keep in mind. Monster and NPC statistics are presented in abbreviated form in the encounter entries. For standard monsters, full monster statistics can be found in the *Monster Manual* or the *DRAGONLANCE Campaign Setting*, while the statistics for any new or unique creatures can be found in Appendix 1 and Appendix 2.

BACKGROUND

It all begins with a tiny music box.

In the Age of Light, the elf Silvanos gathered together the leaders of the great elven houses, the Sinthal-Elish. Unifying the fractious houses, Silvanos leads his followers away from the ancestral homeland of the elves in order to build a new kingdom. The forest the elves choose to be their new home is already occupied, thus igniting the spark that began what historians record as the First Dragon War.

The war between the dragons and the elves lasted for 350 years, before the gods of magic stepped in and gave the elves five magic stones that enabled them to capture the spirits of the first chromatic dragons. The *dragon stones* granted the elves victory and the mighty elven kingdom of the Silvanesti was born.

Following the war, Silvanos wed the young and beautiful elf maiden Quinari. Though theirs was a political marriage made to solidify the elven houses beneath a single crown, the two slowly grew to love one another. Quinari's beauty was said to have been unrivaled by any other elf maiden, a beauty that even dragons respected. Quinari's beauty was only rivaled by her grace, her wisdom, and her kindness. It was her compassion and kindness during the Dragon War that led her to be revered by the metallic dragons. Quinari moved amongst their wounded, singing soothing melodies as she called upon E'li (Paladine) to heal their wounds. Her kindness prompted the metallic dragons to form an alliance with the elves, and they named her the Dragon-Singer.

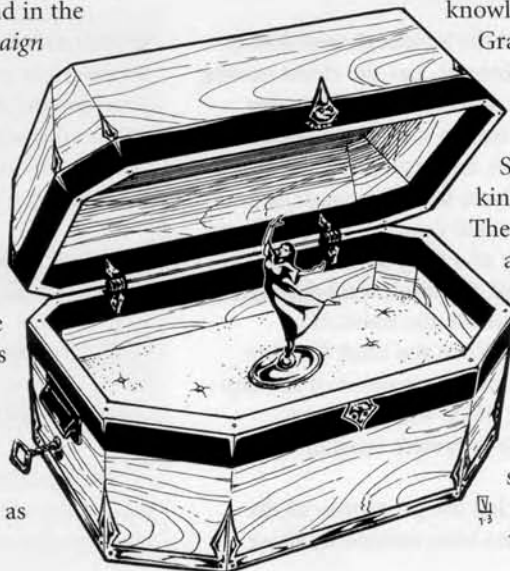
One night, beneath the light of the moons, Gloranthia, the leader of the gold dragons, sought out Quinari privately, finding the elven woman weeping silently over the body of a young copper dragon who had died because of wounds suffered during the previous day's battles. That night, Gloranthia took Quinari into her confidence, revealing one of the greatest secrets of dragonkind to the young elven woman—the location of the legendary Dragons' Graveyard.

From that night forward, Quinari became the secret guardian of the metallic dragons, using her magic to sweep away the bodies of the fallen, taking them to the Dragons' Graveyard, where she could ensure that they would remain unmolested. After the war, Gloranthia once more approached Quinari. With regret, Gloranthia cast a spell

upon the elven woman, removing the knowledge of the Dragons'

Graveyard to ensure the sanctity of the mystic site.

As the years went by, Silvanos and Quinari ruled Silvanesti wisely, creating a kingdom unrivaled on Ansalon. The two began to build a family as well when Quinari bore Silvanos his first son, Sithel, the first prince of the Silvanesti. Each night as Quinari rocked her son in her arms, she gently sang him to sleep. Quinari often sang the same melody to herself when she was alone, or when her mind wandered.



Slowly, this melody became incorporated into the subconscious of the Silvanesti people, who never realized the true magic held within the music.

At almost two thousand years of age, Silvanos passed away. With great ceremony, the first Speaker of the Silvanesti was buried in a crystal tomb. Quinari died soon after. Her sorrow at the passing of her beloved was too great. As the grieving Silvanesti prepared their queen for burial, the golden dragon Gloranthia appeared during the funeral. To the elves' amazement, Gloranthia gently explained that Quinari was a hero to the dragons, although her accomplishments were unknown to the elves.

Gloranthia promised the elves that Quinari would be interred in a place of great honor, a place sacred to the gods of light. It is said that E'li himself appeared, assuring the elves that their queen would be honored for all time. Touched, the elves allowed the dragon and the god to take their queen. E'li wrapped Quinari in a shroud of woven starlight, gently placing her upon the back of the bowed dragon. As he gazed once more upon the assembled Silvanesti elves, E'li smiled gently and told them, "*When there is great need, the keys of Quinari shall open the portal, allowing one to return from the Sanctuary of Spirits. The path, however, shall not be easy, for if evil were to open the portal and enter the Sanctuary, then great darkness would befall the world.*" With that, E'li and Gloranthia carried away Quinari's body, disappearing into the night.

In the years to follow, Sithel ordered the construction of a beautiful tower, the Palace of Quinari, in honor of his mother. Many among the Silvanesti discussed and debated the meaning of E'li's words, particularly puzzled by what he meant by the "*Keys of Quinari.*" After many centuries though, the words of E'li faded into obscurity.

Thousands of years later, as the Silvanesti fought hard to rid their beloved kingdom of the taint of Lorac's Nightmare, a small, delicately crafted music box of silver and crystal was discovered in the chambers of the dead Speaker. When the lid of the music box was opened, it revealed a tiny elven maiden beautifully carved from wood. As a haunting melody played, the wooden figure danced smoothly. A slip of paper was included in the box. The paper read, *Quinari's Key*.

Many of the ancient texts of the Silvanesti were lost in the devastation of Lorac's Nightmare, but the eldest among the Silvanesti could remember stories told to them that *Quinari's Key* would open the way to something incredible, if only one knew where to use it. Unfortunately, the knowledge of the key's true use had been lost. The music box, known as *Quinari's Key*, was passed down to the daughters of the ruling family, a curiosity of a long ago time. When Queen Alhana and her husband, Porthios, were declared Dark Elves and cast out of Silvanost, the music box remained within the kingdom. When the Dark Knights conquered the Silvanesti, most of the treasures of the capital and the people were seized. When the minotaurs appeared and the Dark Knights retreated, most of those treasures disappeared.

Now that *Quinari's Key* has left the protection of the Silvanesti Forest, its presence has been noticed by those

who have their own theories about the key's purpose. This small child's toy holds the key to either a great treasure, or to open a pathway for a great evil to enter the world

ADVENTURE SYNOPSIS

In chapter one, the adventurers begin in the town of Pashin, where the characters come into possession of the elven music box that holds the key to an ancient mystery. The characters must solve this mystery before it is too late. Unfortunately, the characters are not the only ones interested in the key. In a city of Dark Knights and criminals, it's up to the characters to escape the city.

Once the characters escape the city, they head into the desert of Khur, and head for the ruins of an ancient city that might hold answers to the key's purpose. In the ruins, the characters discover the truth behind an ancient betrayal that led to the city's ruin, as well as finding an unexpected clue that will take them out of Khur and into one of the most dangerous realms on Ansalon—the Desolation.

As the characters leave the ruins of Hurim and head for Ak-Khurman, they are unaware of the forces surrounding them, forces that are watching their every move in an intricate game of khas. As they cross the Burning Lands, they discover that the Legion of Steel-held city of Ak-Khurman isn't as peaceful as it seems on the surface. Chartering a course across the Bay of Balifor, the characters land in Port Balifor, the infamous port town which suffered greatly during the reign of the red dragon Overlord, Malystryx. Here, they will find an experienced guide willing to take them to the ruined city of Kendermore, where the characters hope to discover something more about the *Key of Quinari*.

In Kendermore, the characters discover that kender pilgrims to the ruined city have been disappearing, captured and taken prisoner. Will the characters brave the dangerous volcano known as the Peak of Malys? If they do, much awaits them: a horrific plot that could endanger the region, an artifact long since believed lost to the world, and the unravelling mysteries surrounding both the *Key of Quinari* and their destiny.

ENCOUNTER NUMBERING

To easily correlate encounters and locations with the provided maps, areas in this adventure have been divided into distinct sections. For example, the seven locations described in the town of Pashin are numbered P1 through P7. The areas in the adventure are:

P	Pashin	D	Delphon
PS	Pashin Sewers	DU	Delphon's Undercity
KH	Khur	F	Flotsam
AC	Ant Colony	DE	The Desolation
H	Hurim	K	Kendermore
KK	Khuri-Khan	PM	Peak of Malys

The descriptions for subrooms listed by letter within these areas are found in the text for the nearest main numbered room.

CHAPTER ONE

FINDING THE KEY

Pashin, like many other villages, towns, and cities across Ansalon, has undergone many changes over the last few decades, culminating with the recent arrival of Dark Knight refugees from Silvanost.

As one of the few permanent settlements in Khur, Pashin is a major trading center for the Khur nomads and the ogres of Blöde. It has survived raids, wars, floods, famines, and two Cataclysms. It has been a haven for criminals, a major outpost for the Green Dragonarmies during the War of the Lance, and now serves as the last bastion of the Dark Knights who occupied Silvanesti during the War of Souls.

The people of Pashin come from all walks of life, drawn to the neutral haven that Pashin represents, where few questions are ever asked and the only real law is “the strong survive, but the sly thrive.”

This town, near the border of ogre lands and the newly minotaur-occupied Silvanesti Forest, is an unlikely place for a band of heroes to come into possession of an ancient key with a destiny that could forever change the world.

ADVENTURE START – MOVEMENT IN THE SHADOWS

Current Date: 12th day of Aelmont (Winter)

Phases of the Moons

Solinari: Waxing Crescent (between 18 and 1 on the moon tracking chart).

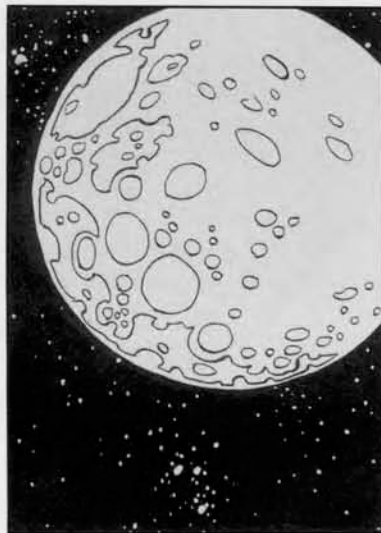
Lunitari: High Sanction, Full (position 10)

Nuitari: High Sanction, Waxing Gibbous (position 7)

The introduction presented below assumes that the characters have completed *The Sylvan Key* mini-adventure from the *DRAGONLANCE Campaign Setting*, and that they have returned to Pashin. If the characters did not return to Pashin, or if you did not play *The Sylvan Key*, then you may need to write your own beginning to the adventure, or you may wish to have them come across it through one of the random encounters.

When you are ready to begin the adventure, read or paraphrase the following text aloud to your players:

The sun is setting over the town of Pashin. Already, the silver moon Solinari hangs high overhead, a waxing crescent, while the full red moon Lunitari, begins its ascent in the eastern sky. The air begins to cool almost immediately as the sun sinks below the western horizon; the cold southern breezes causes the temperature to drop swiftly. You can see your breath in misty bursts as you exhale, while every inhalation brings with it



both the crisp, sharp scent of winter and the distinctive mixture of refuse, horses, and countless cook fires.

Passing through the gates of the town, you see the people already beginning to close up their shops, workers heading either for home or into one of the many taverns for food and protection from the sharp bite of the winter night. You feel a strange chill, neck hairs prickling, as if someone was watching you.

If the heroes enter town and glance down an alleyway, a Spot check (DC 12) allows them to notice a shadowy figure rapidly disappearing down the alleyway. The characters can chase the figure, if they so desire. If they don't follow the figure, have the characters make another Spot check every so often to notice that the figure seems to be stalking them, always staying just out of sight, hiding in the shadows.

The robed figure leads the characters on a merry chase through many back alleyways, heading deeper and deeper toward the heart of the town. Have the characters make periodic Spot checks to make sure they keep track of the fleeing figure, who always seems to manage to stay one step ahead of the party. If you decide to run any random encounters along the way, the figure seems to stay close enough to observe the group, but otherwise does not interfere with the party.

The figure leads the characters to one of the oldest buildings still standing in Pashin, the Five Dragons (P5). As the characters emerge into the square before the Five Dragons, they cannot see the figure anywhere, as if it had disappeared into thin air. The chase from the edge of town to the center of town takes about an hour.

If the characters decide to head into the Five Dragons, you may begin the adventure from there. If not, allow the characters to explore the town a little bit, but give them fleeting glances of the mysterious figure from afar.

THE TOWN OF PASHIN

In the Mikku region of Khur, about 35 miles north of the border of the Silvanesti Forest, lying just off the Thon-Thala River, lay the town of Pashin. With the former elven homelands to the south, and the ogre kingdom of Blöde to the west, Pashin is an odd amalgam of cultures.

Pashin was founded centuries before the Cataclysm as a border outpost for

Istar, enabling trade between the north and south. It remained a small outpost until gold was discovered in the riverbed of the Thon-Thala River, approximately twenty years before the Cataclysm. At that time, the town began to swell rapidly with foreigners as people sought to make their fortune panning for gold in the river. When the Cataclysm struck, the riverbed shifted and steel, not gold, became the cornerstone of trade.

Following the Cataclysm, the town became a ghost town only visited by outlaws and bandits looking for a place to lie low. Over time, the strongest of these bandits established themselves as bandit lords, creating a rough set of laws and enforcing them with force and guile. When the Dragonarmies swept across Ansalon, the entire region of Khur fell under the rule of the Green Dragon Highlord.

Pashin capitulated quickly to the rule of the Dragonarmies, becoming a major center of operations for strikes against the Silvanesti to the south. On orders from the Dragon Highlord, a large defensive barricade was built, surrounding the entire town, with strategic watchtowers placed at every corner. When the Dragonarmy failed in their conquest of the Silvanesti Forest, they retreated to Pashin where they prepared for a second concentrated attack. The defeat of the Green Dragon Highlord, Salah of Khur, by a band of rebels lead by a Solamnic known as Morgan di Kyre, caused the Green Dragonarmies to disperse. Pashin soon reverted to its prior lawlessness.

Pashin would remain relatively lawless, as its citizens preferred, until the minotaurs came to conquer and occupy

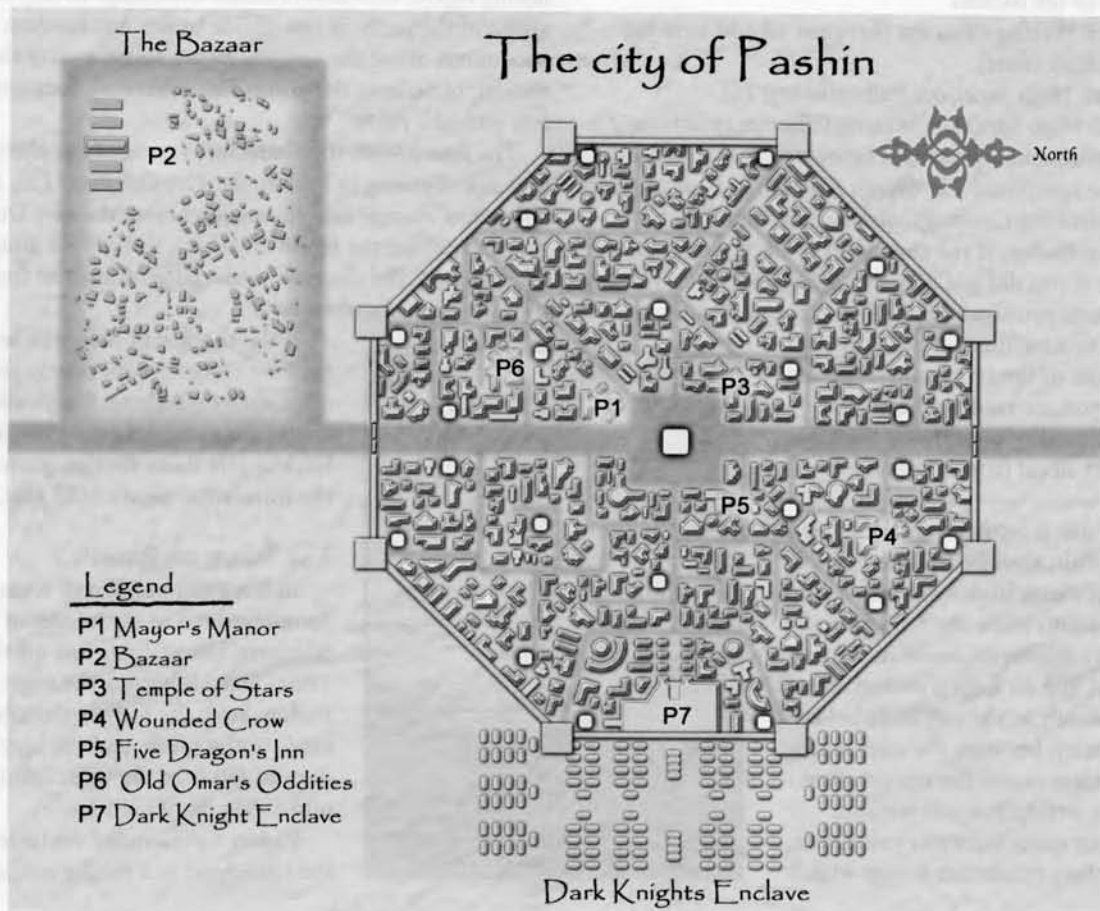
the Silvanesti Forest toward the end of the War of Souls. Dark Knight refugees, escaping the Forest with everything that they could carry, spilled into Pashin, establishing themselves as the new dominant force in the region. The Mikku tribes were unhappy at this development, as were the citizens of Pashin, but the sheer number of Dark Knights in the town, nearly half of the current population, enabled them to take control quickly and thoroughly.

The other residents have begun to mount a resistance. That half consist of outlaws, some elven refugees, Khur nomads, and others, even the odd ogre from Blöde can be seen walking the streets. Pashin also serves as a waystation for ogre merchants and caravans traveling through Khur, so many groups are represented.

🗡️ **Pashin (Large Town):** Nonstandard; AL CN; 3,000 stl limit; Assets 352,500 stl; Population 2,351; Isolated (human 96%, kender 2%, elf 1%, other 1%).

Authority Figures: Emilian Togh (Mayor of Pashin), N male human Nbl4 and General Dogah (Commander of the Dark Knights in Pashin), LE male human Ftr5/Knight of Lily 6.

Important Characters: Cael Kiergard, LN male human Ftr6/Steel Legionnaire 3 (Leader of the Legionnaires in Pashin); Shaylin Moonborn of House Mystic, CG female Silvanesti elf Wiz6/White Robe Wizard 4 (the elder of the elves in Pashin); Klaudia Lorn, N female half-ogre Mys3 (an agent for the Legion of Steel, runs Old Omar's Oddities, a small apothecary in the Merchant District); Captain Whyndam, LN male human War1 (Togh's cousin,



Whyndam is the newly-appointed captain of the recently-formed town watch); Kaybrin, LG male human War2 (Whyndam's lieutenant, he's an experienced veteran who has taken Whyndam under his wing to help keep the younger man from being overwhelmed).

FEATURES OF PASHIN

Before the unexpected influx of the Dark Knights, Pashin had a population of around 1,200 people. Since the Dark Knight retreat from Silvanost the occupancy of the town has nearly doubled, causing the small town to rapidly swell both in population and in crime. Although the leaders of the Dark Knights are trying to maintain discipline among their own troops, as well as to impose a sense of order on the chaotic nature of Pashin, they have found that things are rapidly coming apart. The number of deserters has increased drastically since the death of the Dark Queen. The elven refugees who lived in Pashin have gone underground, fomenting anarchy. The bandit lords who once ruled the city are paying lip service to the Dark Knights, all the while looking the other way while their people riot in the streets, pick fights with the Dark Knights, and steal the spoils the Dark Knights looted from Silvanost.

Throughout the city there are numerous artesian wells that provide a constant source of clean water, tapped from the waterbeds deep underground. The artesian wells themselves are all of dwarven craftsmanship, stretching more than fifty feet below the surface.

OUTSIDE THE CITY

Pashin lies in a large valley between two mountain ranges: the southern-most arm of the Kalkhist Mountains of Blöde to the west and the Badland Range in the east. The mountains provide a shelter against most of the wind coming from the coast, as well as the scent of Onysablet's swamp. The region is arid, with sparse, tough grass and few shrubs. There are signs of vegetation in the higher altitudes where the soil is richer.

The town is about two miles away from where the Thon-Thalas River splits into two tributaries, one that winds into the ogre kingdom of Blöde, while the other continues north, cutting a swath through the Khur badlands. This provides the inhabitants of Pashin with easy access to trade routes along the river, and also makes it perfect for smuggling; a common profession among the city's inhabitants.

BUILDINGS IN THE CITY

Pashin is a ramshackle town with a startling variety of different buildings, ranging from the solid construction reminiscent of Solamnic architects to the sprawling, meandering designs of the gnomes. In the last six months, an entirely new section has been added to the town, called the Dark Knight's Enclave.

The vast majority of buildings within Pashin are made of sun-baked clay, gathered from the riverbed and formed into small blocks. The outside of the buildings are covered with a thick paste that, when dry, is surprisingly water-

proof, yet allows for some air circulation. The buildings remain cool during the summer and warm during the winter. Most buildings are only a single story high, though more than a few are built to accommodate second and even third floors. Very few buildings in Pashin have basements or cellars, as the water level causes them to become unstable during the spring months. There is a small sewer network that allows rainfall to run off and not accumulate in the streets. Given the wide variety of cultures the residents of Pashin have come from, the interiors of the buildings are as varied as the people who call this town home.

Next to Khuri-Khan and Delphon, Pashin is one of the only Khurish settlements of any worthwhile size for traders and merchants to travel through, enabling the people of Pashin to partake of goods from across Ansalon. The horse market of Pashin is second only to that of Khuri-Khan's. This is one feature that keeps drawing merchants to the city, despite having to cross the Plains of Dust, the minotaur-occupied Silvanesti Forest, Onysablet's New Swamp, and the ogre kingdom of Blöde in order to purchase one of the legendary Khur stallions.

CITY STREETS

The main streets in Pashin are cobblestone, made of the same sun-baked bricks as the buildings themselves. The streets are laid out to allow more-or-less easy access through the town and to major sections within the town, such as the Lord's Manor, the Bazaar, and the Horse Market. Given the lack of any stringent city planning, however, there are numerous side streets and alleyways throughout the town. These alleyways can cause anyone unfamiliar with the town to become lost rather quickly.

On each side of the main streets are gutters for refuse. Most of the alleys and side streets also have gutters that direct water spill-off back toward the main streets. These gutters provide a crude system of navigation, as all gutters eventually lead back to one of the primary roads through the town.

POLITICS IN PASHIN

Before the coming of the Dark Knights, the primary political structure of Pashin was basically that of a bandit-aristocracy. Technically part of the Khanate of Khur, and paying regular tithes to the Khanate, Pashin has remained a neutral border town ever since the dispersal of the Green Dragonarmies following the War of the Lance.

With the addition of the autocratic Dark Knights to the political structure of Pashin, things have changed—at least on the surface. Mayor Togh seems little more than a figurehead, content to hide behind the walls of his manor, while the General of the Dark Knights exerts almost complete political and military control over the town. Secretly, however, both Mayor Togh and General Dogah have sent envoys to the Khan in Khuri-Khan, calling for assistance. Mayor Togh wants his town completely free of Dark Knight influence, while General Dogah wishes to seize complete control over the town as a Dark Knight outpost and “embassy city” for the Knights of Neraka.



GATHERING INFORMATION IN PASHIN

For characters attempting to use their Gather Information skill in Pashin, below is a basic list of what information can be gained, depending upon the DC of the roll.

DC	Information
10	In the last few months, the population of the Dark Knights has nearly doubled, while the elven population has drained to almost nothing.
15	With the addition of yet more Dark Knights to the population of Pashin, there has been an increase in the underlying tension in the city. Pashin was once the headquarters of the Green Dragonarmy, and suffered greatly at the hand of the Dragon Highlord, Salah. Pashin's population is not happy about being put into a similar situation again.
20	The mayor of the town has closed himself away in his manor; he will not see anyone for any reason. Meanwhile, the leader of the Dark Knights, General Dogah, has taken a more active role in the leadership of the town, although it seems he is pursuing his own private agenda.
25	The Legion of Steel used to be very active in Pashin, which served as one of their outposts in the region. At about the same time that the elves first appeared in Pashin, the Legion began to pull back. By the time the Dark Knights arrived, most of the Legion had apparently left for Ak-Khurman, the center of all Legionnaire activities in the area.
30+	There are elves still in Pashin; they have taken to disguising themselves as lepers in order to hide from persecution at the hands of the Dark Knights.

PRIDE AND PREJUDICE IN PASHIN

Because of the current political climate in Pashin, one thing to keep in mind when running encounters and playing NPCs is the reaction individuals might have based upon race. These modifiers apply particularly to Bluff, Diplomacy, Gather Information, Intimidation, and Perform skill checks.

Humans: Khur is a region dominated by humans, but more than a few non-humans find their way to the deserts.

Ergothian: In Khur, Ergothians are greeted warmly, for they are typically merchants bringing strange and exotic goods from the other side of the continent. Ergothians receive a +2 circumstance bonus on all Charisma related checks while in Pashin.

Nerakan: Although the Dark Knights are not truly welcomed in most regions of Khur, with their political and financial control over Pashin, they have gained a strong foothold in the area. Nerakan characters receive a +2 circumstance bonus on all Charisma related skill checks dealing with residents of Pashin, increasing to a +4 bonus if the character clearly displays some sign of being a Knight of Neraka.

Solamnics: In most places in Khur, the Solamnics are respected for their codes of honor. However, Pashin is a city almost completely dominated by Dark Knights and mercenaries. In Pashin, Solamnics receive a -2 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin. If the character is clearly a Solamnic Knight, the penalty increases to -4.

Dwarves: The people of Khur respect the gruff, industrious nature of the dwarves. Even the Dark Knights cannot truly dislike the dour dwarves. Dwarven characters receive a +4 circumstance bonus on all Charisma based skill checks dealing with the residents of Pashin.

Elves: Elves are not particularly liked in Khur, but with the Dark Knight occupation of Pashin, they risk open persecution if they are not careful. Elf characters receive a -6 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin.

Kender: There are few places in the world where kender are truly welcomed and Pashin is not one of them. Kender receive a -6 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin.

Minotaurs: Before the minotaur occupation of the Silvanesti Forest, minotaurs were a rare sight in Pashin. Given that Pashin is now home to both the elves and the Dark Knights who were forced out of the forest, minotaurs are now a most unwelcome sight on the city streets. Minotaur characters receive a -6 circumstance penalty on all Charisma based skill checks when dealing with residents of Pashin.

Ogres: Pashin is one of the few primarily human cities where ogres are actually welcomed. Ogres receive no bonus, but also have no penalty to Charisma-based skill checks when dealing with residents of Pashin.

THE DARK KNIGHTS OF PASHIN

Although they consist of nearly half of the population, the Dark Knights only firmly control one-quarter of the town of Pashin. Theirs is the south side, where they established their enclave. Here, the rule of the Dark Knights is absolute, with constant patrols and a firm martial law. Outside of this area, the Dark Knights have slowly gained control over the eastern portion of town, the Gold District, where the wealthiest inhabitants of Pashin have established their homes and businesses.

The Guild District in the northern section of town and the Merchant District in the western section of town remain outside firm Dark Knight control, which is just as the inhabitants prefer it. Unfortunately for the townspeople, the Dark Knights have continued to increase in numbers. Combine this with the wealth they have brought with them from Silvanost, and they are slowly but surely encroaching on those districts that do not wish to fall under the iron-grip of the Dark Knight Enclave.

The Dark Knights are actively petitioning the Khan of Khur for the right to permanently settle in Pashin, promising to bring the lawless city into line and donate a portion of all city profits to the Khanate as its rightful share. There has been no word from the Khanate one way or the other about the petition, which is making both the Dark Knights and the natives of Pashin very nervous.

The greatest problem facing the Dark Knights currently, however, lies in the stagnation and entropy of their membership. With the Dark Queen dead and the other gods returned to the heavens, many of the order have lost faith. Some have succumbed to the blandishments and temptations of other gods, searching for a deity to replace their own fallen goddess. Others who joined the orders after the disappearance of the gods, whose only Visions were inspired by the dictates of the Order's mystics and sorcerers, have lost faith altogether. This has left the Knights of Neraka in a state of chaos as more and more members of the knighthood abandon their posts and turn their backs on the Orders forever.

THE REBEL FACTIONS OF PASHIN

There are actually three distinct rebellious factions in Pashin: the Legionnaires, the elven refugees who left Silvanost when the Dark Knights assumed control over their homeland, and the Mikku rebels who do not wish to see any portion of their realm fall once more under the tyranny of the Dark Knights.

The Legionnaires operate covertly out of Pashin, having gone underground when the first major contingent of Dark Knights arrived from the Silvanesti Forest.

Never a large group, mainly placed here as an embassy to the Khur nomads, the members of this organization have been forced to abandon their homes and assume new identities, while trying to maintain their tenuous chain of contacts and informants. Now, they are seeking to infiltrate the Dark Knight Enclave, to weaken it from within.

A few Qualinesti and Silvanesti elves had been too weak to go to Sanction with their respective rulers to save Silvanoshei during the War of Souls. Instead, they had volunteered to be left behind. Their mission was to bedevil the Dark Knights occupying Silvanost and keep them occupied. When the first minotaurs landed, many of these elves were killed before they realized what was happening, but the survivors quickly fled up the Thon-Thalas and into the only area where they could possibly hope to find any solace—Khur. They established a small refugee camp outside the walls of Pashin, waiting for their people to return from the north so they could take back their forest. Without the aid of the Solamnics, however, the rulers of the elves decided it was too risky a task. Those in Pashin who could make the journey slowly rejoined their brethren, but those left behind had nowhere else to go when the Dark Knights themselves were chased out of Silvanost. The elves hid themselves in the poorest district of the city, disguising themselves as lepers, before the Dark Knights ever realized that they were there. Now, the elves have established a “leper colony” in the sewers, from which they strike subtly against the Dark Knights, seeking to regain what was stolen from them—their heritage and their pride.

The Mikku tribe of Khur nomads has always been made up of raiders, enjoying music and dance, as well as having a more-than-healthy appreciation for the possessions of others. With the wealth that the Dark Knights have brought with them out of Silvanost, they have become too tempting a target for the Mikku nomads to resist. The fact that they are striking against a group just as wicked as the Green Dragonarmies that once occupied their homeland makes the sport all that much sweeter.

Unfortunately, none of the three factions work well together, for each has individual ambitions and goals, which often run contrary to one another. It is this that has prevented the three rebellious factions from shaking the Dark Knights out of Pashin.

MARTIAL LAW

With Pashin currently under control, at least overtly, by the Dark Knights, General Dogah has tried to establish martial law over the city in an attempt to curb the city's innate lawless atmosphere. Unfortunately, he did not take into account the unwillingness of the Khur tribes to once more submit themselves to a tyrannical yoke—they all remember the dark days of the War of the Lance when the Green Dragonarmy ruled their land with an iron grasp.

Unfortunately for the Dark Knights, their presence in this town has not exactly been accepted with open arms. A large number of the population settled in Pashin to avoid stringent laws and persecution. There have been quite a few public displays of unrest since the Dark Knights arrived and assumed control of the town. The Dark Knights have been pretty quick to put down any unrest that could potentially grow too large. With the wealth that many of the Dark Knights brought with them, bribery has calmed some of the unrest. Threats and intimidation have quieted a number of other possible insurgencies.

Regular patrols go out into the town, walking the street and keeping an eye out for trouble. Their routes are predominantly around their headquarters and the outskirts of the city. They have learned that the northern and the western sections of town do not appreciate their presence.

RANDOM ENCOUNTERS IN PASHIN

While in Pashin, there's a chance that the characters may wander around, instead of heading in the direction that they need to go. A good way to help guide the characters is through the use of random encounters.

Once per hour in the city streets, there is a chance that a random encounter might occur. The chance of an encounter varies, determined by the character's actions while out in the city.

Many of these random encounters can actually provide the characters with beneficial aid later on in the adventure, depending upon how the characters deal with the situation. This creates the feeling for the characters that their actions have consequences. Even something that seems minor and inconsequential at the moment could later provide an important clue or assistance where it is least expected.

STREET ENTERTAINERS (EL VARIES)

Given the wide variety of individuals who find their way to Pashin, there is a startling diversity of performers who roam the streets or have set themselves up on corners in order to entertain for a few coins.

When a street entertainer is rolled as a random encounter, the type of entertainer can vary, depending upon whether it is day or night.

Acrobats: A troupe of acrobats has staked out a corner of one of the squares. These three acrobats (a female afflicted kender named Grace, a female half-elf named Blythe, and a burly male Khur nomad who identifies himself as Stallion) perform a wide variety of tricks, but the crowd doesn't seem impressed; indeed they are busy

Back Alley Encounters

Condition	Encounter Chance
Early Morning	5% per hour
Mid-Afternoon	10% per hour
Evening	25% per hour
Nighttime	40% per hour
Back alleys	+10%

Back alleys are all the secondary roads throughout Pashin that create a maze of twisting paths that often lead in on themselves.

City Encounters

Day	Night	Encounter*
01-10	—	No Encounter
11-15	01-10	Street Entertainer
16-25	11-20	Drunken Ogre
26-45	21-30	Kender Pickpocket
46-55	31-45	Street Toughs
56-75	46-65	Swarm of Rats
76-85	66-75	Lepers
86-95	76-85	Legionnaire Rebels
96-100	86-100	Dark Knight Patrol

* These encounters are one-time only encounters. If the same result is rolled twice, and if it is daytime, there is no encounter, if it is nighttime, there's a 50% chance it's a Dark Knight patrol and a 50% chance of no encounter.

harassing and jeering the acrobats. During the encounter, Stallion stumbles, dropping Grace into the crowd. The crowd turns Hostile and begins to harass the unfortunate kender, thinking that this is all part of an elaborate ploy for a "handler" to steal them blind. The characters may try to save the acrobat, using a number of different methods:

* *Diplomacy:* Changing the crowd's reaction to Unfriendly will cause the crowd to disperse in 1d4 rounds, Indifferent will cause them to disperse in 1 round, while changing the crowd's reaction to Friendly will cause them to instantly cease their attack and help the acrobats, giving the acrobats 6d6 cp, 4d6 sp and 2d6 stl, half of which the acrobats will gladly share with the characters.

* *Intimidation:* The characters may attempt to intimidate the crowd with a successful Intimidate check against an opposed roll of 1d20 + 7 [number of people in the crowd (7) + crowd's average Wisdom modifier (0) + crowd's average modifier against fear (0)]. If successful, the crowd will react as if the Friendly result on a Diplomacy check (see above) had been gained.

* *Fighting:* The characters can attempt to fight the crowd back, preferably using non-lethal means. The crowd consists of 7 1st-level Commoners (3 hp each). If the fighting turns ugly (lethal means are used), or if the fight lasts for longer than five rounds, there is a cumulative 25% chance each round after the fifth that a Dark Knight Patrol will show up to try and break up the fight.

Regardless of how the characters resolve the situation, if they successfully aid the acrobats, award them XP based upon the EL given above. The acrobats may also provide the characters with important information about the town and its inhabitants (see the sidebar What Dove Knows below for a guideline of information the characters can gain from the acrobats).

XP Award: Award the characters full experience for the encounter if they use Diplomacy or Intimidation to stop the brawl before it begins.

Courtesan: As the sun sinks below the horizon, the ladies of the night begin to walk the street, looking to make their living. The courtesan, a pretty half-elf who introduces herself as “Dove,” approaches the party, offering her services to the character with the highest Charisma score, or the strongest looking character. Just as she propositions the character, there’s an angry shout as three brutish looking thugs step out of an alleyway.

The three goons work for Dove’s “employer,” a half-ogre known as Blackbird, who runs a tavern known as the Wounded Crow (P4). They have been sent out to get their boss’s cut from each of his girls. Dove protests that she hasn’t yet earned what she needs to pay off Blackbird, hiding among the characters in hopes that they can help her. The party can deal with this in a number of ways:

* *Diplomacy:* Using Diplomacy, the characters can attempt to talk to the thugs, who are Hostile. The key lies in giving the thugs the money that Dove owes Blackbird. She currently owes Blackbird 25 stl, which typically takes her a week to earn. Unfortunately, she’s had a bad week and hasn’t been able to earn anything. If the characters give the goons 25 stl, they will leave Dove alone for the next week. Out of gratitude, Dove will gladly help the characters learn their way around town, providing them a handy informant on various topics (see sidebar on What Dove Knows for details).

* *Intimidation:* The characters can attempt to threaten the thugs, getting them to back off for the night. The thugs can be chased off with a successful opposed Intimidate check against a roll of 1d20+2 [the number of thugs (2) + the thugs’ average Wisdom modifier (0) + the thugs’ modifiers against fear (0)]. If the intimidation is successful, the thugs will back off for now, returning to their boss at the Wounded Crow (P4) and reporting what happened. Dove will warn the characters about Blackbird’s anger, warning them away from the Wounded Crow (P4). If the characters are unwary, there is a chance that if they remain on the streets, any successful roll for a Random Encounter will be an attack from Blackbird’s men. If the characters go to the Wounded Crow, they could have to deal with Blackbird himself, which is inadvisable at this point (given that Blackbird is more than a match for a party of 1st or 2nd level characters) and something that Dove will stringently warn the characters against.

* *Fighting:* The characters can jump Blackbird’s goons. Dove will be grateful for the respite for the evening, but she will explain that it’s only a temporary measure and that they may have made a serious enemy in Blackbird. It will

WHAT DOVE KNOWS

Dove, having lived in Pashin for the last five years, and being a courtesan for the last two years, knows quite a bit about the goings-on in and about Pashin. She can provide the characters with any of the information found in the Gathering Information in Pashin sidebar above, as well as the following details:

- ~ The elves in Pashin have gone “underground,” keeping an eye out for any of their brethren captured by the Dark Knights.
- ~ The Dark Knights keep a constant patrol around the city, sending out regular patrols in order to keep an eye out for raiders—both Khur nomads and potential minotaur incursions.

Dove will not reveal any information that may potentially endanger her life, although she does know a few things that may be of interest to the characters. She will only reveal the following information if she is pressed (a successful Diplomacy check with a DC of 20), *charmed*, or similarly convinced:

- ~ One could possibly contact the Legion of Steel through the half-ogre mystic that operates the store Old Omar’s Oddities in the Merchant District.
- ~ There are rumors that the elves are suffering from a strange affliction, a disease that requires them to wear heavy robes.

take a day or two to determine what happened to the goons depending upon if or how the characters dispose of the bodies. Blackbird will retaliate for the attack on his men.

~ **Blackbird’s Goons (2):** 12, 9; see page 161.

Treasure: If the characters manage to take down Blackbird’s goons, they’ll find that the goons are carrying a heavy purse of money (125 steel pieces and 2 small garnets worth 25 stl each).

XP Award: Award the characters full XP for the encounter if they use Diplomacy to deal with the goons. If they use Intimidation, award them only one-half the XP points for the encounter.

DRUNKEN OGRE (EL 3)

In this encounter, as the characters are walking by, a furious bellow (sounding much like the call of a wounded bull) echoes out of an alleyway. Just as the characters turn to see what’s going on, an enormous ogre comes barreling out, arms swinging as he attacks. The ogre is too drunk to be reasoned with either through Diplomacy or

Intimidation but the characters can choose whether to subdue the ogre or not. The ogre is drunk (and is chaotic evil to those using magic to discern alignment), and killing someone on the streets, even in self-defense, is sure to draw the attention of the Dark Knights, something most people want to avoid (see Dark Knight Patrol below).

☞ **Garthak, the Drunk Ogre (1):** hp 45; see page 161.

Tactics: The ogre is unarmed (allowing an Attack of Opportunity for characters not caught unaware) and is drunk (suffering a -4 circumstance penalty on attack rolls, damage rolls, armor class, and saving throws).

Treasure: +1 *large hide armor* (worn by the ogre), 550 stl in assorted gemstones (5 hematites worth 10 stl each, 4 bloodstones worth 50 stl each, 3 red garnets worth 100 stl each), and 15 sp in a pouch around the ogre's waist. The rest of the ogre's possessions are in his room at the Wounded Crow (a masterwork great club, 250 stl, and other assorted personal equipment).

Development: If the characters subdue the drunk ogre, he will be picked up by a Dark Knight patrol and brought to the prison camp of the Dark Knights (P7c). Later on, if the characters end up in the same prison camp, the ogre remembers that they did not kill him and could provide some much needed muscle for the characters to make their escape.

XP Award: If the characters subdue the drunk ogre instead of killing him, award them full XP for the encounter (EL 5), instead of using the EL listed above.

KENDER PICKPOCKET (EL 1)

As the characters are moving through the crowds, a kender is cheerfully whistling to himself as he bumps right into the center of the party. Of course, the irrepressible young kender manages to find quite a few things as he does so. Allow each character to make a Spot check against Rowan's Sleight of Hand (1d20+9) to see if they notice what Rowan has "acquired," or notice the slight brush of his stray hands as they discover new and interesting toys.

From each character, Rowan will have "borrowed" a single trinket: a ring, a small pouch, a dagger, etc. There are several ways to recover the items:

* **Diplomacy:** The characters may attempt to talk to Rowan, asking him to give back the items he found. Rowan's initial reaction is Indifferent. On a Friendly result (DC 15), Rowan will give back that character's item, exclaiming with absolute sincerity that he was just trying to keep the item safe from pick pockets. On a Helpful result (DC 30), he will give everyone their items back, using the standard array of kender excuses ("I found it laying there in the mud and didn't want it to get dirty," "Oh, you dropped this a few blocks back, just wanted to make sure it got back to you safely," or "Wow, I had a [type of item] just like that, but you can have it if you really think that it's yours!"). At your choice, with a Helpful result, Rowan might also give the characters a few other things from his pouches, just because they seem like "nice folk."

* **Intimidation:** The characters can threaten Rowan into giving back their items, although they should realize that

it's pointless to try and Intimidate a kender (kender, being immune to fear, cannot be intimidated). Rowan's reaction will be the same as if the party attacked him. He will use whatever it takes to get away, including darting through alleys, shouting that he's being attacked (not that any one is willing to help a kender, but it can cause confusion in a crowd), and try to escape into the sewers.

* **Attacking:** If Rowan is attacked, he will use hit-and-run tactics. If he's being held or restrained, he attacks in an attempt to break free (or use an Escape Artist check to wriggle free, as appropriate) and then run off, trying to escape. Use the tactics for Intimidation above. He will not give the items back unless he is stripped of his possessions.

☞ **Rowan Whispertouch:** hp 5; see page 161.

Treasure: In his many pouches, Rowan has the typical kender array of small bric-a-brac along with the equipment listed in his character entry in Appendix 2. He is also carrying two *potions of cure light wounds*.

Development: Later on, as long as the characters did not attack Rowan, the kender could end up in the Dark Knight prison camp (P7c), providing them an ally that can help them escape.

XP Award: Award full experience points for defeating Rowan if the characters use Diplomacy to talk him into giving their items back. Award only one-half XP if the characters try to intimidate or attack Rowan.

STREET TOUGHS (EL 4)

The back roads of Pashin are not always the safest of routes, as evidenced by the number of muggings that occur in the town. As the characters are passing down one particularly dark alleyway, they find their way blocked by three large ruffians. The ruffians want the party to hand over their possessions or else "suffer the consequences." Two more ruffians appear behind the characters, blocking their way out, while the sixth ruffian is perched on top of a building with a crossbow.

☞ **Street Toughs (6):** hp 8, 7, 6, 6, 5, 5; see page 161.

Tactics: There are 2 more street toughs than there are PCs (the 6 listed above assume the standard party size of four player characters). Unless the characters fight back to back, the ruffians have effectively flanked the party. The ruffian on top of the building is perched about 15 feet up (+1 to melee rolls, but +0 with ranged attacks) with cover (+4 AC against melee and ranged attacks). (See rules for attacking from higher ground and cover in Chapter 8: *Combat of the Player's Handbook*.)

Treasure: Between the various street toughs, they have 105 stl, 194 sp, and 75 cp among them, which they have gathered while working the alleys. Their other possessions are fairly ragged and not worth much, though the crossbow bolts could easily be scavenged.

SWARM OF RATS (EL 2)

As the characters are passing by one of the "secret" entrances into the sewers (as indicated on the map of Pashin), have the characters make a Listen check (DC 15). Anyone who successfully makes the check hears a strange

sound like a combination of loud rustling and bubbling, rolling water. Suddenly, the ground seems to erupt (the secret hatch of the sewer entrance is violently opened) as a swarm of rats surge out of the hole. The characters are caught in the surge and must deal with the swarm. The bubbling sound continues to mount until three rounds after the rats first emerge, at which point a geyser of boiling hot water explodes upward from the exposed sewer entrance. Anyone within 10 feet of the exposed sewer entrance must make a Reflex save (DC 15) or take 1d4 points of damage from the scalding water.

☞ **Swarm of Rats:** 13; see *Monster Manual* page 239.

LEPERS

As the characters are traveling past a darkened alleyway, they hear a strangled scream. If they rush to investigate, they see a figure clad in black leather, holding a curved knife and standing over a fallen body. A black cowl hangs low, concealing the assailant's face, and black gloves cover the assailant's hands.

The body on the ground is dressed in heavy robes of coarse linen. A gauze veil hangs in tattered shreds over the fallen figure's face, revealing a delicately featured face. Characters can make a Spot check (DC 12) to realize that the fallen figure's face is clearly elven.

The characters have stumbled into the middle of an old quarrel. The cowed assailant is Aranol Nightblade, a Silvanesti dark elf who has been hunting down the elf now lying at his feet, Wyllin Swiftfox, whom he blamed for having had him cast out of Silvanost. Now that the deed has been done, his vengeance sated, Aranol will try and put as much distance between him and the alleyway as possible, as quickly as possible, but the characters could prove an impediment to that.

☞ **Aranol Nightblade:** hp 14; see page 162.

Tactics: When the characters arrive, the assailant spots the characters, unless they are using stealth, at which point you will need to roll an opposed skill check (Listen +, Spot +). If the assailant notices the characters, he attempts to neutralize the most visibly threatening character (a wizard-looking character in robes and carrying a staff, or an enormous armor-clad individual wielding a massive blade) by using one of his tanglefoot bags. He will then attempt to flee, pulling a *potion of jump* out of a pocket in order to spring to the rooftops and escape.

Treasure: There is no real treasure beside the equipment the assailant is carrying. If the characters check the body of the fallen elf, they will find that the elf is only carrying a silver shortsword and a belt pouch holding only 5 stl.

Five rounds after the characters discover the corpse and the assailant, three more linen-robed lepers burst into the alleyway, moving with a speed that belies their supposed



sickness. If the characters are still in the alleyway, the lepers immediately spot them. When they notice the fallen body on the ground, the lepers draw slender blades from their robes, prepared to avenge the death of their fallen comrade. If the characters have already dealt with Aranol, it's fairly easy for them to point out the true assailant. If Aranol escaped, the characters can attempt to deal with the lepers in a number of ways:

* **Diplomacy:** If the characters have weapons at the ready from dealing with the assailant, or seem to be going through the robes of the fallen elf when the elven lepers come into the alleyway, the elves are immediately Hostile and attack. Characters may attempt to explain that they are only trying to help. If the characters

fight defensively or drop their weapons, give them a +5 circumstance bonus on any Diplomacy checks. If there is an elf in the party, add another +5 bonus.

* **Intimidation:** Enraged by the death of their comrade, the elves are hungry for vengeance. However, they are not stupid. If it looks like the party is too powerful to deal with, or if the characters succeed with a resisted Intimidation check against 1d20+4 [number of elves (3) + average Wisdom modifier (1) + modifiers against fear (0)]. If the Intimidation is successful, the elves will flee swiftly, heading for one of the hidden sewer entrances so they can report back to the Leper Colony (PS3).

* **Attacking:** If the characters do not convince the elves of their innocence, the elves attack to kill. However, if it seems they are overwhelmed, they will retreat rapidly, heading for the sewers, where they hope to lose anyone chasing after them.

☞ **Elves/Lepers (3):** hp 2; see page 162.

Development: If the characters manage to stave off the angry elves, offering proof that they were only there to help but had arrived too late, they will have made contact with the underground elven resistance. The elves ask the characters to keep their secret, saying only that they were a family who had stayed in Pashin waiting to see if other friends or family had managed to find their way to this town. They do not allude to the other elves hidden in the colony in the sewers. If the characters push for more details, the elves fall back on stoic silence, moving to pick up their fallen comrade, expressing their need to move the body before any Dark Knight Patrols show up. At this point, you can have one of the elves suddenly gasp, whispering that he can hear Dark Knights approaching. If the characters provide a distraction (either offering or accepting the task after being asked), the lepers will be in the characters' debt, which may be handy if the characters end up captured and thrown into the Dark Knight prison camp (P7c).

XP Award: If the characters defeat Aranol and avoid fighting the elves, award them full experience for the encounter. If they offer (not if they are asked) to distract the Dark Knight Patrol (see below), you can choose to give the characters XP equivalent to a +1 EL.

LEGIONNAIRE REBEL (EL 1)

There's a considerable amount of unrest in Pashin but a sort of uneasy truce has kept the unrest from exploding into open warfare in the streets. Some individuals are not completely adverse to that.

While the characters are walking down the street, they hear a loud commotion. Suddenly, a figure comes barreling out of a building. He's dressed like a simple peasant, with a heavy cloak to ward off the cold. A Spot check (DC 10) reveals a longsword strapped to his side and the flash of a chainmail shirt hidden under his jerkin.

Seconds after the "peasant" runs out of the building, it explodes in a fiery conflagration. Have the characters make Reflex saving throws (DC 12) to avoid the flaming debris or take 1d4 points of damage. The peasant is thrown off of his feet, crashing into the midst of the party, having been caught by the blast (damage taken is reflected by the stats below).

The "peasant" groans, looking up at the characters and asking for their help. He quickly explains that he's a freedom fighter and that he destroyed a warehouse used by the Dark Knights to store munitions (he's lying; the warehouse was empty and had been set up as a trap to catch any rebels. A Sense Motive check (DC 15) will reveal that he's stretching the truth). He also begs the characters to help him get away, as there is already a crowd gathering and it will not be long before a Dark Knight Patrol or the City Watch shows up. He will offer the characters 200 stl to help him get to the Five Dragons (P5).

Allow the characters to slip the "peasant" (who will keep refusing to give his name until he's back at the Five Dragons safely) through the back alleyways. Occasionally, have them roll Spot and Listen checks (DC 15) to see if they notice that they are being shadowed. The characters are being followed by the "peasant's" two sons, who were watching to see what happened and now are just following to make sure that the characters do not rough him up or turn him in.

If the characters stage a trap for their shadows, they find that their followers are two teenage boys, who look both angry and a bit scared at what's going on. Over their father's protests, they explain that their father has started working for the Legion of Steel, despite their mother's protests. She sent the boys to keep an eye on their father, who's got more heart than he has brains. The boys offer to take their father home, who reluctantly agrees. The "peasant" takes a medallion shaped like a starjewel (the symbol of the Legion, much to the Silvanesti elves' disdain) and gives it to the characters. He tells them that if they take the medallion to a place called Old Omar's Oddities (P6) in the Merchant District and tell the half-ogre Klaudia they were sent by "Jacob," they will receive their reward for helping.

☞ **Jacob the "Peasant":** hp 8; see page 162.

Treasure: If the characters take the medallion to Old Omar's Oddities, they will find that Jacob has sent one of his sons there already to leave a package with Klaudia, which she will give to the characters in exchange for the medallion. The package contains 200 stl pieces, a masterwork chainmail shirt, and a masterwork longsword. Klaudia will explain that Jacob has decided to do less fieldwork and spend more time behind the scenes.

Development: The characters will have made an important contact with the Legion of Steel through the half-ogre, Klaudia Lorn. This provides benefits if the characters are captured and end up in the Dark Knight prison camp (P7c), as well as later on in the adventure.

XP Award: Even though this is a non-combat encounter, award the characters appropriate XP for helping the hapless rebel.

DARK KNIGHT PATROL (EL 3)

Although technically the Dark Knights only control their enclave (P7), they inhabit almost one-fourth of the city and make up almost one-half of the total population. Because of this, the Dark Knights have established their own patrols of the city, believing (probably justly) that the City Watch could care less about what happens to them.

The youngest, lowest-ranking members of the enclave typically form Dark Knight Patrols. Many of them are squires, some barely old enough to shave, but all of them are still Dark Knights. A typical patrol consists of three low-ranking knights plus a more experienced patrol leader. For the most part, their purpose is to maintain order, to keep an eye out for anything that might endanger the Dark Knights, and to make sure that the presence of the Dark Knights is felt throughout the city.

Each member of the patrol carries a sounding horn, which can be used to alert other patrols of a problem. The patrols have not been officially accepted into the ranks of the Knights of Neraka, but they each wear black chain shirts and dark blue tabards with a black lily embroidered over the left breast.

If the Dark Knight Patrol is a random encounter, they approach the characters with a scrap of parchment, showing them a fairly detailed sketch of two individuals: one is that of a rugged, middle aged human male with dark hair and eyes (Cael Kiergard, Leader of the Legionnaires in Pashin) and the other is that of a beautiful, fair haired, and pale-eyed elven woman (Shaylin Moonborn, leader of the elven underground).

☞ **Dark Knight Patrol:** hp 9; see page 162.

☞ **Dark Knight Patrol Leader:** hp 16; see page 162.

Tactics: If engaged in combat, at least one patrol member attempts to sound his horn, alerting other nearby patrols of trouble (see Dark Knight Horn Alerts sidebar).

The primary objective when dealing with criminals (or those they view as criminals) is to acquire captives who can be interrogated for information. The Dark Knights know that there is unrest, and are always looking for more information in order to stamp out resistance.

Treasure: Patrol members are only carrying the possessions listed in their entries in Appendix 2.

Development: Attacking a Dark Knight Patrol can cause problems for the characters for as long as they remain within Pashin, as the Dark Knights will hunt down and stamp out any threat to their already tenuous position.

Escape is typically the best option, and trying to avoid Dark Knight Patrols is certainly possible, but it gets more difficult the closer the party gets to the Dark Knight Enclave (P7).

SITES IN PASHIN

There are hundreds of buildings in Pashin, ranging from the simple huts found in the older sections of town to the grand structures found in the Gold District. Only a few buildings are described for the purpose of this adventure, but feel free to add other specific locations if needed for your campaign.

P1. MAYOR'S MANOR

Situated near the center of town lies a good-sized manor, at odds with the general architecture of the rest of the town. The front entrance to the manor is faced by a low wall, about ten feet high, crafted of the same sandstone with which much of the rest of the town was built. Atop the wall, barbed spikes create a deterrent to those who might wish to climb over. A pair of heavy, wrought iron gates provide access to the inner bailey.

Through the iron gates, you can see a lush garden, a rarity in this parched, dry land. Pomegranate trees provide some shade, even during these cooler months when the leaves have fallen, while fragrant jasmine provides relief from the usual city smells.

The manor building itself faces the open square at the town's heart, with two buildings meeting in the center to form an 'L' shape. The outer walls of the building are wooden slates, with thick windows covered by iron grates. Stone gargoyles leer down from each corner of the building, silent sentinels weathered by the sun and elements.

As you approach the gates, a swarthy warrior dressed in the voluminous green robes of a desert nomad comes to attention on the other side of the gate. The gleam of scale mail armor is visible beneath the loose cowl of the robe, and the wickedly curved blade of the warrior's guisarme glints as he brings it to bear.

"State your business."

This building is the home of Pashin's mayor, Emilian Togh, a canny noble who can trace his ancestry from both the current Khan of Khur and from the one-time Dragon Highlord of the Green Dragonarmy, Salah of Khur. Mayor Togh's father was the last lord-governor of Pashin and he

inherited the position upon his father's passing. He calls himself "mayor" to keep himself seen as less of a threat by disassociating from any title that makes it seem as if he were a military leader instead of a civic leader.

Generally speaking, the characters should have little reason at this point to approach the mayor for any reason. If they are being hunted by the Dark Knights, it is certainly plausible they may seek out the mayor for sanctuary. They will find the gates firmly barred and the guard Unfriendly toward the characters. Successful Diplomacy checks (DC 25) or an opposed Intimidate check against 1d20+4 [level (3) + Wisdom modifier (1) + modifier's against fear (0)] may net the characters a Friendly reaction from the guard. He will not allow the characters entrance to the mayor's manor, he will offer the characters some "cryptic" advice: *If you need to get out of town without being noticed, it's usually a good idea to go 'underground.'*

The guard is referring to the sewers, which run beneath the entirety of the town, including secret passages that lead to caves outside the town.

☞ **Mayor's Guard:** hp 8; see page 163.

Development: Harassing the mayor's guard, or sneaking into the mayor's manor, are not the best way for the characters to make allies in town. Currently, the mayor has pretty much barricaded himself in his manor, allowing the Dark Knights control over his town. He has sent messengers to his cousin in Khuri-Khan; however, he is unaware that all of his messengers have been waylaid by the Dark Knights, leaving him besieged in his own town.

P2. THE BAZAAR

At the southern end of town, just outside the South Gates, is the bazaar of Pashin. While it does not compare with the legendary Grand Bazaar of Khuri-Khan, it nevertheless boasts a startling variety of booths and goods from across Ansalon.

The bazaar is roughly divided into two distinct areas, each dividing the great field outside of town in half. The eastern half of the field is the bazaar proper, while the western half is dedicated to Pashin's horse market.

Tents of every shape, size, and description create an almost dizzying array of colors that gleam brightly beneath the light of the desert sun. At night, the colors become muted and faded, like a moonlit field of wildflowers.

During the day, the bazaar is filled with people, creating a confusing mix of voices and sights. Minotaurs, elves, ogres, and dwarves haggle prices with humans. Khur nomads brush shoulders with nobles from the far side of Ansalon. Kender dart gleefully, or skulk sullenly, among the crowds and both are given wide berths.

At night, the vast majority of the bazaar closes down; only a few glowing torches provide small islands of light in the darkness of the evening.

Some figures move furtively in the darkness, darting from one island to the next, making it seem as if they were out on business best left to the cover of darkness.

It is said that nearly anything can be found in Pashin's bazaar, whether or not the item in question is legal or not. It all depends upon who you ask, and whether you can afford the price.

Once the sun sets, most of the bazaar's tents close business, to reopen once more at the first light of morning. Only a few tents remain open, and typically only those out on specific business are allowed entry into those tents.

At the bazaar, most goods found in the *Player's Handbook* are available for purchase, although they will be marked up by 20% for weapons and armor and by 15% for other goods and services. A successful Diplomacy check (DC 15) will reduce the markup by 5%. Characters looking to sell goods can look to sell weapons and armor at 85% total value and other goods and items at 75% of value. A successful Diplomacy check (DC 15) increases the values to 90% and 85% respectively.

There are a number of different tents that the characters may seek out in the bazaar:

Alika the Bowyer: Alika (NG female half-elf Exp5/Rgr2) has set up a tent near the far western side of the bazaar. Here, she displays a fine selection of bows, crossbows, arrows, and bolts of her own design. Her composite and masterwork shortbows are famous throughout the area, which she sells at 125% value.

Blackaxe the Weaponsmith: The gruff and dour hill dwarf, Gargin Blackaxe (LN male dwarf Exp7/Ftr2) operates his tent near the center of the bazaar. Here, he sells a wide variety of weapons and armor crafted by his clan. His goods are of good quality, even a few masterwork pieces that he's willing to sell for 200% value, if he can be talked into selling them (Diplomacy DC 15, DC 25 reduces the selling price to 150% masterwork value).

Brannik the Horsemaster: An unusual sight in Khur, Brannik is a centaur (CN male centaur Ftr7), originally from the Plains of Dust. A close friend of the Mikku tribe, he acts as their agent in Pashin. He operates the largest corral in the western portion of the field, where he will buy, sell, or trade horseflesh. He has an extremely discerning eye, a

roguish manner, and a tendency to flirt with any pretty face passing by.

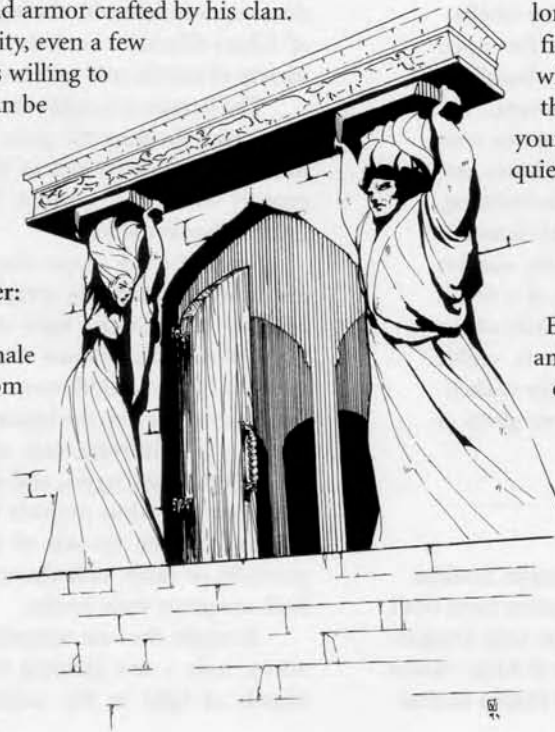
Halthorne the Wise: A true oddity, even in the bazaar, Halthorne is a mad gnome (LN male gnome Clr12). Said to have been struck blind by gazing upon Chaos during the Chaos War, it is said that Reorx took pity upon him before the gods disappeared, granting Halthorne a strange ability to see designs that others cannot see. Whether this is true or a legend created by Halthorne himself is unclear, but Halthorne does seem to possess an uncanny ability to see the future. A powerful mystic during the Fifth Age, when the gods returned, Halthorne was granted a vision of Reorx, causing the old gnome to happily turn to serving his god once more. Friends with Father Micah, Halthorne prefers to stay in his simple tent in the bazaar, where he sells small trinkets. If the characters decide to try and either sell the silver jewelry box that they have discovered, or have it appraised, the merchants will point the characters toward Halthorne's tent.

A small, almost non-descript tent stands near the heart of the bazaar. The khaki tent is stained by exposure to the elements. The front flap is pushed open, revealing a small, wizened figure. A gnome by appearance, although an odd one by most standards. Completely bald, his skin is almost the same color as the tent that frames him. His eyes seem to stare straight through you; visible cataracts have turned them a strange shade of gray. The tiny figure smiles, revealing perfectly white teeth, as he wheezes softly, "Welcome, I have been expecting you. You are seeking answers, I see. Unfortunately, the answers you seek will only lead you to hunt for yet more answers. Your path is a long one and only you can find the final answer." The old gnome's smile widens slightly, "Seek out the elves, they will provide the first answers and your next questions." The gnome turns, quietly disappearing back into his tent, allowing the flap to close with a soft *whoosh*.

Even if pressed, Halthorne will not provide any more answers. Instead, he will seem once more to be a more typical gnome, speaking quickly and rapidly as he tries to tempt the characters into purchasing some small trinkets or keepsakes.

P3. TEMPLE OF THE TRUE GODS

Clearly one of the most ancient buildings in Pashin, this temple has stood since before the Cataclysm. It bears the cracks in its



white washed facade like a proud warrior carries his scars. The sprawling building is a strange mixture of architectural styles, the result of being rebuilt time and time again. Two wings flank the northwestern corner of the central square of town, while a larger wing veers off to the northwest from where the two smaller wings meet in the middle.

The front of the building is decorated with a mosaic of colored tiles, the azures, ambers, and glittering amethysts creating geometric designs. The tiles are chipped, and some are missing entirely, but the patterns are still oddly beautiful, simultaneously peaceful and orderly, yet implying both a sense of randomness and unease lying just below the surface.

Sandstone steps, worn smooth with time and the passage of countless footsteps, lead upward between twin columns: one of pale, polished alabaster, carved to resemble a beautiful human woman; the other carved of dark, rough alabaster, to create a massive, powerful, and brooding human man. With their arms held over their heads, the two columns support a lintel decorated with a frieze of sculpted images of the Khur gods.

The massive wooden doors are wide open, inviting any to enter.

If the characters went through the events in *The Sylvan Key*, there is a chance that they require healing or desire to speak with one of the acolytes at the temple.

The worship of the gods in Khur is not the same as it is in many other areas of the world. The Khur nomads have always been a deeply spiritual people, even when the gods were not present following the Cataclysm or the Chaos War. They viewed such periods as trials, of the gods stepping back so that their children could learn to walk on their own. The temple houses shrines to all the Khur gods, even to the two gods who no longer stand in the heavens. (For more information on the relationship between the Khur nomads and the gods, see *The Gods of Khur* in Chapter 2.)

The master of the temple is Father Micah ib'n-Gar (N male human Clr7), a wizened old Khur who was an acolyte of Zivilyn during the Chaos War. When the gods disappeared, he continued preaching the ways of the gods, proclaiming that the gods had cast Chaos out of the world and had taken up the hunt through the heavens to ensure that Chaos was truly defeated. He kept the temple open throughout the years, welcoming anyone

who wished to worship or to learn. Many of Father Micah's students became skilled mystics, trained at the Citadel of Light, and returned to Pashin so they could use their skills at healing in the temple.

Now that the gods have returned, it seems as if Father Micah's faith has been rewarded. The temple has seen a resurgence of individuals seeking to approach the gods. Father Micah welcomes all.

P4. THE WOUNDED CROW

This tavern seems to consist of three separate buildings, located on a corner just outside the district that has been claimed by the Dark Knights.

Two smaller buildings flank the larger, central building. The buildings have been painted black and the few windows have been tightly shuttered. A set of wide, double doors lead into the central building, with a large stone statue of a crow with wings outspread, an arrow piercing its left wing, leering over the door like a gargoyle.

Inside, the Wounded Crow is a sprawling complex of small rooms and half-hidden niches, dimly lit by flickering candles on the walls. Grisly trophies, from the head of a black bear to the stuffed body of a small wyvern, have been placed prominently throughout, seemingly more for aid in identifying location instead of out of any sense of artistic value.

A woman dressed in a low-cut blouse and skirt slit clear up to her sides sashays up to you. Her painted lips are curled invitingly, her brown eyes wide and ingenuous as she gazes out from beneath shaggy blonde bangs. "Well, hello there. Welcome to the Wounded Crow, how can I help ya?"



WHAT BLACKBIRD KNOWS

Blackbird knows more about the goings on in Pashin than nearly anyone else in the town. He's completely self-serving and a loathsome individual, he realizes that money talks. Each steel piece the characters give him if Gathering Information or using Diplomacy, gives them a +1 circumstance bonus on one roll for information.

Blackbird knows all of the information from the Gathering Information in Pashin sidebar above. Additionally, through his various contacts and from his Hunting Birds, Blackbird also knows everything that Dove knows (see What Dove Knows sidebar), as well as the following information:

Indifferent (DC 15): Mayor Togh is terrified of the Dark Knights, which is why he's been hiding in his manor for the last few weeks. By now he's probably sent messages to his distant relative, the Khan of Khur in Khuri-Khan, but odds are that the Dark Knights have intercepted the messages as they already have agents in Khuri-Khan, petitioning the Khan for the right to permanently establish themselves in Pashin.

Friendly (DC 25): Togh's not as big a coward as he seems to be. He's been purposefully distracting the Dark Knights by sending messages to his distant cousin, the Khan; he's also made contact with the

Legion of Steel in Khuri-Khan, whose members are also eager to see the Dark Knights ousted from the town.

Helpful (DC 40): It is believed that the elves are hiding in the sewers, although where they have hidden themselves is unclear. Rumors say that there used to be an ancient shrine to Morgion in the sewers, a shrine that was cleansed following the War of the Lance.

The following modifiers apply to any attempts to use Diplomacy upon Blackbird (the modifiers are cumulative):

Modifier	Race or Class
-10	Elf, Kender, Gnome
+0	Half-Elf, Human, Ogre
+10	Minotaur, Half-Ogre
-5	Knightly type (Solamnic, Nerakan, or Legionnaire)
-10	Robed Character (Monk, Mystic, Sorcerer, Wizard)
-5	Cleric, Rogue
+0	Bard, Ranger
+5	Noble, Sailor
+10	Barbarian, Fighter

The Wounded Crow is one of the most infamous taverns in all of Khur. It has been said that each year more deals have been made, and more mercenary bands hired, in the Wounded Crow than in all the bars and taverns in Palanthas combined. This reputation is not too large an exaggeration.

The Wounded Crow has stood for more than one hundred years, and an individual known as Blackbird has always run it. There have been many "Blackbirds" throughout the years, as the tavern has passed from one individual to another. The current Blackbird (CN male half-ogre Ftr5/Rog4) inherited the Wounded Crow from his uncle just a year ago.

A large, unusually cunning half-ogre, Blackbird has quickly expanded the business of the Wounded Crow by having a number of girls, who he refers to as his Hunting Birds, walk the streets and bring back potential clients to the Wounded Crow. The girls also act as his eyes and ears throughout the town, reporting gossip and news that Blackbird can then turn around and sell to the highest bidder—often the Dark Knights. The one rule that Blackbird will not break, however, is that anything that happens at the Wounded Crow stays at the Wounded Crow. There are numerous private rooms that offer complete privacy, even from the Wounded Crow's staff.

Blackbird, perhaps more than many in Pashin, is an excellent source of information—if the price is right. If he

doesn't know the answers, he can usually direct the characters to someone who does.

If the characters have come to the Wounded Crow in order to discuss Dove with Blackbird, then his initial reaction will depend upon how the characters dealt with his goons. If the characters attacked his goons and are confrontational, Blackbird will be Hostile, otherwise his initial reaction will be Unfriendly.

P5. FIVE DRAGONS INN & TAVERN

Dominating the northeastern corner of the town's central square is a building that looks almost as old and weathered as the grand temple that stands across from it.

Three stories high, the building is shaped like an "L," with the two wings flanking the central square. The bottom floor of the southern wing is a stable, while the tavern itself is located in the northern wing. Double doors lead into both the tavern and the stables, their heavy wood carved with five dragons' heads. The dragons seem to have been each painted a different color—red, blue, black, white, and green—but the paint is old and flaking, revealing what seems to be different colors entirely beneath—gold, copper, silver, bronze, and brass.

The rest of the building is built of the same weathered sandstone as the majority of the town. Its narrow, open windows are covered with leather flaps to keep out most of the weather and sun.

Built during the time Pashin was an Istarian outpost, years before the Cataclysm, the Five Dragons was originally a military barracks. After the fall of Istar, the soldiers abandoned their posts. One soldier stayed behind and converted the barracks into an inn. Since then, the inn has been passed down from father to son to daughter. Currently, the Five Dragons is run by Emaline Yaseth, N human female Exp5/Mys2, a Khurish woman of middling years, with iron-gray hair, sparkling black eyes, and a kind face. Possessing a minor gift for healing, she welcomes any to stay at her inn, unless there is pure evil in their hearts (she will not allow any of chaotic evil alignment to stay at her inn; if she believes someone may be evil, she will use her *ring of heart's path* to check their auras).

Despite the name of the inn, the Five Dragons is a surprisingly welcoming and cozy place. It is a favorite of many merchants and travelers.

The two small doors leading into the Five Dragons are the primary access into the building, particularly by those who are not stabling their horses or wagons. The southwestern room is the front desk, where rooms can be purchased for the evening. The front desk is manned at all times by one of Emaline's daughters. The southeastern

room is a general purpose room, where deliveries are made and picked up.

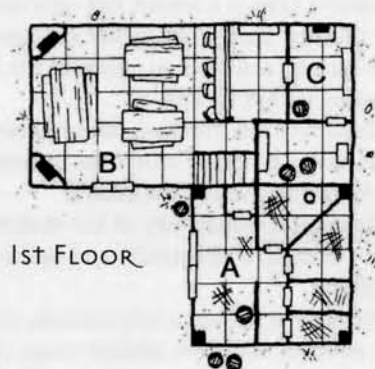
Rooms at the Five Dragons are simple but comfortable, costing 5 sp per night for two people per room. The larger rooms, situated on the third floor, are nicer and slightly more expensive, costing 2 stl per night for two people per room. Boarding a horse at the stable costs 1 sp per day, which includes grooming and feeding. Carriages and wagons can be kept safe in the alleyway behind the stable where one of Emaline's children keeps a constant watch for thieves for 5 sp per day. Guests are given special chits along with their room keys. These chits allow them to sit at the communal tables in the common room for a meal. Paying guests receive one chit good for either lunch or dinner for each night paid. Alcohol is purchased separately.

A. STABLES

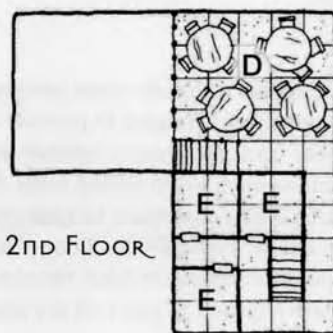
The entire bottom floor of the inn's southern wing is a small stable used to temporarily house the patrons' mounts. Two larger stalls are situated in the northeast corner with two smaller stalls built adjacent to the southernmost large stall. A small closet houses various grooming tools and fresh hay is piled against the southwestern wall.

During the day, two young stableboys, N human males Com1, can be found taking care of the stables and mounts. At night one boy stands watch, ready to sound the bell in case of an emergency. The stableboys are grandchildren of Emaline's, kept busy to keep them out of trouble. 1 sp will see a horse stabled, brushed down, and fed for a day. The

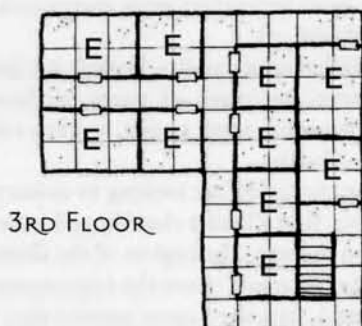
Five Dragons Inn



1ST FLOOR



2ND FLOOR



3RD FLOOR

Legend

- A. Stable
- B. Common Room
- C. Kitchen
- D. Upper Bar
- E. Bedrooms

young boys are surprisingly good hagglers, realizing that if they don't get the silver piece, they won't get the sweets that their grandmother makes each evening.

B. COMMON ROOM

The common room takes up most of the rest of the first floor of the Five Dragons. The common room consists of three long wooden tables, with long benches on either side. Two fireplaces are kept burning at all times, filling the room with light and the smell of sweet burning wood. Rushes cover the hardpacked floor, swept up regularly to keep the room clean. At these tables, guests place individual orders, which are brought out by one of Emaline's sons.

Anyone can sit down at one of the long tables and eat until they are full for 1 sp for lunch or 3 sp for dinner. These communal tables are loaded down with simple, filling food, and for the price, the tables are also kept filled with people from all over town.

A bar divides the common room from the back kitchen, where Emaline's eldest son, Alak, N human male Ftr5, Str 20, Wis 15, a big strapping brute with sharp eyes and a surprisingly wicked sense of humor, serves as the barkeep.

C. KITCHEN

The large kitchen of the Five Dragons is set in the back of the second floor. The wide, open room has large windows that help to keep the room cool while the fires are going. One large closet sits on each side of the kitchen. They provide storage for food and supplies. The kitchen is manned by a staff consisting of Emaline's sons, and is run by Emaline's husband, a middle-aged, barrel-chested, Ergothian sailor-turned-landlubber named Jemson Yaseth, CG male human Sailor5.

D. UPPER BAR

Up a flight of wooden stairs lies a slightly more private area, where four round tables are arranged to provide a modicum of privacy, away from the general hubbub that usually fills the common room. A wood railing trails the edge of the upper floor, enabling customers to look over into the common room below. Typically this floor is used by individuals wishing to dine separately from the commoners. These patrons are required to pay 1 stl per person to sit up here.

A hallway in the southeast corner of the room leads farther back into the inn leading toward three small rooms and the stairs up to the third floor.

E. BEDROOMS

There are ten simple bedrooms and three large bedrooms in the Five Dragons, all are located on the inn's third floor. The small bedrooms are ten-foot by ten-foot cubicles, with narrow beds. Though not very large, the beds are comfortable and the linen clean. The larger rooms are ten-foot-by-fifteen-foot, with larger beds. Each room has a chamberpot that the maids empty each morning. All of the maids, like all the other workers at the Five Dragons, are family. The current maids are Emaline's daughters-in-law.

The doors to each room can be locked and are made of heavy wood. Small-paned glass windows look out, providing light during the day. Beeswax candles are set into sconces on the walls, providing illumination at night.

P6. OLD OMAR'S ODDITIES

A small, innocuous building, this tiny store sits off the beaten path in a back alleyway deep in the Merchant District. A simple wooden sign hangs over the door with the words *Old Omar's Oddities*, carved in Common, surrounding the symbol of a hand holding a skull.

Inside, the store is little more than a shack with a single large room up front and a purple curtain demarcating an entrance to a second room in the back. The walls of the front room are lined with shelves that are stacked with countless jars, containers, and books.

A rather large woman sits in a chair grinding a foul smelling substance into a fine paste while consulting a book next to her on the table. She apparently has some ogre-blood in her, if the yellow tint to her skin and the small tusks emerging from her lips are any indication. A tiny bell announces the opening of the door causing the half-ogre woman to look up and smile, revealing pointed teeth. She offers a friendly, "Hello, can I help you with something?" Her Common is clearly enunciated and her tone pleasant despite her deep, rumbling voice.

Klaudia Lorn is a female half-ogre and apothecary. She runs this tiny shop, offering her services as a minor healer, while secretly acting as an agent for the Legion of Steel operating within Pashin.

Characters can purchase minor potions and alchemical goods from Old Omar's Oddities at standard market price. The following goods are available:

Alchemical Goods: Any of the alchemical items from Table 7-8: Special Substances and Items from the *Player's Handbook*.

Potions: 50 stl—*cure light wounds, endure elements, hide from animals, hide from undead, magic stone, pass without trace, protection from good/evil, remove fear, shield of faith +2, shillelagh*; 100 stl—*bless weapon*; 300 stl—*aid, delay poison, lesser restoration, resist energy (cold, electricity, fire), shield of faith +3*.

Miscellaneous: candles, healer's kit, holly and mistletoe, ink, inkpen, jug (clay), oil, paper, parchment, sealing wax, soap, spell component pouch, torches, vials, (blank) wizard's spellbook.

If the characters are looking to contact the Legion of Steel, they find Klaudia close-lipped, unless they prove they are not a threat to the Legion. If the characters encountered Jacob the "Peasant" (from the Legionnaire Rebel random encounter), then the Legion symbol they provide will gain them instant acceptance as Klaudia hands the characters

their reward from Jacob (200 stl pieces, a masterwork chainmail shirt, and a masterwork longsword). Otherwise, the characters must attempt Diplomacy (DC 25; Klaudia is Unfriendly the moment any one starts asking about the Legion), an opposed Intimidation check against 1d20+6 [Klaudia's level/HD (3) + Klaudia's Wisdom modifier (3)+resistance to fear (0)], or some other method to get the information out of her (such as *charm person*).

The Legion in Pashin is divided into several small cells with each member only knowing up to five other members. One member from each group will occasionally drop off information covertly in a coded scroll to Klaudia, who then drops off the scrolls at a location that varies from day to day. All Klaudia really knows is that the main body of the Legion in Pashin has gone underground and remains operating underground as information gatherers. The Legion sends the information back to their headquarters in Ak-Khurman once a month.

If the characters profess any interest in joining the Legion of Steel, Klaudia tells them that she cannot help them; they would have to travel to Ak-Khurman in order to pursue such an objective.

P7. DARK KNIGHT ENCLAVE

When the Dark Knights first retreated to Pashin, they claimed the abandoned headquarters of the former Green Dragon Highlord. Disorganized and disarrayed, the Dark Knights seemed destined to forget their discipline in the chaotic and wild taverns of the town. Then General Dogah showed up. Quickly, with the help of a few court martials and public beheadings, General Dogah seized control over the Dark Knights in Pashin, reestablishing order.

Within two months of his arrival following the return of the true gods, General Dogah and his men had rebuilt the abandoned buildings as well as torn down a section of the city's wall. They constructed a private gate between their newly built enclave and their encampment on the eastern

side of town, all the while proclaiming that they were only seeking to establish a Nerakan Embassy. Secretly, General Dogah decided it was time to claim Pashin for himself. Without the protection of their patron goddess, the Dark Knights would be helpless prey to the Khur nomads (who have no love for the Dark Knights).

Now, the Dark Knights in Pashin number almost one-for-one with Pashin's residents, greatly outnumbering any other single group. Already, political control of the city has begun to swing toward Dogah; the Mayor Togh retreats to his manor, hiding and praying for help from the Khan.

The enclave is divided into two compounds, a larger one where the main buildings are, and a smaller compound where the Dark Knights have constructed their own private prison for political prisoners and the occasional troublesome Dark Knight (or so they claim).

The three buildings within the primary compound are all of similar construction. The outer walls are made of fitted stones, much like the barricade surrounding the entire compound, with only small, arrowslit windows to provide air circulation. The inner walls of each building, like the floors and ceilings, are made of thick wood planks.

The largest building, situated against the northern wall, serves as the primary headquarters for the Dark Knight leadership. The smaller building along the western wall serves as the enclave's smithy and armory, while the smallest building against the southeastern outer wall is the stable for the officer's horses. A large courtyard in the middle of the primary compound serves as a gathering place for the Dark Knight platoon commanders when they are called before General Dogah.

- **Outer Wall (Reinforced Masonry):** 2 feet thick, hardness 8; hp 180; AC 5; Break DC 45; Climb DC 15.

- **Outer Gate:** 2 inches thick, hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 30 (Good lock, if locked).

- **Building Walls (Superior Masonry):** 1 foot thick, hardness 8; hp 90; AC 5; Break DC 35; Climb DC 20.

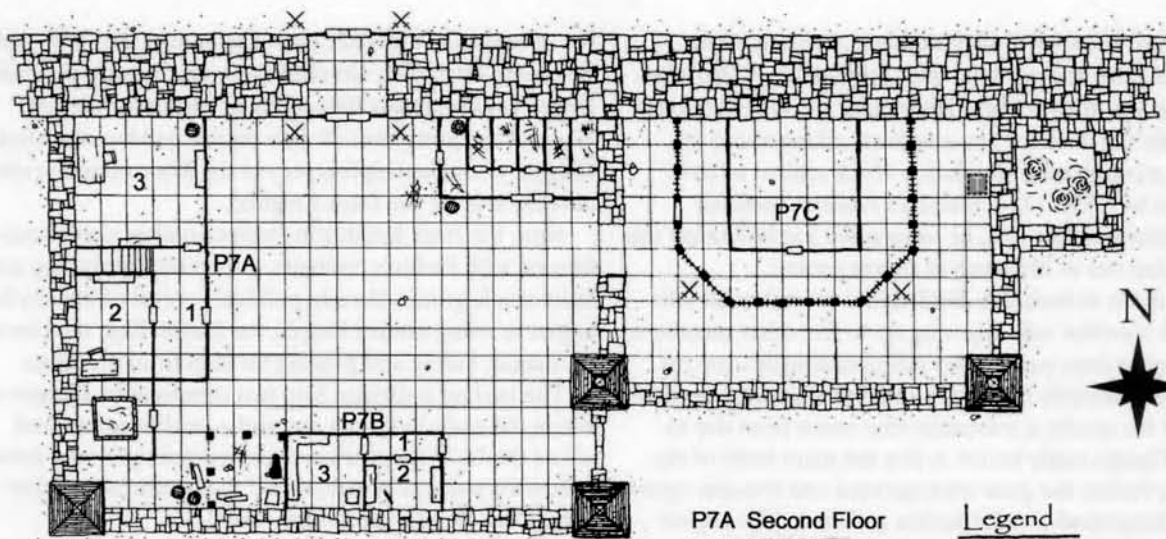
DARK KNIGHT HORN ALERTS

The Dark Knights have created a reliable way of communicating with one another over distances, alerting one another of trouble, calling for assistance, or for sending short messages quickly.

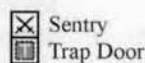
The horns used by the Dark Knights are distinctive. Carved from the horns of a rare breed of bighorn sheep found only in the mountains surrounding Neraka. The horns are typically gathered from the remains left behind by the juvenile dragons learning to hunt. The horns are treated with special oils and bound by silver rims. Each Dark Knight is taught the horn alerts as part of their squirehood. There are many other specific notes and calls besides those that are listed above. Feel free to add other calls as necessary.

Characters with appropriate Knowledge skills (knighthoods, etc.) can identify the above calls with a Knowledge check against a DC 10.

Notes	Meaning
One long note	All clear
Two short notes	Enemy sighted
Two long notes	Call to arms, prepare
Three short notes	Enemy engaged
One long, one short	Enemy retreating
One long, two short	Trouble, send assistance
Two long, one short	Retreat, regroup
Two long, two short	Dragons approaching



Dark Knight Enclave



P7A Second Floor



Legend

- P7A-1. Hallway
- P7A-2. Valke's Office
- P7A-3. Dogha's Office
- P7A-4. Meeting Room
- P7A-5. Dogha's Chambers
- P7B-1. Hallway
- P7B-2. Weapon's Room
- P7B-3. Armory
- P7C. Prison Camp

There are assigned guards present at all times during both day and night. The guards are stationed at regular intervals on each of the four watchtowers, with roving guards walking along the enclave's outer wall and the top of the city wall. One guard walks along the top of the outer wall, clockwise, completing a circuit of the compound in 15 minutes. Two guards walk the outside of the outer wall, counterclockwise, completing a circuit every 20 minutes.

The location of sentries, who are relieved every four hours (at Dark Watch, Early Watch, Second Watch, High Watch, Tenth Watch, and Last Watch, see page 196, *DRAGONLANCE Campaign Setting*), are indicated on the map.

☞ **Dark Knight Sentry:** hp 11; see page 163.

A. DARK KNIGHT HEADQUARTERS

The primary building in the enclave serves as the headquarters for General Dogah and his contingent of Dark Knights. Made of simple but sturdy construction, this building is the only two-story building inside the compound. A smaller, square building is attached to the larger building, serving various functions such as a bathing house (a popular building in the hot, dusty Khurish badlands).

☛ **Headquarter Door (Strong wooden door):** 2 inches thick, 5 hardness; hp 20; Break DC 23; Open Lock DC 25 (if locked).

The first floor of the building consists of an L-shaped hallway (P7A1), with stairs leading up to the second floor. A small room (P7A2) serves as an office for General Dogah's second in command, Commander Leorin Valke, LE male human Ftr5/Knight of the Lily 3, who is in charge of Dark Knight patrols operating outside of Pashin. The other, larger room on this floor (P7A3) is Dogah's office.

The door to Valke's office is not kept locked, as there is little in there besides a desk and basic supplies (pen, parchment, ink, candles, and the like). The door to Dogah's office, however, is always kept locked because of the valuables contained inside.

☛ **Dogah's Office Door (Good wooden door):** 1 1/2 inches thick, 5 hardness; hp 15; Break DC 16; Open Lock DC 30 (good lock).

Inside Dogah's office, there is little other than a desk and chairs; however, beneath Dogah's desk there is a hidden trap door (Search DC 15 to locate). The trap door is heavy iron, covered by a thin veneer of wood, enabling it to blend in with the rest of the floor. The trap door is locked and protected by a poison gas trap, which triggers unless the proper key is used. The key is worn on a chain around Dogah's neck. The trap door opens up into a small, 5-foot-by-5-foot-by-5-foot niche, in which the majority of the Dark Knights's treasure is kept (50 steel bars worth 100 steel each, 15 leather bags holding 100 steel pieces each, 20 small bags holding 100 silver each, and 50 small pouches holding 100 copper each).

☛ **Trap Door:** 1 1/2 inches thick, 5 hardness; hp 15; Break DC 16; Open Lock DC 18.

☞ **Poison Gas Trap (Brown Mold):** CR 2; mechanical; touch trigger (opening the trap door); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16.

The stairs leading up to the second floor emerge into a large meeting room (P7A4), where General Dogah holds larger planning sessions with his commanders. A single, heavy wooden door leads back into Dogah's personal chambers (P7A5).

• **Dogah's Chamber Door:** 2 inches thick, 5 hardness; hp 20; Break DC 23; Open Lock DC 25 (if locked).

⇒ **Poison Needle Trap:** CR 2; mechanical; location trigger; manual reset; Atk +17 melee [1 plus poison, needle]; poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

General Dogah is currently not in the enclave; he's out with his lieutenant investigating recent reports of minotaur incursions in the vicinity. As such, most of his equipment along with many of the more powerful weapons and equipment owned by the Dark Knights have been taken with them.

Dogah's room is sparse. There are a few small pieces of artwork—taken from Silvanesti—in the room. These are minor pieces; most of the more expensive pieces have already been sold to make money to pay for the enclave and its soldiers.

There's a chest at the foot of the neatly made bed. The chest is made of heavy oak, with thick iron bindings and a heavy iron lock (Open Lock DC 25). The lock has the same type of needle trap found on the chamber door, giving anyone searching or attempting to disarm the trap a +2 circumstance bonus if they found/disarmed the first trap successfully.

⇒ **Poison Needle Trap:** CR 2; mechanical; location trigger; manual reset; Atk +17 melee [1 plus poison, needle]; poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

Treasure: Inside the chest Dogah has his few personal possessions consisting of three sets of simple clothing, one set of fine clothing, four Dark Knight tabards, as well as a few minor valuable weapons belonging to the Dark Knights: a masterwork silver longsword of elvish design, with a delicate silver blade, an ornate golden hilt, and the name *Alaria ka'al* (Silver Dream) inscribed in elvish on the blade; a +1 *iron dagger*, with a heavy pommel wrapped in black leather; and a masterwork heavy mace.

B. ARMORY

The design of the armory is similar to that of the Dark Knight's headquarters. Only a single story, unlike the headquarters, there are no windows. The armory door is iron, heavily locked, and barred to prevent theft.

• **Armory Door:** 2 inches thick, 10 hardness; hp 60; Break DC 30; Open Lock DC 28.

The armory door opens to a narrow hallway (P7B1) with two doors, one opposite the entryway and one at the far end of the hall. The door opposite the entry leads into the weapon room (P7B2). In the room, there's a wide selection of weapons gathered by the Dark Knights. There are no magical or masterwork weapons in the room (these are stored in Dogah's office for special missions). If the characters' weapons were taken from them, they will be stored in a chest at the back of the room. If either Rowan or Garthak are captive, their weapons will be stored with the characters' gear.

• **Weapon Room Door:** 1 1/2 inches thick, 5 hardness; hp 15; Break DC 16; Open Lock DC 18.

The second door leads to the armor room (P7B3). Here, the Dark Knights keep the black-lacquered chain shirts and chainmail that they wear. There are five sets of each suit of armor, plus five bucklers and five light steel shields (dark blue shields with a black lily). Any armor and shields, along with other miscellaneous equipment taken from the characters (and from Rowan or Garthak) is found lying on a table in this room.

• **Armor Room Door:** 1 1/2 inches thick, 5 hardness; hp 15; Break DC 16; Open Lock DC 18.

C. PRISON CAMP

The Dark Knight prison camp rests within the secondary compound. A small building is surrounded by a barricade of spike-studded wooden beams, 15 feet high and roughly 35 feet wide by 45 feet long. The walls dissuade people from climbing them (the DC to Climb the barricade is 20), inflicting 1d4 points of damage unless the individual is properly geared. The only entrance through the barricade is a single iron gate in the center of the western wall.

Inside the gate there is a single structure, a square building of solid stone with ten feet of bare ground between the building and the barricade. A heavy iron door, locked from the outside with a heavy lock, provides access.

One guard is stationed at the prison camp gate at all times (when there are prisoners, which is most of the time), while another guard is assigned to patrol the outer perimeter of the camp.

If the characters are in the Dark Knight prison camp because they were captured, and they had encountered either Garthak, the drunken ogre, or Rowan Whispertouch, the irrepressible kender, then they will find the NPC here in the prison camp. The NPC has been roughed up and thrown into the camp along with the characters.

• **Barricade Gate:** 2 inches thick, 10 hardness; hp 60; Break DC 30; Open Lock DC 28.

• **Prison Door:** 2 inches thick, 5 hardness; hp 20; Break DC 25; Open Lock DC 25 (from outside only).

PROPHECY & IMMOLATION

This encounter occurs when the time comes to move the story forward or spur the heroes to action.

You notice a small figure standing in the shadows of an alleyway looking out into the street. A gnarled hand clutches a heavy, black robe tight around the neck. The cowl of the robe is thrown back to reveal a face so gnarled by time and worry that it's almost impossible to determine whether the figure is male or female, although the figure does appear to be human. Stringy white hair hangs in around the human's face and its pale eyes are completely white with cataracts, rendering it blind.

A stench assails the senses, that of decay and age. Most passersby are avoiding the figure in disgust. Some few are throwing copper pieces at the

figure's bare feet, thinking this blind old crone is just another beggar in the streets.

Suddenly, those blind eyes turn your way and the figure lets out a shriek loud enough to rival a banshee's. Throwing herself toward your group, she collapses on the ground at your feet. Slowly, painfully pulling herself up, the crone gazes up at you, her blind eyes open wide with a disturbing intensity. She reaches out, grabbing the leg of one of the characters with fingers like talons. With a low, deep moan her eyes roll back into her head and she begins to shudder as if in the grip of a fever. Words begin to pour from her lips in a low, whispery hiss:

"The stars are set into motion, a plan both cunning and divine; beware of specters in the night, beware of unseen designs; the key you hold, others desire; protect yourself from obsession's FIRE!" The last word is torn from the crone's lips with a scream as she throws herself backward. Her body is suddenly wreathed with blue-white flames that crackle and dance around her body before exploding outward, catching you in a backlash of ghostly-hued flames.

All characters within 5-feet of the crone must make a Reflex saving throw (DC 12) or take 1d6 points of fire damage. Within seconds, the body of the crone is dust.

You can allow the characters to make skill checks to see if they pick up any information.

Development: This encounter provides the characters with a vital clue that there is something strange going on, something involving the mysterious "key" that they possess. It also leads directly into a confrontation with the watch.

CONFRONTATION WITH THE WATCH (EL 3)

As the wind kicks up a swirl of ashes, there is a loud outcry from the crowd that gathered about the spectacle, "They killed her! Call the watch!" The cry is picked up by other members of the crowd until it echoes throughout the streets.

In the distance, from not all that far away, you hear two, long blasts from a horn. It sounds as if the watch, or the Dark Knights, are not all that far away. You have only a few moments before they arrive.

The characters have a number of options here: they can run, they can attempt to face the watch and explain what happened, or they can fight.

If the characters choose to run, they find the crowd parts for them, afraid of getting in the way of those who unleashed a horrifying magic on a poor, defenseless woman. The characters have about a minute lead time on the Dark Knight patrol who were not all that far away

SKILL CHECKS

If the party makes use of skill checks or a detect magic spell to decipher the cryptic message, use the following guidelines.

Knowledge (Arcana):

- DC 15: Similar to the known death throes of draconians, although not identical.
- DC 20: The crone seemed to bear similar characteristics shown by individuals possessed by an outsider or spirit.
- DC 25: Some individuals that have been possessed by an outsider (a demon, devil, or other such creature) are unable to physically withstand the energies, eventually collapsing and immolating. Though such occurrences are rare enough to be considered myth.
- DC 30: A possessing spirit or outsider could purposefully burn out its host body, flooding it with arcane energy until it immolates and destroys itself.

Spellcraft:

- DC 20: A sorcerer or wizard who has cast a spell far beyond their normal ability can often be caught in a backlash of magical energy, which causes their bodies to immolate with eldritch flame.
- DC 25: It is possible for a spellcaster to use *magic jar* to possess a body, forcing the "innocent" to act against its will.
- DC 30: Similar to a victim under the effects of an immolation spell (see *New Magic*), a spell used by Black Robe Wizards before the Chaos War, often as "poetic justice" against someone who had persecuted a wizard, or even an innocent, as a witch.

Spot

- DC 30: As the body immolated, an insubstantial bluish mist poured out of the crone's mouth and eyes.

Detect Magic

Reveals a strong aura of necromancy and a moderate aura of evocation surrounding the "remains" of the crone. A *see invisibility* spell, or similar ability, will reveal the translucent shape of an ethereal figure disappearing in the distance.

when the call was taken up by the crowd. Play this chase out tightly, with the characters running through alleyways, ducking and dodging around crowds, and all the while, the sound of the horns closing in on them. The characters will find that the inhabitants of Pashin turn a blind eye when the Dark Knights are involved, not wishing to involve themselves in the conflict.

If the characters surrender or are subdued, they are escorted to the Dark Knight Enclave, where they are placed in a holding cell (P7c), pending a hearing before the commander of the Dark Knights, General Dogah.

☞ **Dark Knight Patrol:** hp 9; see page 162.

☞ **Dark Knight Patrol Leader:** hp 16; see page 162.

Tactics: The patrol is assigned to try to peacefully resolve any situation they find themselves in, although if they find themselves pressed, they will use deadly force.

The Dark Knights use intimidation and a show of force to encourage enemies to surrender. As each patrol can easily call for reinforcements, it's not difficult for a small group to be quickly overwhelmed.

Dark Knight reinforcements (another patrol) will arrive ten rounds after combat is initiated with another patrol arriving every five rounds after that. This does give the characters some time to deal with the first patrol and try to escape. However, if the characters kill any of the patrol members, the Dark Knights will be much more focused in their pursuit of the characters and will favor more direct methods of dealing with them—dead or alive. This can make for a more intense adventure, so you may decide to allow the characters to escape the initial encounter and to deal with a single Dark Knight patrol while on the run. Alternately, the characters may decide to arrange an ambush for the first patrol that happens upon them. You should continuously have the characters make Listen checks (DC 10) to hear the approach of more patrols by the sound of horns coming closer and closer.

If the characters decide to run, the patrol will follow, but they are a few moments behind, following rapidly. As they chase the characters, they will continuously sound the horn, summoning other Dark Knight patrols in order to try and surround the characters. The easiest way to elude the Dark Knights would be for the characters to head into an alleyway, looking for an abandoned building or someplace else to hide.

Treasure: The only treasure that can be gained by this encounter is the equipment carried by the patrol. Characters that take equipment from fallen Dark Knights should be reminded that they are on borrowed time—another patrol could happen along any moment, a possibility that presents great peril.



Development: If the characters are captured or surrender, proceed to the next encounter. If the characters manage to elude capture, go to Into the Darkness Below.

XP Award: Award experience for an EL 2 encounter if the characters manage to successfully elude capture.

CAPTURED BY DARK KNIGHTS

The Dark Knights gather your weapons, binding your hands together behind your backs with iron manacles. Escorting you through the streets of Pashin, the patrol takes you south, until you are standing before the iron gates of the Dark Knight's compound on the edge of town.

The guard standing watch by the massive iron gates unlocks them, swinging the heavy doors open before the patrol takes you into the compound. The compound itself is enormous. Most of the area is open ground. Two stone buildings stand, one on the far side of the compound, directly opposite of you; and the other building is to your left. A smaller walled section within the compound, with spiked iron bars and a heavily guarded gate to indicate a prison stands in the opposite corner of the compound.

The patrol guards herd you toward the prison compound. Once more, the gates are swung opened by the guard standing watch and you're pushed inside and taken to a small stone building sitting in the middle of the fenced in area. Inside, the building are bare dirt floors and heavy stone walls, hardly larger than about twenty feet by twenty feet, with a ceiling about half that tall.

Your manacles are left on as the door of the tiny building swings close with a sudden, final clang. The patrol leader glares through the small barred window set into the door, growling in a low voice, "The General will decide your punishment in the morning. I'd get a good night's sleep if I were you. It will probably be your last."

Once the patrol leaves the characters in the prison camp (P7C), give the characters the opportunity to rid themselves of their manacles.

▪ **Manacles:** hardness 10; hp 10; Escape Artist 25; Break DC 21; Open Locks 20.

After they remove their manacles, allow the characters the opportunity to examine their predicament and look around their prison. (Note: If the characters are

unable to remove their manacles, allow Naelathan time in the following encounter to cast *open/close* upon the manacles, enabling the characters to slip free. If Rowan Whispartouch is present, he can attempt to Open Locks. If Garthak is present, he can attempt to break the manacles). The walls are stone blocks carefully fitted together with thick mortar holding each stone firmly in place. There are no openings in the ceiling, and no windows except for the small barred window set into the door. As the characters talk, or look around their prison, have them make a Spot check. Any result greater than a 20 will reveal that there is someone, or something, else in the prison building with them. Whoever it is does not seem to be visible. If the characters make any indication that they sense someone else is there, or once you feel that the characters have exhausted their options for the moment, proceed to the next encounter.

INTO THE DARKNESS BELOW

“Pst,” comes a low, harsh whisper, “over here.”

Out of the shadows emerges a black-robed, black-cowled figure. Pushing back the hood, a delicate elven face is revealed. Golden hair, cut ragged and short, frames a face that would be beautiful, if not for the intensity of the elf’s features. Pale blue eyes gaze at you coldly, appraising you for a few moments before he speaks, “If you want to get out of here, follow me.”

As the elf turns away, you hear an explosion in the distance. A soft chuckle escapes the elf’s lips, his head turning so that you can see a smirk on his profile.

“That will be my friends causing a distraction. Let’s not waste their efforts, no? You’ve been afforded an opportunity not given to many...you’ve been summoned to see Shaylin. Let us not keep her waiting.”



Without waiting for any questions, or offering any answers, the elf begins to leave. He pauses only briefly, closing his eyes as he pulls something out of an inner pocket.

“*Ast menyem bunyikan orang!*” the elf’s voice rises and falls as he chants in the language of magic, causing shivers to run up and down your spines. Suddenly, whatever it is he holds in his hand begins to glow with silvery radiance that explodes, caressing you with a whisper-soft touch, like walking through spider webs.

Opening his hand, the elf turns and looks at you. “Stay close and you will remain hidden from sight. Be silent now, we must sneak past any guards.”

This encounter can be used either if the characters managed to elude the Dark Knight patrol, or if they have been captured. If they were captured, the elf, who does not pause for introductions, will have used his magical cloak to sneak into the compound to break the characters free. While another group of elves are creating a distraction and diverting the attention of the Dark Knights.

The elf is Naelathan Shadowdark, an agent of Shaylin, sent to retrieve the characters because she wishes to speak

Sewer Encounters

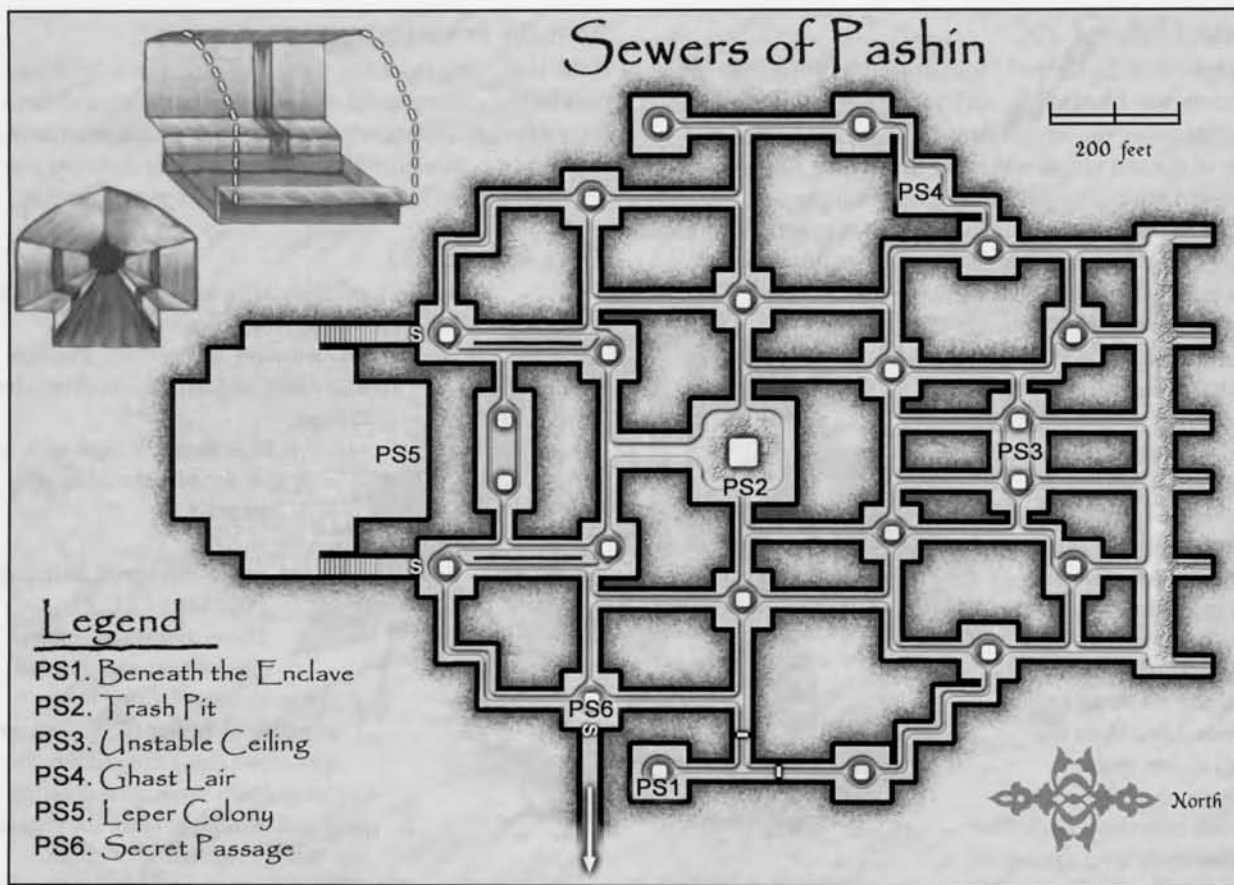
Condition	Encounter Chance
Carrying Lights	6% per hour
No Lights	30% per hour
Stealthy	10% per hour
Causing a ruckus	415%

If the characters do anything, such as getting into a fight, arguing loudly among themselves, or the like, they are more likely to draw attention to themselves, thus increasing the likelihood of a random encounter.

Encounter

d100	Encounter
01-20	No Encounter
21-45	Dire Rats
46-65	Monstrous Spiders
66-85	Goblin Thieves
86-95	Ghouls
96-00	Lepers (Elven Scouts)

* All of these encounters are one-time only encounters. If the same result is rolled twice, and if it is daytime, there is no encounter.



with them. Rumors of the item in the party's possession have reached her ears and she wishes to verify their veracity, as well as gauge the personality of the characters.

If the characters are in the Dark Knight prison camp, then their gear has been taken from them and placed within the armory (location P7B2 and P7B3). Naelathan will quietly lead the characters to the armory, where he stands watch until they retrieve their gear. Naelathan will quietly ask the party to hurry up, before the Dark Knights return.

The elf leads you to a non-descript location near one of the numerous artesian wells of the city. He crouches down, quietly indicating you to do the same. He speaks softly in a harsh whisper that carries to your ears, but no farther.

"Head toward the southern area of the sewers. There is a hidden passage there. You will know it by this symbol..." The elf quickly sketches the following symbol into the dirt:

As soon as he believes that you have committed the symbol to memory, he quickly sweeps his hand through the dirt, obliterating the image. He continues to scratch at the dirt, revealing a small iron ring, which he twists and pulls upward, sliding aside a concealed panel to reveal an entrance heading down into the sewers. He uncoils a rope from his belt, letting it down before securing it to the edge of the artesian well with a grappling hook and looking back at you.

"Quickly now. I will go aid my brethren and make sure that the foul knights do not follow." The elf waits for you to head down into the sewers before pulling up the rope and moving the panel back into place, leaving you to the darkness below.

The symbol Naelathan wrote is an elven sigil meaning "the path is clear" (*ael ura ki* in the Silvanesti tongue). Any character that speaks Elven can identify the sigil. Naelathan was instructed to escort the characters to Shaylin; however, he does not trust them. Instead, the characters have to earn his trust. The sewers of Pashin aren't a death trap, but they are not safe either. The characters must work their way through the sewers and find the hidden elven colony (PS5). If Rowan or Garthak are with the characters, at this point they go their separate ways, unless you think that the characters need their help in the sewers.

If the characters were rescued from the Dark Knight Enclave, then they will be in location PS1 (Beneath the Enclave) below. Otherwise, choose a location by checking the corresponding sewer entrance between the map of Pashin and the sewer map.

THE SEWERS OF PASHIN

Although the sewers of Pashin are not very large, they are still fairly dangerous. The characters need to be on their toes and ready for anything while they are searching for the leper colony (PS5).

SEWER FEATURES

The sewers of Pashin were constructed centuries ago, when the town was first built as an Istarian outpost. Following the Cataclysm, the sewers were repaired, as the high water table of the soil forced a need to control the rising water levels to keep buildings from sinking into the soil.

The sewers are absolutely dark with very little light filtering down from the few visible sewer grates in town. This has an effect upon character vision (darkvision functions, but low-light vision is ineffective without a light source).

The sewers consist of wide tunnels, with five-foot wide walkways on either side of the tunnel and a fifteen-foot wide, five-foot deep gully running through the center of the tunnels. The ceilings of the tunnels curve up to form an arch over the center of the gully. Typically, water and refuse washes down from the roads above, guided through narrow channels to wash into the gullies. The typical water level during the winter and spring is about three feet high, while in the summer, the water level is only one-half to one foot deep.

Around each of the artesian wells are chambers that allow the water to pool and be channeled to the north, where the water and refuse eventually run-off into one of six termini. The termini are covered by iron-grates, which are periodically cleaned (about once every five years), as they gather the larger refuse while allowing the water to plunge down through passages cut deep into the earth.

The water running through the sewers is heavily tainted. Anyone who drinks or ingests the water must make a Fortitude saving throw (DC 16), or else come down with blinding sickness.

Blinding Sickness: Ingested, Fortitude DC 16, incubation period 1d3 days, damage 1d4 Str. *Note:* Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

Walls: The walls of the sewers have been hewn from solid sandstone, crafted by the dwarves centuries ago.

▪ **Hewn Stone Walls:** Minimum 3 ft. thick, hardness 8; hp 540; AC 3; break DC 50; Climb DC 22.

Floors: The floors of the sewers are all relatively smooth flagstone, which is slick in places. Characters walking or moving at their normal movement rate are fine, but anyone attempting to run or charge along the walkways must make a Balance check against a DC 12 or fall into the gully.

Ceilings: Ceilings in the tunnels range from between 10-foot high along the edge of the walkway to 23-foot-high in the center where the arched ceilings meet. The ceilings in the various chambers are typically 25-foot-tall.

RANDOM ENCOUNTERS IN THE SEWERS

If the characters enter the sewers for any reason (either to contact the underground elven resistance movement or to escape Pashin unnoticed), the chance for random encounters increases dramatically; however, entirely different conditional modifiers can also help or hinder the characters.

DIRE RATS (EL 3)

There's a loud squeaking sound as suddenly the characters are attacked, en masse, by a group of seven starving dire rats. The rats will be direct in their attack, driven by hunger.

☞ **Dire Rats (7):** hp 6, 6, 5, 5, 5, 4, 4; see *Monster Manual* page 64.

MONSTROUS SPIDERS, HUNTERS (EL 2)

These monstrous spiders are hunters ranging out from the nest located in an unstable chamber (PS3). The spiders crawl along the ceilings, dropping down upon unsuspecting prey and attacking. Have the characters make a resisted Spot check

against the monstrous spiders' Hide check (1d20+11), modified by darkness (see above).

☞ **Small Monstrous Spiders (4):** hp 5, 4, 4, 3; Poison bite, DC 10, 1d3 Str initial/secondary; see *Monster Manual* page 288.

GOBLIN THIEVES (EL 2)

A small group of goblin thieves have made their home in the sewers (PS 2). In this encounter, the characters run into two goblin thieves that have just come back from a job—stealing food from the bazaar. Flush with their success, they are gibbering to one another, already having gotten into one of the bottles of dwarven spirits they stole. Have the characters make a Listen check (DC 12) to see if they hear the goblins before they run into one another at a junction in the sewer.

At first sight of the characters, the goblins shriek and attempt to flee back to their lair where they can regroup with their comrades. The goblins will only fight if they are cornered, seizing upon any opening for an escape.

☞ **Goblin Thieves (2):** 7, 5.

Treasure: In addition to the equipment in their entry, the goblins are also carrying their spoils: 1 day's worth of good food, 2 days of common food, a week of poor food, 3 bottles of dwarven spirits (treat as fine wine), 15 sp, 5 stl, a fine pearl necklace (worth 50 stl).

GHOULS (EL 2)

Two ghouls haunt the sewers, scavenging whatever live meat they can find from the constant supply of rats and those unlucky souls that come down into the sewers unpre-



pared to deal with the ghouls. The elves have learned which areas the ghouls tend to scavenge and the ghouls have learned to avoid the elves and the shiny weapons they wield (as well as the immunity that elves possess against ghoul paralysis).

If the characters encounter the ghouls, the ghouls would be hiding beneath the sewage water. Have the characters make a resisted Spot check against the ghouls' Hide check (1d20+6) to see if they notice the ghouls; otherwise the ghouls catch the characters by surprise.

☞ **Ghouls (2):** hp 13, 12; see *Monster Manual* page 118.

Tactics: The ghouls are smart enough to use hit-and-run tactics. They will try to attack the weakest or smallest character first, seeking to paralyze the character, then grab them up and run away, heading for their ghost master, located in the Ghost Lair (PS4).

LEPERS (ELVEN SCOUTS) (EL 2)

Two elven scouts dressed in the garb of lepers regularly patrol the sewer, keeping an eye out for interlopers. If this encounter is rolled, have the characters make a resisted Spot check against the scouts' Hide check (1d20+5), or a Listen check against the scouts' Move Silently check (1d20+5) to notice the elves shadowing them.

The elven scouts will not interfere with the characters unless they approach the colony (PS5), at which point they emerge from the darkness and confront the characters with bows drawn and ready to fire. They demand to know why the characters are down here. If the characters mention Shaylin, they must convince the elves that they were summoned and are not in league with anyone to hunt down the leader of the elven refugees. Describing Naelathan helps the characters convince the elves, who will then allow the characters to continue without hindering or helping, unless the characters need help finding the colony.

☞ **Lepers (Elven Scouts) (2):** hp 7, 5; Initial Reaction: Unfriendly; see page 162.

Tactics: If the elves are attacked, they will each be able to fire one arrow at a target, selecting any character that seems most a threat: a heavily armed warrior, a character that seems like a wizard (the stereotypical robes and staff, etc.).

Treasure: Only what the elven scouts are carrying.

XP Award: Do not award the characters any experience if they attack the elves. If the characters talk their way out of a fight, grant the characters experience points appropriate to an EL 1 encounter.

SEWER DESCRIPTION

There are other locations where the characters can stumble into trouble. These locations are detailed below.

PS1. BENEATH THE ENCLAVE (EL 4)

You see a chamber that's fairly large by the look of things, being more than seventy-five feet by seventy-five feet squared. The center of the chamber is dominated by a wide pillar of stone, emerg-

ing from the center of the water and heading through the ceiling—apparently artesian wells.

A single tunnel leads out of the chamber, although it almost immediately branches off, leading either to the west or to the north. About twenty-five feet down from the junction, each tunnel has an iron portcullis drawn across the entire passage, with small, locked gates along either walkway.

This chamber has not been accessed by the Dark Knights in months, not since they built the portcullises to prevent anyone from using the sewers to access their enclave. They never really counted on people escaping from the enclave.

• **Iron Portcullises:** 2 inches thick, hardness 10; hp 60; AC 5; Lift DC 25; Break DC 28; Open Lock DC 25.

If the characters enter the water or seek to investigate the water by probing it with staves or the like, then there is a 75% chance that they disturb the dire rats that have built a nest around the artesian well pillar.

Suddenly, you hear a strange chattering sound as dozens of gleaming red eyes suddenly flare to life in the water. The water begins to bubble and froth as rats, the size of cats, erupt from beneath.

A nest of dire rats has made their home here, in the chamber beneath the Dark Knight Enclave. Their small, sleek bodies are able to easily slip through the iron portcullises that have been installed on either passage leading out of the chamber.

Creatures: The dire rats here are protecting their nest. Most of the dire rats are fairly young (hence the lower average hit points).

☞ **Dire Rats (12):** hp 7, 6, 5, 5, 4, 4, 4, 3, 3, 3, 3, 3; see *Monster Manual* page 64.

Treasure: Hidden in the murky sewage water is a small, waterproofed pouch, dropped here years ago. It requires a Search check (DC 20) to locate the pouch. Inside the pouch are two steel vials (*potions of cure light wounds*), masterwork thieves' tools, and three amethysts (worth 120 stl each).

PS2. TRASH PIT (EL 3 OR EL 5)

This enormous chamber seems to be a gathering place for much of the refuse that finds its way into the sewers where it has collected into large piles clustered around the pillar in the center of the chamber. The refuse seems to have dammed the water, causing it to flow up and over the walkways around the edge of the chamber.

As you eye the towering mounds of trash, you suddenly hear a loud belch that echoes strangely through the tunnels, followed by the sound of high-pitched cackling. Sounds like gully dwarves...

The chamber is enormous, almost one-hundred feet squared, with a fifty-foot square artesian well pillar in the center of the room. There, among the piles of trash, a group of goblins have set up camp. At first glance, the goblins will indeed seem like gully dwarves, a ruse that they often pull off by keeping themselves heavily swaddled in clothing and reeking of refuse. Upon noticing the characters (make an opposed Listen check at 1d20+4 for the goblins against any attempts to Move Silently), the goblins will hop up and start gibbering trying to get close to the characters in hopes of surprising them. The characters can make a Spot check at DC 12 to notice that the “gully dwarves” have dull red eyes. Hiccep attempts to cozy up to a character in the hope of launching a sneak attack.

If the characters draw their weapons, or show the goblins that the ruse is up, then the goblins draw their weapons and attack wildly.

If the characters encountered the goblin thieves (from the random encounter above), and they managed to escape back to the lair, then all of the goblins will be here and ready to fight, hiding in the refuse and hoping to spring out and ambush the characters. Make a resisted Spot check against the goblins’ Hide check (1d20+7 for the two thieves, 1d20+5 for the young goblins, and 1d20+9 for Hiccep) for the characters to notice the goblins, otherwise the goblins catch the characters flatfooted.

Creatures: This trash pit has become the home for a small group of goblin thieves. Finding it far easier to lair in the sewers than to deal with the prejudice and difficulties posed by living in a predominantly human city, the goblins are quite comfortable in their underground home. As the elves do not wish to be bothered, the two groups have yet to openly encounter one another. Currently, there are three younger goblins present, while two of the more experienced goblins have gone out to get supplies. Hiccep, the leader of the ragtag group, is here as well.

☞ **Goblins (3):** hp 7, 5, 4; see *Monster Manual* page 133.

☞ **Hiccep, the Goblin Thug:** hp 9; see 163.

Tactics: Hiccep is a bully, but he’s not stupid. He will exhort and use his whip to snap at his minions’ heels, forcing them to fight the party. If things are looking bad for the goblins, he makes a break for it, hoping to lose the characters in the tunnels and escape into the town above.

Note that if the characters encountered the goblin thieves above (or if you think that they are having too easy an encounter), then the two goblin thieves are here as well.

Treasure: Buried in the refuse, located in a moldy leather bag, is the various treasure that the goblins have gathered over the last few months: 320 cp, 230 sp, 98 stl, 11 pp, 2 masterwork daggers, *potion of resist energy (fire)*, *potion of endure elements (electricity)*, and a *potion of mage armor*. It requires a Search check (DC 15) to locate the bag.

If the characters truly wish to explore the pile of refuse, they can find a few other items of value hiding in the garbage, however, there is the risk of contracting filth fever, given the squalid conditions. Anyone searching through the garbage for more than a minute must make a Fortitude save (DC 12) or contract filth fever.

Filth Fever: Injury, Fortitude save DC 12, incubation period 1d3 days, damage 1d3 Dex & 1d3 Con.

Among the refuse, the characters can find the following items, depending on the result of Search checks. Only one item can be found by each person per hour of searching (have the characters make a Fortitude check to see if they contract filth fever for each hour of searching).

Search

DC	Item
10	A bracelet of twisted silver (35 stl value)
12	A silver Medallion of Faith (Kiri-Jolith, valued at 55 stl)
15	Masterwork short sword (in a rotted leather sheath).
18	A gold chalice inlaid with turquoise (85 stl value)
20	An ivory scroll tube (25 stl value), with three sheets of parchment (scroll of detect snares and pits, 1st level caster; scroll of <i>alarm</i> , 1st level caster; and a scroll of <i>cure moderate wounds</i> , 3rd level caster).
23	wand of light (3rd level caster, 23 charges, activation word “shirak” inscribed on the wand)
28	A shriveled elven hand bound with gold, on a golden necklace (a <i>hand of the mage</i>)*.

* Note: A character wearing a *hand of the mage* will have a –6 circumstance penalty on any Charisma-based check when dealing with elves.

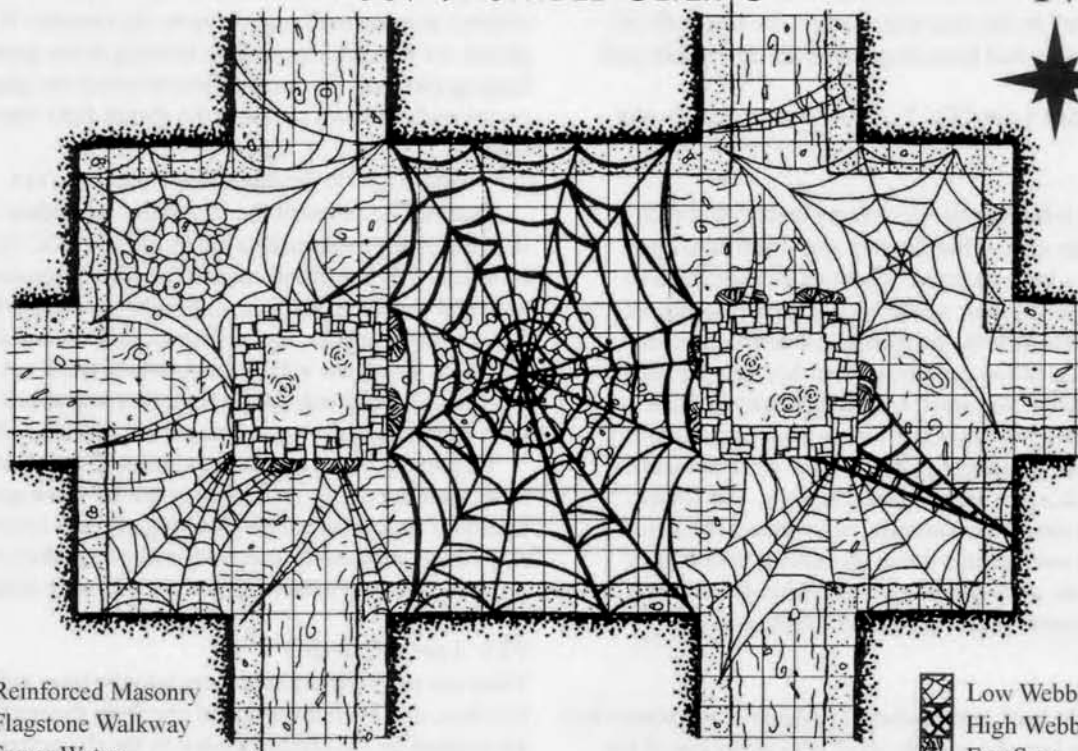
PS3. UNSTABLE CEILING (EL 3; EL 4 WITH CEILING TRAP)

While the walls and ceiling of the sewers seem to be in fairly good repair, a tribute to the ancient dwarven craftsmanship, it seems as if the walls and ceiling of this chamber are cracked and rubble is strewn around the walkways. As a matter of fact, it seems as if the only thing keeping the ceiling from collapsing is the complex network of thick spider webs that almost completely fills the room. The webbing is so thick that progress through this chamber is difficult. There are narrow crawlways that one could use to pass through the room.

The spider webs have managed to stave off a considerable amount of damage to the walls and ceiling. Unfortunately for the characters, the webs are habited. The network of webs holds a nest of spiders. There are numerous egg sacks among the webs, filled with developing spiders. Fortunately, the last brood has already long since moved on, but there are still a few spiders in the webs.

Large cocoons are attached to the artesian well columns in the center of the room. These cocoons are egg sacks, but

PS3. UNSTABLE CEILING



	Reinforced Masonry
	Flagstone Walkway
	Sewer Water
	Pure Water

	Low Webbing
	High Webbing
	Egg Sacs
	Rubble

also contain the desiccated corpses of the spiders' latest victims that the newly hatched spiders will feed on. The southernmost cocoon on the eastern column contains a body of a creature larger than most, an unfortunate ogre who stumbled upon the webs after a recent hatching. The ogre's equipment still remains in the room (see treasure below).

The webbing creates a problem for characters attempting to move through the webbing by hindering movement (treat as dense undergrowth, which greatly restricts movement: each 5-feet of movement counts as 10-feet instead). Alternately, the webbing is not difficult to climb, and is strong enough to easily support most Medium-sized and smaller creatures (treat the webs as if they were spun by a Huge spider, see below).

If the characters use fire to destroy the webbing, they will discover that they have unleashed a conflagration that will endanger everyone in the room. Even a simple torch causes the spiderwebs to catch fire. Each round, more and more of the webbing will burn away. All creatures within the area of the flaming webs will suffer 2d4 points of fire damage. The fire spreads quickly. First, five square feet of webbing burns away. The next round, all adjacent squares ignite, and so on. Within 3 rounds, the ceiling over that area has a 50% chance of collapsing. Each round after that, there is an additional 5% cumulative chance that the ceiling collapses. Within 10-12 rounds, all of the webs in the chamber are consumed by flame, and if the ceiling has not collapsed yet, it will at that point.

Characters breaking through webs have a 25% chance for each five-foot space they clear to also cause the ceiling to collapse. Any loud or violent explosions (such as that of a *fireball* or a *sound burst*) has a 2% chance per point of damage done to cause the ceiling to collapse as well as having any other side effects (such as setting the webs aflame).

☞ **Webs:** Escape Artist DC 16, Break DC 20, hp 14.

☞ **Collapsing Ceiling:** CR 2; special; destroyed webs trigger; no reset; Atk +12 melee (2d6, bricks); multiple targets (all targets within two adjacent 5-ft. squares); Search DC 20; Disable Device DC – (None).

Creatures: A Medium-sized monstrous spider that resembles an oversized black widow has recently given birth to a small swarm of spiders. Most of the younger spiders have already left the nest (such as the monstrous spiders from the random encounter above), although there are still two left here with the mother.

☞ **Small Monstrous Spiders (2):** hp 6, 4; see *Monstrous Manual* (web-spinning spider) page 288.

☞ **Medium Monstrous Spiders (1):** hp 11; see *Monstrous Manual* (web-spinning spider) page 288.

Treasure: A masterwork greatsword lies concealed beneath the murky sewer water (Search DC 20 to locate the sword). In a belt pouch on the dead ogre's belt (within the cocoon), there are also 3 garnets (110 stl/each), 73 stl, and a ceramic jar containing *oil of magic weapon*. Unfortunately, if there is a fire, the items in the pouch will be destroyed. If there is a cave-in, there's a 75% chance that rocks will cover the greatsword.

Note: If the ceiling collapses, this will have an effect on the streets above! All the buildings, and the cobblestone central street, in the area indicated on the map will collapse, as if they had been targeted by an *earthquake* spell.

PS4. GHOST LAIR (EL 3; EL 4-5 IF GHOULS ARE PRESENT)

After following the tunnels for awhile, you eventually notice that the area ahead seems to open up into a large chamber. There's a strange smell in the air, made even worse by the typical stench of the sewers. At first, the stench is difficult to distinguish, but all too rapidly, to your horror, you realize that what you smell is rotting, decaying flesh.

As disgust raises the bile to your throat, your ears catch something. A whisper, as if someone were talking to themselves, "Yesssss. Ssssssweet. Ssssucculent...musssssst have more! MORE!" The last word echoes down the tunnels, followed by a cascade of hideous cackles. "Sssslaves! Bring usssss more! More sssssweeeetnessssss!"

This little-used, out-of-the-way corner of the sewers has become the lair of a terrible ghost who slinks out of the sewers at nights to catch unsuspecting prey. As the sewers are also a handy place to stash bodies, the ghost does not need to travel out often. Instead it sends out its two ghoulish slaves to retrieve the carrion.

If the characters approach, deciding to investigate, read them the following:

The chamber is large, with a large stone platform against the southern wall raised above the sewer water. A flickering greenish light seems to dance eerily above the water, casting the entire chamber in an almost hypnotic pattern of rippling emerald light.

The platform seems to be covered with refuse and debris, scattered out from a large, central mound. As you approach, the rotting stench of decay grows stronger and stronger. The mound suddenly shifts and two crimson eyes glare like sullen coal from a desiccated face. Its slash of a mouth twists upward into a rictus grin, revealing rows of sharp teeth. "Yesssss," it hisses. "More sssssweetnessss! SSSSSSWEETNESSSS!" With uncanny speed, the bloated creature springs forward, bringing with it a wave of putrid air that hits you like a fist.



Creatures: This area is the lair of a ghost. A hideously bloated and obese creature, it sits upon a pile of half-eaten corpses, gorging itself eagerly upon the remains. If the two ghouls are present, they will be fawning at the ghost's feet, begging piteously for food, tidbits of which the ghost will occasionally toss out to watch the ghouls fight over the gristle.

☞ **Ghost:** hp 29; see *Monster Manual* page 119.

Tactics: The moment the characters are within 10 feet of the ghost, they must make a Fortitude save (DC 15) or else be sickened by the ghost's stench for 1d6+4 minutes. Sickened characters suffer a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The ghost will viciously attack those not visibly sickened. If the ghouls are present, they will attack the sickened characters, seeking to bring them down quickly.

Treasure: Among the grisly remains of the ghost's victims, there are a few treasures that can be scavenged. A platinum ring, inset with a gleaming sea opal (worth 250 stl), a silver medallion inset with a large amethyst (worth 195 stl), *bracers of armor +1*, and a *+1 bashing shield*.

PS5. LEPER COLONY

There are two separate entrances into the leper colony of the elves, one from the east and one from the west. Both are marked by the symbol shown to the characters by Naelathan. If the characters are looking for the symbol, it requires either a Search check against a DC of 20 or a Spot check against a DC of 24. As the symbol is inscribed in

Elven on the secret doors themselves, any elf receives the typical +2 racial bonus and may make the check merely by walking within 5 feet of the passage (if they are walking

along the proper walkway, they are within the requisite 5 feet) instead of having to actively search for it. Silvanesti elf characters receive an additional +2 circumstance bonus, as the doors have been redesigned recently in a fashion unique to the Silvanesti elves. (Note: Half-elves receive a +1/+2 racial bonus on their Search checks.)

• **Secret Door (Stone):** 4 inches thickness, hardness 8; hp 60; Break DC 28; Open Lock DC 28. *Note:*

Opening the secret door only requires the characters to trace the sigil with their finger and speaking the elven word "Ael ura k" (the path is clear).

Once the characters successfully open the door, read them the following:

With a silent whisper, a portion of the stonewall swings in revealing a long, narrow passageway that leads to a set of stairs. The stairs lead down, deeper into the earth.

The stairs continue for about fifty feet, opening into an enormous room that seems to have been carved out of the earth hundreds of years ago.

Soft radiance, apparently from small dancing globes of light, creates the illusion that the ceiling high overhead is a starlit sky.

Instantly, the people who have taken up residence in this ancient chamber note your presence. As swift and soft as the night wind, word spreads through the press of bodies, through the tiny city of tents and lean-tos that have been arranged in the chamber. Weapons glint in the soft light from above like fireflies in the dark.

A tall, slender figure separates from the crowd, gliding forward without apparent effort. Shrouded in white gossamer robes, her silver-white hair a nimbus that tumbles down her bared ivory shoulders, this woman seems more a spirit than a creature of flesh and blood. Pale blue eyes openly gaze at you, and though the elven woman's face is that of a young woman in the bloom of youth, her eyes hold a sadness and depth that belies her apparent years.

"Greetings," she murmurs softly, her voice barely above a whisper as she draws to a halt a few feet away from you. "I am the Lady Shaylin Moonborn of House Mystic. It was I who called you." A small, bitter smile briefly crosses her face, an expression that seems unnatural upon her beautiful features. She turns slightly, her slender hand rising slowly to indicate the rest of the chamber, and the gathered elves huddling together, all eyes upon you.

"Welcome to our humble home." She gazes back at you once more with pain-filled eyes as she nods her head, "Please, you must be tired. Follow me, I will show you someplace you can rest and I will answer your questions."

If the characters agree, Shaylin, CG female Silvanesti elf Wiz6/White Robe 4, escorts the characters to an area in the northern section of the colony, where a small tent has been set up. As the characters look around, feel free to use the information below to fill in any details. Shaylin answers any question about why the elves are down here and how this chamber came to be, but she will not tell them why she sent Naelathan to save them. Once they reach her tent, she shows them inside.

The leper colony is an enormous chamber, built in secret long ago by dark dwarves, at the bequest of their dark god, Morgion. The temple to Morgion stood in secrecy beneath the town of Pashin, allowing Morgion to spread his diseased grasp throughout the region. Even when the Istarian architects arrived to construct the sewers and the town, Morgion drew a cloak of shadows about his temple as his followers clouded the minds of the architects, enabling the temple to continue to exist secretly.

Even after the Cataclysm, a small contingent of Zhakar remained within the temple, loyal to the last demands of their missing god and fearful of his divine wrath if he were

ever to return and find that their duties had been left unaccomplished. When the gods once more began to work through their followers, the Zhakar that remained in Pashin gladly embraced their returned god, agreeing to join forces with the Dark Queen's Green Dragonarmy.

Following the War of the Lance, when the Green Dragonarmy was mostly cleared out of Khur, a group of Khur nomad shamans hunted down the secret temple, driving out the Zhakar and purifying the temple. Then, without any apparent reason, they closed up the hidden temple and left, never revealing to any what they had done.

The secret temple remained empty throughout most of the Fifth Age, until around the time that the first elven refugees from the Silvanesti Forest began to find their way to Pashin. One among their numbers, a rebellious young Silvanesti named Naelathan, who had avoided becoming an outcast dark elf through sheer luck, found himself exploring the sewers. In his investigation, he found the secret passages leading into the abandoned temple. He kept his discovery to himself, until the word that the minotaurs had struck and the first sighting of the Dark Elves approaching Pashin spread through the town.

Quickly, Naelathan went among his people, most of whom had taken to living in the abandoned buildings in Pashin, and urged them to go underground. Many rebelled, particularly the Qualinesti among them who still had nightmares of their time underground escaping from Qualinost. Finally, however, Shaylin Moonborn, a respected and gifted member of House Mystic, lent her voice to Naelathan's, and overnight, it seemed as if almost every elf in Pashin had disappeared.

Ceiling: The ceiling of this massive chamber is more than 75 feet tall, painted a matte black that causes it to feel even higher than it really is. The elves have used their rediscovered magic to constantly keep small glowing orbs of light (treat as *dancing light* orbs) dancing in stately patterns that form the familiar constellations of the Gods of Light in the nighttime sky. Particularly alert characters may even notice that the constellation of E'li (Paladine) is included among the false heavens, even though he is now mortal.

Walls: Like the rest of the sewers, the walls of the chamber are of hewn stone. Also painted black, they once bore many symbols of Morgion's faith, but now they are bare. Some of the most spiritual of the elves have begun to paint delicate scenes or design mosaics to honor the returned Gods of Light.

• **Hewn Stone:** 3 ft. thick, hardness 8; hp 540; Break DC 50; Climb DC 22.

Floors: The floors of the chamber are smooth flagstone, created by a pattern of tiny black tiles carefully fitted together. Together with the black walls and ceiling, this creates the illusion that the chamber is much larger than its given dimensions.

Currently, there are more than three hundred elves crammed into this tiny living space. They regularly send out small groups, dressed as lepers, to appropriate goods from the town above as they plan their next move. Many want to leave, to sneak out of town through the secret pas-

What is wrong down here?

Shaylin: We do not know. Even House Cleric has been unable to determine what affliction has stricken us. Some believe that it is an after-effect of the Shield. If so, it is our just reward for falling prey to the blandishments of Cyan Bloodbane and for turning to Mina and the "One God" for help.

Do you know what the 'key' is?

Shaylin: Not truly. Legend speaks of a 'key' that appears when the need is great. All that is really known is that the 'key' must unlock something very important, something lost since the Age of Dreams.

What are the 'shattered ruins'?

Shaylin: In the ruins of Hurim, there was once a temple built to honor Paladine and the Gods of Light. Legend speaks of a great betrayal by one of the temple's

high priests, who betrayed his people to a ruthless ogre warlord. The temple fell and the valley in which it was built was deemed cursed and avoided by the Khur tribes. When the Cataclysm struck, the valley was believed to have been forever sealed. We now believe that what happened to the 'shattered temple' was an omen of the Cataclysm. However, now there are portents that the valley has opened once again.

How can we escape the town?

Shaylin: We know of a secret passageway, built during the War of the Lance as a way to smuggle people out of town, as well as to smuggle goods in while the Green Dragonarmy occupied the land. Once you are ready, one of our guards will take you to the passage.

sage that leads to the mountains (PS6), but Shaylin and many of the other leaders want their people to stop running. They want to stay here, to keep an eye on their former homeland and to be ready for the chance to reclaim what they have lost.

You reach a good-sized tent, the delicate silk stained by exposure to the sewers. Tears in the fabric have been carefully mended, giving the tent an odd sort of dignity. Brushing aside a panel, Shaylin invites you into the tent, quietly following.

The interior of the tent is simple and sparse. It is illuminated by a flickering flame sitting in the center of the tent. The flame gives off a little heat and light but there is no smoke. A small chest lies off to one side with a leather backpack leaning against it. A small bedroll is neatly rolled up and set atop of a pillow. The delicate smell of crushed jasmine fills the tent, a welcome reprieve from the fumes of the sewage and waste.

Inviting you to sit down, Shaylin's fair cheeks are brushed with a crimson hue and her gaze lowers as she softly admits, "I am sorry that I cannot show you true hospitality while you are here, but I'm afraid what little we have is carefully rationed." Shaking her head, she gracefully sinks to the ground, tucking her legs beneath her as she contemplates you one by one.

"You are wondering why I summoned you here, are you not?" Shaylin tilts her head, patiently waiting for your answer before she continues. "It is because I have seen..." Now a tiny furrow appears between her eyebrows. "I have been having dreams for the past few nights, dreams that are most disturbing to me. I wake shivering and filled with dread, but the details of the dream escape me as

smoke escapes flame." She sighs softly, looking down at the glowing fire for a few moments before she continues. "All I have been able to remember is that it involves you. All of you." She looks up, piercing you with her gaze.

Suddenly, her eyes go distant, color draining from the two orbs until they seem a pure, solid white. Her voice falls into a sing-song pattern as she murmurs, "*There is a pattern, you cannot see. Instead you must set your spirit free. Take the key to the shattered ruins, through the sands and over the dunes. Seek the answers in the sands of time, search your souls and find the sign.*"

With a shudder, the elven woman's head snaps up and she draws in a long, harsh breath, only to end up coughing violently. Warily rising to her feet, she looks at you all once again.

"I am tired and must rest soon. Please, rest for now and we shall speak later."

Allow the characters time to rest. Feel free, as well, to go ahead and award them the experience points they have earned up to this point. If the characters wish to go out and talk to the other elves in the town, they will find the elves withdrawn and mistrusting of strangers. Even other elven characters will find that the elves of Pashin are stand-offish.

Characters making a Gather Information check (DC 15) can discover that there seems to be a strange affliction among the very young and the very elderly elves, a subtle sickness that resists even the divine power of mystics and true clerics alike. No one knows how the sickness spreads, and they are actually afraid of spreading the sickness to outsiders. This is yet another reason that the elves have found solace in disguising themselves as lepers, never real-

izing the divine irony of their decision (see the sidebar “What’s Wrong With the Elves?” for more information).

There are a few other elves in the hidden colony that the characters might either seek out, or need to speak with, before they leave. These NPCs are not described in great detail, only the information provided below to help in case such an occurrence arises.

Angelyn Starsinger, NG female elf, Clr8 (Mishakal): an elderly elf, Angelyn was a cleric of Mishakal before the Chaos War. She keenly felt the loss of her goddess, but continued offering her skills to tending the ill. When Mishakal returned, Angelyn rejoiced, even though now the elves are stricken with a terrible disease that she cannot treat. She believes it is because she is not strong enough, she is too old to fight the disease openly. If you want to give the characters the side quest of seeking out a cure for the elves of Pashin, she’s a good NPC to use to approach the characters for help. She can also lend a hand in treating any wounds they might have picked up.

Clearbrook, LG female elf, Rgr10: Clearbrook is one of the Silvanesti kirath, the sacred guardians of the Silvanesti Forest. She guided many of the others out of the forest when they were forced out. She is angry and bitter by the knowledge that the minotaurs have now laid claim to the forest. If the characters need bows, arrows, or if they want to find out something about the lay of the land, Clearbrook is the elf with whom they would speak.

If there are other NPCs that the characters need to speak with, you will need to generate them yourself. For the scope of this adventure, the time that the characters spend in the sanctuary should be relatively brief.

After awhile, once the characters gather back at the tent, Shaylin returns to meet with them once more, ready to answer any questions they might have.

Once the characters’ questions are answered, Shaylin will tell them that they have a few more hours to prepare themselves before they are escorted to the secret passageway out of the sewers. If the characters question why they are being “pushed out,” she will explain that although the characters are not unwelcome, because of the strange sickness afflicting the elves, they should not stay for too long. Plus, she is afraid that by helping the characters, the Dark Knights may begin to increase their hunt for the elves to drive them out of Pashin.

If the characters need any basic supplies, the elves will provide most of what they need (no alchemical, masterwork, no large or exotic weapons, or items valued at more than 100 stl). Once the characters are ready, Shaylin summons their guide, Naelathan.

Shaylin stands as a familiar, black-clad elf approaches. Bowing her head, Shaylin softly murmurs to you, “I believe that you already know Naelathan. He will guide you to the passageway that leads out of the sewers and out of Pashin.”

Naelathan offers you a faint smirk before turning and bowing with respect toward Shaylin. “I shall guide them safely, Lady Shaylin.”

Shaylin offers Naelathan a soft smile before she turns back to you. “Naelathan has helped us greatly and now he shall help you. And so shall this...” Shaylin pulls a small ivory scroll tube from a pouch around her waist, presenting it to you. She then clasps her hands together, bowing as she speaks gently, “Your journey will be long and difficult, but remember that the gods never present us with problems that we cannot resolve. Do not doubt your own strengths, and remember that it is better to light a single flame than to curse the darkness.”

As Shaylin turns away, Naelathan gives your group another of his smirks. “Come on, time’s wasting. Let’s get you out of town before you cause any more trouble.”

Inside the scroll tube that Shaylin gave the characters will be a parchment map that shows the characters the location of Hurim. Naelathan then escorts the characters through the sewers, without incident, until they reach the secret passageway (PS6).

PS6. THE SECRET PASSAGEWAY

The somberly dressed, mordant elf known as Naelathan runs swiftly through the sewer tunnels, until he stops along one of the eastern walls. Holding up a hand, he makes a fist, quietly indicating a halt.

Running his hands along the wall, he seems to be murmuring quietly under his breath. With a grunt of satisfaction, he locates the correct switches as a section of the wall suddenly pivots. Turning toward you, Naelathan sweeps a deep, sardonic bow, indicating the opened passageway.

“Follow the passage, it should be clear. Once at the far end, you will enter a tunnel that will lead you about five miles out of town. I’d say it’s been a pleasure, but then it hasn’t been, has it?” With a mocking chuckle, the elf rises and spins about on his heel, and without a sound, disappears.

The path ahead is dark, the tunnel rocky and clearly not of the same craftsmanship as the sewers.

The passageway was built during the War of the Lance, a little over fifty years ago, to facilitate smuggling while the Green Dragonarmy occupied Pashin. The walls are solid rock, jagged and about ten feet apart, although they can be as narrow as five feet in some areas. The ceiling arches about twelve feet high, with the sandy floor occasionally broken by small pits and fallen rubble. The passage is clearly not of dwarven craftsmanship.

The path twists and turns through the earth, eventually leading outside to the rear of a small cave. A concealed door, much like the one in the sewers, hides the entrance but it can be opened easily from within.

WHAT'S WRONG WITH THE ELVES?

Although the colony was cleansed of Morgion's influence following the War of the Lance, now that Morgion has returned with the other gods, he is both amused and offended that the elves have chosen to masquerade as lepers and inhabit his former temple.

Morgion has laid a curse upon the elves, a slow, wasting disease that changes them into lepers, appropriate for their disguise. This sickness has already taken root within the characters, but it has only just begun to manifest itself as a slight paleness explainable by the absence of sunlight below.

The disease is known as *sunblight*. It causes the skin to slowly lose pigmentation and the eyes to become sensitive to light. Magic cannot detect this disease (nor can it be cured magically), unless the spellcaster is at least 18th level. Eventually, all those who are infected with sunblight find that their eyes can no longer handle bright light and their skin is susceptible to sunburn.

All of the elves that live in the colony have been infected by this disease, although most are still incubat-

ing the disease. It can be transferred to any other elf, including elven player characters. Any elf who comes into contact with another elf infected with sunblight must make a Fortitude check (DC 20), or become infected by the disease. If the check is successful, the elf does not need to make another check for 24 hours; this explains why almost all of the elves in the colony have become infected; over time, even the hardest of individuals can become infected.

Sunblight: Contact; DC 18; Incubation 3d4 weeks; Damage 1d3 Con*. *Note:* If an individual suffers 2 or more points of Constitution drain, they must make another Fortitude save or else be permanently inflicted with light blindness.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds an individual for 1 round. In addition, he takes a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

There are no encounters in the passageway, but if you decided to end your last session with the characters resting in the elven sanctuary, then you might want to throw a random encounter at them (for a run-in with dire rats or monstrous spiders, use the statistics given in the Random Encounters in the Sewers above). Otherwise, the characters are just about ready to begin the next leg of their journey.

INTO THE WILDS OF KHUR

After passing through the twisting tunnel, you eventually see the end of the passageway. Although you can hear the squeaking of rats, and brushed your way through more than a few spider webs, your path is relatively clear. There's a wall at the end of the passageway, but you can clearly see a door that must lead out into the cave.

Going through the door, you step into a small cave that has apparently been unoccupied for many a moon. The door closes behind you, blending itself into the rocky wall at the back of the cave. Looking out, you can see the rising sun coming over the horizon. It seems that you managed to get out of Pashin unscathed, but the path ahead surely holds many more dangers.

Once the characters have emerged from the passageway, they have effectively escaped Pashin and the eyes of the Dark Knights for now. Give them some time to get their bearings and prepare themselves for the journey ahead. Once you think they are ready, move to the next chapter!

CHAPTER TWO

THE MYSTERY UNFOLDS

By the time the characters leave Pashin behind, they should be around 3rd level. By the time they reach the Shattered Temple, they should be around 4th or 5th level. If the characters are of lower levels, you should either lower the difficulty of the encounters, or you should throw a few more random encounters their way to help boost their experience levels.

The journey from Pashin to the ruins of Hurim and the Shattered Temple is about 70-75 miles away. Odds are that the characters do not have horses or any other form of transportation, so the journey will average between 3 days to 5 days. This does not include any delays, such as encounters, resting, exploring the Ant Colony, or the like. The path to Hurim is a relatively straight shot northeast along the base of the Harikas Mountains; it doesn't have any major impediments, except for the natural hazards of the desert.

Current Date: 15th day of Aelmont (Winter)

Phases of the Moons

Solinari: High Sanction, Waning Gibbous (Position 3).

Lunitari: High Sanction, Waning Gibbous (Position 19).

Nuitari: Low Sanction, New (Position 3).

The above date and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible affects the moons may have on spellcasters.

SOUTHERN KHUR

The southern region of Khur, from the borders of the Silvanesti Forest to the northern terminus of the Thon-Thalas River, is a rocky, inhospitable region. Vast dunes of sand, multi-hued pillars of jagged stone, and the tall peaks of the Harikas Mountains dominate the landscape. Except for a particularly fertile region between the two northern arms of the Thon-Thalas River, the land is arid and dry.

Cool winds blowing in from the Khurman Sea make the coastline more hospitable and create rich deposits of plankton. As the winds sweep through the Harikas Mountains, they interact with the warm, dry inland air, producing enormous fog banks during the early morning and late evening hours. This fog provides much needed water to the creatures that live among the rocky dunes.

During the summer months, from Chismont to Hiddumont, temperatures in southern Khur during the day can reach highs of more than 105°F. Clouds burn away just before sunrise, revealing skies of an almost painful blue. As the sun sets, the clouds begin to gather once more like slender threads across the nighttime sky. A famous bard once described a Khurish night sky as “*a polished bowl of obsidian, dusted with a glittering spray of diamond dust.*” At night the temperatures can reach freezing levels, making

it entirely possible to freeze to death in the middle of the desert. Except for the banks of fog that roll in during the hours before dawn, the only threat that strikes the land during the summer are the sandstorms that can scour flesh from bone.

During the winter months, from H'rarmont to Mishamont, as winds from the Khurman Sea grow colder, clouds become more common in the sky, tempering both the heat of the day and the coolness of the night. Occasionally, the clouds release their rain but the parched sands and the tenacious desert plants quickly absorb the life-giving fluid. Sometimes, if the rain is particularly heavy, flash floods will occur in the gullies and craggy mountains, sweeping through with startling ferocity.

DESERT FEATURES

The landscape of southern Khur is diverse, teeming with a startling array of wildlife. As the characters will be traveling through this territory, a few of the more important details that may come up in play are explained below.

FAUNA

The vast majority of the natural fauna occupying the desert consists of smaller animals and creatures, who do not require as much sustenance as larger creatures might. Termites, ants, wasps, and locusts occupy many of the areas between the sand dunes or along rocky areas where plantlife accumulates. In turn, these insects are fed upon by other predators, such as scorpions, snakes, spiders, and the many types of lizards and birds that live in the region. In the valley between the two branches of the Thon-Thalas, there are elephants, cheetahs, and other large mammals that survive in the fertile region.

Larger, monstrous creatures also dwell in the deserts and badlands of the southern region of Khur. From giant varieties of various insects and arachnids, including the dangerous ankheg and the reclusive trap door spiders, to more intelligent creatures, such as the occasional blue or bronze dragon—although many of them went into hiding or were killed while Malystrix ruled the region—or the gorgons that cause havoc in the craggy valleys of the Harikas Mountains.

FLORA

There are numerous species of plantlife that have managed to not only survive, but thrive in the desolate landscape of Khur's desert. Despite the low, tough desert grasses and shrubs, there is a surprising amount of wildlife, particularly in rocky regions where the sand dunes have yet to encroach and around the natural springs and oases that dot the land. Small groves of hardy teak and fig trees also break the monotony of the landscape.

Broad-Leaf: The broad-leaf is truly an unusual plant. The elves call it *Vaelithia Ooras*, “the Living Fossil,” because certain plants are known to have lived for more than 2000 years. Two broad leaves (hence the name of the plant) grow from the ground with a surprisingly small root system. The leaves enable the plant to absorb moisture from the near daily fogs that sweep across the desert, distributing the water throughout its root system (the reverse of how most plants work).

Showing characteristics of evergreens, the broad-leaf remains green throughout the year, and produces small blossoms during the late winter, which ripen into berries during early summer. The berries are poisonous to humans, although many of the smaller animals and birds of the forest have no problems digesting the berries. Characters wise in the ways of the wild may make a Survival check (DC 15) to realize that the berries are poisonous.

Broad-Leaf Poison: Ingested DC 12; 1 Con initial, 1d3 Con secondary; price 100 stl.

Quiver-Tree: The quiver-tree is a rare sight in the desert. It is one of few trees that grows along rocky areas. Capable of reaching more than 25 feet tall, the quiver-tree consists of a single broad trunk with deep roots. The fibrous nature of the tree enables it to retain water, easily distributing it throughout the tree. At the top of the trunk, slender branches grow straight up, covered with oblong leaves similar to that of aloe and possessing the same healing characteristics (when used to treat burns or sunstroke, it grants a +2 circumstance bonus to Heal checks). During the winter months, between Aelmont and Rannmont, tiny yellow flowers bloom among the leaves.

The branches of a quiver-tree are relatively hollow and Khur nomads often use the branches, hollowing them out to create quivers for arrows and javelins, hence the name of the plant.

Living Stones: Although they resemble small, rounded pebbles, split down the center, these tiny “rocks” are actually plants. About the size of a child’s fist, the petals of the plant have developed an almost calcified appearance. At nighttime, during the cooler months of winter, the petals of the flower separate, allowing a tiny flower to emerge.

The density of the plant’s petals enables it to retain water very easily. These tiny plants often grow clustered together, resembling a pile of polished rocks. The plants do not have any roots, gleaning all of their moisture from the

air. They grow along dry areas that receive a considerable amount of dew, providing them with plenty of sustenance.

Living stones are non-poisonous and are supersaturated with highly concentrated proteins and minerals. If eaten raw, they can help stave off dehydration and starvation, although they are a poor substitute for real food. Eating a fistful of living stones is roughly equivalent to drinking 1 gallon of water.

Shimmerweed (EL 1-3): A rare, beautiful, and dangerous plant, shimmerweed grows in small patches throughout temperate regions of Ansalon. A strange variety of wildflower, at first glance they resemble dandelions. However, closer inspection reveals that the petals of the plant are in fact crystalline in nature. Shimmerweed is typically found in patches of 6d6 plants, each of which is actually connected beneath the soil by a fine root network. Individual shimmerweeds generally average between six and eighteen inches in height.

During the day, the plants resemble common weeds with their petals closed up and concealed. At nighttime the petals open up to receive the moonlight that provides the plants with energy. Unfortunately for creatures in the vicinity, as the moonlight infuses the petals, they begin to radiate an almost hypnotic glow. The more individual shimmerweeds there are in the patch, the more intense the radiance. Those witnessing the spectacle must make a Will saving throw (DC 10+1 for every 2 shimmerweeds in the patch) or else become fascinated by the display. Fascinated creatures stand or sit quietly, taking no actions other than paying attention to the fascinating effect, for as long as the effect lasts (typically lasting for 1 round per shimmerweed in the patch). It takes a –4 penalty on skill checks made as reactions, such as Listen or Spot checks. Any potential threat like that of a hostile creature approaching, allows the fascinated creature a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature automatically breaks the effect. A fascinated creature’s ally may shake it free of the effect as a standard action. As a mind-affecting spell effect, elves and half-elves receive their bonus to saving throws to resist the effects. In Silvanesti, entire fields of shimmerweed were purposefully sown to create natural deterrents to predators and enemies.



Those who break free of their fascination remain dazzled and unable to see well because of overstimulation of the eyes (suffering a -1 penalty on attack rolls, Search checks, and Spot checks) for one minute afterward. Many intelligent creatures hunt near shimmerweed patches, catching their prey by surprise as they remain helplessly fascinated by the strange blossoms.

Shimmerweeds are extremely sensitive to sunlight, or any other bright light source (such as that of even a *light* or *flare* spell). The sudden exposure of the light will overload the delicate flowers, causing them to shatter into a fine dust.

When a patch of shimmerweed reaches full growth (34-36 plants), it begins to form a seedpod at the heart of the patch. The seedpod takes 2 weeks to develop and when complete, is a spherical, rainbow-hued crystal approximately 4 inches in diameter. Once fully formed and charged with moonlight, the seedpod will explode, sending out fragments of the seed as far as 50 feet. Only a few of the larger portions of the seedpod (typically between 1d6 in number) are viable and take root, reaching maturity in 8-9 months.

Shimmerweed seedpods are used by spellcasters crafting magical scrying devices, such as *crystal balls*. The petals of the flower, when ground into a fine powder are used in the creation of inks and other materials that relate to light or hypnosis.

SAND DUNES

Sand dunes are enormous hills of sand that are created by the action of wind upon loose sand. The dunes shift and move with the wind currents. Sand dunes can move hundreds of feet within a week, and depending upon the prevailing winds, they can migrate over time, engulfing anything in their path. When given enough time, sand dunes can even completely engulf settlements and towns, hiding them beneath their mass for decades, even centuries, until the sand dunes migrate again.

Desert Quicksand (EL 2): Because of the shifting nature of the sand, it's possible that gaping holes will appear. These holes are filled with an extremely loose layer of sand and dust. These areas are very similar to the quicksand found in marshes and can be dangerous to unaware creatures. Creatures approaching a patch of desert quicksand at a normal pace are entitled to a Survival check (DC 10) to spot the danger before stepping, but creatures charging or running don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand can be anywhere from 10-20 feet in diameter and 5-50 feet deep. The momentum of a charging or running character can carry him or her 1d2x5 feet into the patch.

With desert quicksand, the pull can be inexorable, as the weight of the trapped creature displaces the sand. As more sand is shifted and added above the creature, the more pressure is exerted downward, making the descent quicker each round. Moving through the sand is possible, each round requiring a DC 10 Swim check to simply

remain stationary, or DC 15 Swim check to move 5 feet in any direction. However, if the check is failed by 5 or more, the character slips deeper into the sand and begins to suffocate (see page 304 of the *Dungeon Master's Guide* for rules on Suffocation).

STEALTH AND DETECTION IN THE DESERT

In general the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6x20 feet. Because of the rolling dunes of the desert in Southern Khur, however, maximum distance is 6d6x10 feet. For each random encounter, or encounter in the open, the distance at which the two groups (the NPCs and the party) can Spot one another is annotated.

The desert imposes neither bonuses nor penalties to Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

DANGERS OF THE DESERT

The desert of Khur is a rugged, dangerous, land where nature can be harsh and unforgiving and many dangerous creatures roam the territory.

DEHYDRATION

In hot climates, characters need two to three times as much water than normal in order to stave off dehydration.

Characters can go without water for 1 day plus a number of hours equal to their Constitution scores. After this time, characters must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of water are fatigued. Fatigued characters cannot run or charge and take a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. Exhausted characters move at half speed and take a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. Nonlethal damage from thirst cannot be recovered until the character gets water—not even magic that restores hit points (such as *cure light wounds*) heals this damage.

HEAT EXHAUSTION

During the day, the temperature in the desert can easily reach more than 100° F. Prolonged exposure can rapidly wear down a character, potentially falling to heatstroke.

Characters in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see Survival skill in the *Player's Handbook*). Characters reduced to unconsciousness begin taking lethal damage.

Southern Desert Encounters

d%	Encounter	EL
01-04	Sandstorm	+1
05-15	Medium Monstrous Scorpions (3, see <i>Monster Manual</i>)	3
16-25	Ankheg (see <i>Monster Manual</i>)	3
26-35	Minotaur Expedition*	5
36-45	Locust Swarm (see <i>Monster Manual</i>)	3
46-55	Centaur Band*	3/6
56-65	Black Riders*	5
66-75	Giant Ants (4, see <i>Monster Manual</i>)	3
76-85	Giant Eagles (2, see <i>Monster Manual</i>)	4
86-95	Draconian Deserters (3, see <i>DLCS</i>)	4
96-100	No encounter	

* Unique encounter. Do not use the same encounter twice; either roll again or treat as no encounter.

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage taken from the heat.

As it is currently wintertime, the temperature only reaches dangerous levels for about 2 hours (from 1 hour before high noon through 1 hour after). If the characters seek shade or shelter during these hours, they are spared from the effects of heat exhaustion.

SANDSTORMS

A sandstorm reduces visibility to 1d10x5 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams to chafe skin and contaminate carried gear.

RANDOM ENCOUNTERS

While traveling from Pashin to Hurim, there is a chance that the characters stumble into a random encounter. Roll three times for a random encounter—once at dawn (20%

chance), once at dusk (30% chance), and once at midnight (25% chance). If an encounter occurs, roll a d% and consult the following chart to determine the type of encounter.

SANDSTORM

Line of Sight Distance: Reduces visibility to 25 ft.

An unexpected sandstorm strikes the area, catching the characters in its path. The characters can find shelter fairly easily (Survival check DC 15), but while they are seeking shelter, other creatures are taking advantage of the storm to hunt. Roll again on the table above.

The sandstorm lasts for 2d3 hours, increasing the EL for any encounter by +1. For effects of sandstorms, see *Dangers of the Desert* above.

MINOTAUR EXPEDITION

Line of Sight Distance: 120 feet.

If this encounter is rolled, the characters encounter a small expedition of minotaurs that have been sent as a scouting party from Silvanesti. Their mission is supposed to be circumspect, so they will not engage the characters unless they believe that the characters have spotted them. If the two groups engage, the minotaurs will seek to take the characters out quickly.

~ **Minotaur Scouts:** hp 8; see page 163.

~ **Minotaur Leader:** hp 21; see page 164.

Tactics: The minotaurs attack fast and hard. The scouts unsling and use their longbows to whittle down the characters before engagement, aiming for any visible spellcasters first. Once the characters are within engagement distance, they drop their crossbows and draw their swords.

The leader of the minotaurs waits for the characters to come close. Instantly using his Rage ability (see *Powered-Up Statistics*), he chooses to engage the strongest looking character.

Treasure: The minotaurs are only carrying their equipment and only what they need to survive off the land.

CENTAUR BAND (EL 3 OR 6)

Line of Sight Distance: 1 mile

If this encounter is rolled, the characters come across a small band of impetuous young centaurs, led by a centaur known as Gildedmane. The centaur youths will want to play with the characters for awhile, running through the party's camp (or through the center of the group) at high

COUNTING COUP

Counting coup is a psychological attack, even though it requires physical contact. It is practiced by many of the human nomad tribes (primarily among the desert and plains nomads), as well as other nomadic humanoid, such as the centaurs.

When attempting to count coup, you must make a successful touch attack against an opponent. If the touch attack is successful, the target must make a modified level check (1d20 + target's character level or Hit Dice +

target's Wisdom bonus [if any] + target's modifiers on saves against fear [if any]) against your Intimidate check, or be demoralized (see *Intimidate: Demoralize Opponents* in the *Player's Handbook*). You receive a +2 situational modifier to your Intimidate check. If you roll a natural 20 on your touch attack, you instead receive a +5 circumstance modifier to your Intimidate check to demoralize your victim.

speed, whooping and hollering, trying to count “coup” by touching the characters with open hands before darting off. Treat this as a charge-and-overrun attempt, provoking an attack of opportunity; defenders have option to avoid. If a defender attempts to block, the defender must make a resisted Strength or Dexterity check (whichever is higher) against the centaur’s Strength check (with a +4 bonus because of Large size and a +2 bonus from charging). If the defender loses the resisted check, he or she is knocked prone, and the centaur has counted “coup.” If the defender wins, they may attempt to trip the centaur instead (a resisted Strength check against the centaur’s Strength check, with the centaurs receiving a +4 bonus for having four legs). Each centaur will only make one such attempt at counting coup, moving straight through the group, in one side and out the other.

Counting coup in this way is a game played by many younger centaurs who like to test both their bravery and their daring, while honing their skills as warriors.

Touching an enemy with a bare hand in such a way shows that the warrior could very easily have killed the enemy if he had so desired. Among younger centaurs and Khur nomads, it’s a game, but among the elders of both, it can be considered an insult that sparks off a “coup war.”

The centaurs are not trying to attack the characters, and if the characters seem ready to make an attack of their own, you may want to have the characters make a Sense Motive check (DC 10) to realize that the centaurs are not acting Hostile. If the characters retaliate violently, however, the centaur youths will swiftly return the violence.

- ☞ **Centaur Youths:** hp 26; see *Monster Manual*.
- ☞ **Gildedmane:** hp 31; page 164.

Tactics: If the characters engage the centaurs in combat they will find the centaurs to be formidable opponents. Instead of merely trying to count coup, the centaurs will attempt to trample the characters (receiving one free hoof attack on a successful overrun attempt) before putting some distance between themselves and the party. They will use their superior speed to get out of range of enemy arrows or magic. Unless any of the centaurs are killed, they will then, slowly but surely, begin to harass the characters from afar, pelting them with arrows, causing landslides, laying misleading trails, etc.. If the characters do kill any of the centaur youths, either accidentally or on purpose, the centaur youths will take a more aggressive stance in their harassment of the characters, attacking to kill, laying dangerous natural traps, and the like. On the off chance that Gildedmane is killed, the characters may find themselves in



serious trouble, for the young centaur is the chieftain’s son and heir. Killing Gildedmane will set an entire tribe of plains centaurs against the characters, which considering they have a considerable distance to cross in Khur, could prove to be a large problem.

The centaurs are armed with longbows and spears and will use them if they are pressed.

Treasure: Only the equipment that the centaurs are carrying.

XP Award: If the characters deal with the centaurs, without it devolving into bloodshed, award them experience as if the encounter was an EL 3. If the characters do end up attacking and killing the centaurs, award them experience as EL 6, but dock half experience from any characters who are not evilly aligned.

BLACK RIDERS (EL 5)

Line of Sight Distance: 1 mile

Once, the Black Riders of Khur were a band of freedom fighters, united behind an enigmatic Solamnic Knight who fought against the depredations of the Green Dragonarmy during the War of the Lance. After the Dragonarmies were defeated and Khur reddeclared independence, the Black Riders were disbanded. Now a cunning bandit lord is determined to resurrect the band, using the reputation of the legendary Black Riders to create his own army.

If this encounter is rolled, the characters are assaulted by a group of desert nomads wearing heavy black robes with black scarves wrapped around their faces and flowing black, cowled cloaks. The Black Riders are looking to rob the characters of whatever wealth, possessions, and supplies that they have.

- ☞ **Black Riders (4):** hp 6; see page 164.
- ☞ **Black Rider, Leader:** hp 22; see page 164.
- ☞ **Light Horses (4):** hp 21, 19, 19, 17; see *Monster Manual*.

- ☞ **Light Warhorse (1):** hp 22; see *Monster Manual*.

Tactics: The Black Riders are riding Khur horses, swift, graceful, intelligent horses raised by the Khur nomad tribes. This could give them an advantage over the characters, if the characters are on foot, and odds are that they are, unless they barter for horses from the Mikku Tribe, or somehow convince the centaur youths to convey them to the Ruins of Hurim. Luckily for the characters, only one of the riders is both experienced in fighting on horseback and riding a horse bred for battle.

Treasure: Only the equipment that the Black Riders are carrying.

GIANT EAGLES

Line of Sight Distance: 2 miles

A mated pair of giant eagles is out searching for the draconians who have stolen their precious eggs. Spotting the adventurers, they will swoop down to interrogate them,

asking them questions about whether they have seen any draconians in the area, or not. (If there is a baaz draconian in the party, the giant eagles will attack without any questions!) If the eagles are attacked, they will viciously retaliate while attempting to get away to continue the search for their lost eggs.

If the characters offer to help the giant eagles discover what has happened to their eggs, the giant eagles will explain that, while the male was out hunting, a strange baaz draconian approached and lured the female away before disappearing. When the pair returned to their nest, the eggs were gone. The giant eagles have been out hunting for the draconians, but have had little luck despite a few fleeting encounters (the draconians have realized that the eagles are hunting for them so have restricted themselves to hunting at night). The eagles will tell the characters to sound a whistle once they have discovered the eggs, giving the characters a pinion feather from the male's wing (see *feather whistle*, in *New Magic Items*).

☞ **Giant Eagles (2):** hp 26, 23; see *Monster Manual*.

Treasure: The giant eagles have no treasure per se, though if the characters retrieve their eggs and return them safely, they will give the characters 2 more *feather whistles*.

XP Award: If the characters kill the giant eagles, only award them experience for an EL 2. If they agree to help the giant eagles and recover the draconian eggs, grant them full experience points for an EL 4.

DRACONIAN DESERTERS

Line of Sight Distance: 1/2 mile

The characters come face to face with a pair of baaz draconians that deserted the ranks of the Dark Knights in Pashin. They have been hiding out in the Harikas Mountains for the last few weeks, preying upon the rare passing traveler or lone nomad, and scavenging for food.

Spotting the party, they figure they have found easy targets.

Alternately, the characters may have agreed to help the giant eagles to hunt down their lost eggs (see previous encounter). If so, they will need to track down the baaz cave, where they will find the two deserters. You can allow the characters to make *Move Silently* or *Hide* checks, but with the baaz draconians' blindsense ability, it is nearly impossible to catch them unaware.

☞ **Baaz Draconian Deserters (2):** hp 19, 17; see *DLCS*, page 217.

Tactics: The two draconians are little more than grunts, and their combat tactics reflect that. They attack and gang up on the most threatening individual present. They will attempt to attack from above, taking advantage of their gliding ability to leap from a cliff overhead, looking to catch the characters flat-footed.

Treasure: Other than the weapons and armor the draconians are wearing (all of which bear the camp marks of the Dark Knight mercenaries), the draconians are carrying little of value. However, the draconians have stashed their gathered loot in a small cave not too far from where they hunt. Characters with the ability to *Track* can make a successful *Survival* check (DC 21) in order to find the cave. Within the cave, the characters will discover a crude camp, along with the majority of the draconians' possessions: approximately 350 stl, 4 bloodstones in a small leather pouch (worth 75 stl each), a silver wine bottle of elven filigree (worth 125 stl; the fine wine has long since been consumed by the draconians), a snood (an elegant net used to style a woman's hair) of interwoven golden threads inset with small chips of amethyst (worth 145 stl), and an ivory scroll tube imprinted with the symbol of Mishakal (worth 10 stl) with a scroll containing the spells *bless* and *lesser restoration* (both cast at 5th level of ability).

If the characters encountered the giant eagles earlier, or if you plan for them to encounter the giant eagles, then the characters will also find two giant eagle eggs in the cave. They were planning on taking the eggs to Khuri-Khan in the spring to sell them for a hefty profit (giant eagle eggs in good condition are worth about 2500 stl each). The eggs are kept warm beneath the ashes of a banked fire (Search check DC 18 to discover).

THE PATH TO HURIM

The sun begins to set in the west, casting the desolate landscape before you in the crimson shadows of evening. According to the map that Shaylin gave you, it seems as if the ruins of Hurim lie somewhere to the northeast, a path that leads directly along the foothills of the Harikas Mountains. There is a narrow path that leads from the cave's mouth to the foothills.

The characters' trek to Hurim has only just begun. Once they leave the cave, they still have a journey of approximately 70-75 miles northeast, which will take the characters between 3-5 days of walking to get there: 3 days for characters with a speed of 30 ft. (most unencumbered Medium characters), 4.5 days for characters moving at 20 ft. (most unencumbered Small characters, Medium characters wearing medium or heavy



armors, etc.), or 5 days for characters moving at 15 ft. (encumbered characters). Remember to keep track of the date and phases of the moon, though unless any of the characters are Wizards of High Sorcery, this is not important yet.

MEETING THE MIKKU

In the distance you begin to make out the sounds of laughter, of voices raised in conversation and song. The scent of an open flame, carrying savory odors of roasting venison, tickles your senses.

You can spot the source of the noise. Situated in a dry gulley is a large nomad encampment. Bright, colorful tents are spread like a field of wildflowers, their colors vivid even in the dimming light of the setting sun. The camp seems to be arranged in concentric circles, with the largest tents at the heart of the camp, ringing an enormous bonfire.

Although you can see some figures moving in and out of the tents, and hear the occasional odd bark from a dog, it seems as if most of the campers have situated themselves in the camp's heart, where a celebration is apparently being held. Scantily-clad figures wrapped in billowing scarves in gem-like hues dance about the bonfire, accompanied by a boisterous cacophony of dozens of instruments playing a raucous tune.

As the characters are traveling, they come across a small band of the Mikku tribe camping in a gulley. A circle of tents is arrayed about a central campfire. The tents are large, made of durable leather and canvas, and patterned with bright designs.

This group of Mikku tribesmen is a band of performers who have traveled the length and width of Khur in their journeys. Jugglers, acrobats, and experts at horsemanship, they are camped here for the evening in preparation to head to Khuri-Khan for the annual Khur Festival. It is still a few months away but many groups arrive early in the season.

The warriors stationed around the camp keep watch for intruders, so unless the characters approach stealthily, they will be noticed. Otherwise, have the characters make opposed Hide and Move Silently checks against the warrior's Spot (+1) and Listen (+1) skills. As long as the characters do not seem intent upon attacking the camp, they will actually be welcomed quite heartily, for the Mikku tribe is well known as one of the most gregarious of the Khur nomad tribes (see the Sidebar: The Tribes of Khur in Chapter Three for more details about the Mikku).

If the characters approach peacefully, either searching for guest's rights or sanctuary, they will be openly greeted by the warriors, who escort them to the camp's heart to introduce them to Alakar the Silent, NG male human (nomad), Ftr5/Brd4, the leader of this Mikku tribe.

Once in the camp the sounds of music and conversation grow louder, and suddenly you emerge from rows of brightly colored tents into a cheerful gathering of nomads, talking, singing, dancing, eating, and generally having a good time.

As your presence is noticed, a few individuals turn from their entertainment to gaze at you with curiosity. Like wildfire, however, silence begins to spread as more and more of the nomads turn to see the new arrivals. Almost to a man, the nomads are bronze-skinned, with flowing dark hair and dark eyes, many of the men sporting mustaches to rival any of those found among the ranks of the Solamnic Knights. One could very easily feel a bit out of place among these people, if not for the welcoming smiles found on many of these people's faces.

One figure quickly detaches himself from the gathering, a rather tall, burly man dressed in a flowing caftan of indigo, trimmed with black leather. His long, flowing mustache is liberally streaked by silver, as is his thick mane of black hair, but he carries himself with the energy of a much younger man. A crimson scarf is wrapped around his head, pinned in place by a rather gaudy medallion of a large golden bear with ruby gemstone eyes. His dark eyes gleam brightly as he offers a wide, welcoming grin. "Greetings, my friends," he booms out in thickly accented Common, "Welcome to our celebration! I am Alakar the Silent, chief of this merry tribe." He roars with deep laughter at the irony of his name before continuing, "Please, join us! Eat, drink, be merry, for on the morrow we all may die!"

Despite his rather morbid exclamation, the imposing figure does seem sincere, for as he claps his hands sharply together, scantily-clad dancers with white smiles and little else, sweep forward, inviting you to join in the festivities.

The characters are indeed made welcome, as long as they do not show any signs of hostility. Wary characters may attempt to make Sense Motive checks (DC 15), but all they can sense is a sincere welcome and friendliness radiating from the man and the people around him. The Mikku are a tribe that enjoys the pleasures of life, even if they are also rogues and bandits. Even if the characters know of the Mikku reputation as thieves (an appropriate Knowledge check (DC 12), the Mikku make sure to offer the characters salt with their meals. Known as the *bond of salt*, it is a gesture made by a host to a guest to signify that, as long as the guest remains with the tribe, they shall not be harmed by any member of the tribe. The bond is made each evening and is good until the next evening. As long as the guest (i.e., the PCs) does not abuse the tribe's hospitality the bond is offered every night.

Alakar will go out of his way to ensure that the characters feel welcome, spending time getting to know them, asking them questions and answering any questions they may have for him. The characters will find this “barbaric nomad” to be rather intelligent, knowing a considerable amount of information, particularly about Khur, the nomad tribes, and perhaps not too surprisingly, about the Shattered Temple and the Ruins of Hurim (see the *What the Mikku Know...* sidebar).

The Mikku tribe makes a great encounter to allow the characters to rest up in relative safety, as well as to discover a large amount of information on the area. They can also guide the characters to the Valley of the



Shattered Temple, although they will refuse to enter the valley itself.

As the characters mingle with the Mikku, there are a few other NPCs whom they may seek out. While these NPCs are not given great detail in the Appendix, pertinent information is included below:

Asmara, CG female human (nomad), **Mys9**: The tribe’s eldest member, Asmara is also the tribe’s seer. Chosen as a young girl because of her strange, prophetic gifts, she has lived for more than sixty years. Which is long enough to see the return of the gods during the Age of Despair, the Chaos War, the Dragon Purge, and the War of Souls. Although she is a mystic, she retains a

WHAT THE MIKKU KNOW...

The Mikku tend to range far more widely from their own territory than most of the other Khur nomad tribes, having contact with many outsiders. Of particular interest to the characters are what the Mikku know about Khur, what they know about Hurim, and what they know about the Shattered Temple.

Alakar the Silent, the leader of the tribe, received his name ironically, for he is a friendly and gregarious storyteller always ready with a hearty laugh and a tale. Feel free to embellish upon the details given below, playing up the loud, boisterous chief.

...ABOUT KHUR

The history of Khur and the Seven Tribes,

Alakar knows the tale of Khur (presented in of Chapter Three) by heart, as it is one of his favorite tales. In summary, however, before the Cataclysm, Khur was seemingly endless grassland, divided from Istar by a dangerous desert. The Khur tribes were numerous but divided into small family groups. When the Cataclysm struck, the Southern Courrain Ocean swept violently through the grasslands in what the Khur nomads call the Drowning, creating the Khurish Sea and killing countless families. Into this chaos, a single great warrior arose, Keja, uniting the tribes and forging Khur into a Khanate. Unfortunately, upon his deathbed, the nation splintered into seven tribes, each led by one of Keja’s sons. And thus, the Khur tribes were formed: the “true” Khur, Fin-Maskar, Hachakee, Mayakhur, Tondon, Weya-Lu, and the Mikku.

The religion of Khur,

Alakar will gladly explain the religious beliefs of his people, detailed in the Gods of Khur sidebar in Chapter

Three. He will particularly relish any opportunity to launch into legends about the patron god of the Mikku, Kensin the Sly, the clever and charming roguish god of the Khur (believed by many to be an aspect of Branchala).

...ABOUT HURIM & THE SHATTERED TEMPLE

Hurim was once an Istarian Outpost, established as a religious retreat for the faithful who wished to get away from the fuss of the capital city in order to commune more privately with the gods.

It was built in a quiet valley, far from any other town or city as a place away from civilization where the devout could find solitude. Of course, over time, more and more people began to travel to Hurim, pilgrims searching for peace or meditation and petitioners searching for answers and prayers. In time, a grand temple was built for the priests living in the valley, and a small village sheltered close at hand. Despite the differences between the religions of the Istarians and the Khur peoples, to the priests of the Temple of the Golden Sands, as it came to be known, was a refuge. The spiritual Khur, who are passionate about their gods, were as welcome as any who followed the teachings of the Kingpriest.

Unfortunately, on the Night of Betrayal, the dying priests called upon their gods to lay a curse upon the valley. From that day forth, no tribesman who stepped foot within the valley lived past another full cycle of the silver moon (or so the tribesmen say). During the Drowning, a landslide sealed the valley, and the area is largely avoided.

deep, abiding faith in the gods of Khur and sees no conflict in having a power that relies upon her own sense of self.

Asmara can be used as a plot device, providing you with plenty of opportunities to lay groundwork for side plots and foreshadowing the adventures to come. Her predictions are typically of a personal nature, wrapped in a riddle that the person must figure out on their own. A little planning in advance will allow you to craft individualized prophecies for each of the characters. A few possible prophecies that can be tweaked to apply to specific characters follows:

“And one shall stand upon the back of nature’s builders, walk across a floor that lives, and speak to a voice that is one above the many...” (Hinting at the phalanx ant colony in the Peak of Malys, Chapter 5.)

“A figure of fire and damnation, forged from dragon’s blood but seeming Abyss born, stands guard over a weapon of light long thought lost...” (Hinting at Sindra and Huma’s Lance, Chapter 5.)

“The dead are restless. Spirits, driven by ancient jealousies and conflicts, fight in a graveyard over the soul of one believed forever beyond reach...” (Hinting at Lothian, Kayleigh, and Soulburn. See Epilogue & Appendix.)

Malat, CN male human (nomad), Bbn7: A blustering, swaggering, powerful figure, Malat is the tribe’s warleader and Asmara’s grandson. Sometimes a bully, always a braggart, he can nevertheless be quite charming when he puts his mind to it. During performances (and during raids...), Malat acts as the tribe’s primary strongman (Str 20). He’s known as the “Minotaur” both for his sheer size, his obstinacy, and for the thick, hooded, bullskin cloak that he wears (a *cloak of the bull*, offers a +2 enhancement bonus to AC and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, when the hood is pulled up).

Malat makes an interesting foil for the party members. He can be charming around female characters (particularly elven women), while he can also look to sport around with the more obvious fighter-type characters. If the characters act out, Malat would be one of the first to leap into a brawl (although he wouldn’t fight to the death, unless pushed to an extreme...such as the characters drawing blades on Alakar or Asmara).

STRANGE VISITORS IN THE NIGHT (EL 4)

Once the characters have settled themselves in the camp and enjoyed the entertainment provided by the Mikku, they’ll be allowed to pitch their own camp (or be provided with a spare tent or two in which to rest) within the protective boundaries of the encampment. The celebration will last late into the night, until the hour of Darkwatch (midnight). While the characters are resting they will receive another strange visitation.

If the characters are sleeping in different tents, or if they are sleeping outside, alter the below text to reflect the circumstance, either selecting the tent where an elven or magically-attuned character is resting. Allow the characters

who may be awake (i.e., standing Watch) to make a Listen check (DC 15) to hear someone quietly approaching, or if they are all asleep, have them make the check at DC 20 (unless a character has the Alertness feat, in which case use DC 15 instead) before reading them the following:

As the moons sink lower and lower in the night sky, approaching the hour of Early Watch [Note: 4 am], you hear a strange rustling at the entrance of your tent. With a whisper of sound, the tent flap is swept open, and a small, shadowy figure glides inside on silent feet.

There is little light at this hour, thus characters with either low-light vision or darksight will automatically notice that the figure seems to be that of a young Khurish girl, not even in her teens. Otherwise, characters must make a Spot check (DC 12) to notice that the figure’s shadow seems like that of a young child.

If the characters are all sleeping, and none succeed at their Listen checks to awaken, they will wake from the sound of the young girl’s voice.

You hear the soft, lilting sound of a young girl’s voice, speaking softly, yet loud enough for you to hear her words clearly.

“You must hurry...the winds carry the voices of many spirits, and they are crying for help. You must keep the key safe, otherwise all will be lost.” The girl’s voice is a soft monotone, almost as if she were chanting. “In the temple of the betrayed, you must find the *shard of light*. It shall lead you on the path you have been chosen to walk.” The young girl’s blue eyes seem to glow softly in the dimness of the night, oddly bright against her otherwise dark features.

Before you have a chance to respond or to question the young girl any further, she quickly rises to her feet and disappears out of your tent. Suddenly, you hear a high-pitched whistling sound as the leather flaps of your tent begin to shake wildly. A violent whirlwind tears through the opening of your tent, sending you tumbling back as it whirls around, picking up small objects and flinging them in every direction.

Just as the little girl disappears, two Medium air elementals attack the characters (one attacking each group, if the characters are separated). The attack is quick and violent. Keep the pace swift, as the air elementals will only remain for 3 rounds before dissipating.

☞ **Air Elementals, Medium (2):** hp 26, 23, see *Monster Manual*.

Tactics: The air elemental attack is more of a distraction, meant to throw the characters into a bit of chaos.

They both start in their whirlwind forms, seeking to sweep up Small characters.

XP Award: If the characters manage to defeat both air elementals in the 3 rounds that they remain, award them full experience points. Otherwise, award them XP for EL 2.

STARTLING REVELATIONS

As the savage winds dissipate, you hear the camp around you roused to activity with people rushing to see what's happening. More than a few are barely clad, as if they had been disturbed from slumber, but all of them are carrying weapons of some sort.

Alakar pushes his way to the front, using his size and his loud voice to force himself through the milling group that has surrounded you. His swarthy face is flushed, his eyes glittering as he looks you over.

"Are you all right, my friends?" his deep voice is concerned. "What is going on?"

As the characters explain what happened, Alakar listens with concern. Asmara also approaches, tending to any wounds the characters may have taken during the battle. If they describe the young girl, read them the following:

Asmara suddenly looks up, a strangled gasp coming from her tiny body as her piercing eyes stare at you. Stepping forward, she asks in a soft voice, "Did she...did she have blue eyes?"

Without waiting for an answer, she turns to Alakar, whose features have grown pale as he stares at her in disbelief. "Was it Uleena?" the burly figure whispers, his eyes searching Asmara's for answers.

Lifting a hand to her throat, Asmara turns once more to look at you, her eyes distant as she falls silent, concentrating on something beyond the mortal veil. After a few heartbeats, Asmara slowly nods her head, tears starting to gather in her eyes as she trembles. "Yes, it was Uleena."

Alakar slowly walks forward, resting a gentle hand upon the seer's shoulder as he looks at you with suspiciously bright eyes. "Uleena was my daughter...a young seer learning from Asmara. She died in an

accident during the earthquake almost a moon ago."

At the character's prompting, Alakar will reluctantly tell them that his daughter was born with the same gift Asmara had. She was beloved by the tribe; her death was a tragic accident caused by a landslide during the earthquake, the same one that opened the way into the valley of Hurim.

Alakar will ask the characters what Uleena told them. Once they tell him, he will admit that he doesn't know anything about the *shard of light*, but since it seems that they have been chosen by the gods to search it out, he and his tribe will ensure that the characters reach the valley safely. Alakar will instruct the characters to finish their rest and he and Malat will stand guard for the rest of the night.

The following day, Alakar and his tribe will help the characters load their equipment and loan them horses as the tribe escorts them the rest of the way to the valley of Hurim. Those characters who cannot ride will be carried double on horseback or ride in one of the vardos (wagon-homes). The journey from the encampment to the valley will take approximately a day and a half.

THE RUINS OF HURIM

After journeying across the foothill-badlands of the Harikas Mountains, Alakar and his tribe turn to head toward a valley. You can see signs of numerous rockslides, including the one that had apparently sealed the valley long ago. Now it seems as if a path has opened once more.

When you are about a mile away from the entrance to the valley, Alakar pulls up his horse, holding up a hand to halt the caravan.

Alakar says to you, "Through those two cliffs is Hurim." He waves his arm to indicate the recently cleared path ahead. "We cannot go any farther, for it is forbidden by our gods to enter such a place. I would similarly advise you to avoid the valley, but you have been marked by the gods...your destiny awaits."

He gives each of you a back-pounding hug, as Malat and a few other tribesmen approach, carrying extra waterskins and bundles of supplies.



Alakar directs Malat and the others to bury the supplies beneath a small outcropping before turning back to you. Pointing to the north, he says, "We will make our camp about a day's journey north of here. There is an oasis, with a citrus grove. We will stay there for one week. Please, my friends...when you have completed what you must do in the valley, come seek us out."

Alakar nods his head toward where Malat and the others buried the supplies, "You will find a store of food, water, and other supplies that await your return. We have also included a small map to show you where we will camp. May the gods watch over you, my friends...I hope that we shall meet again soon."

Before Alakar leaves, allow the characters time to ask any more questions that they might have regarding the valley or the Shattered Temple, although he knows very little beyond the legends of his people.

Current Date: 20th day of Aelmont (Winter), assuming a 5-day journey between Pashin and the Ruins. Otherwise, adjust accordingly.

Phases of the Moons:

Solinari: Waning, Last Quarter (Immediately following Position 16 on the chart).

Lunitari: Waning, Waning Crescent (Position 17).

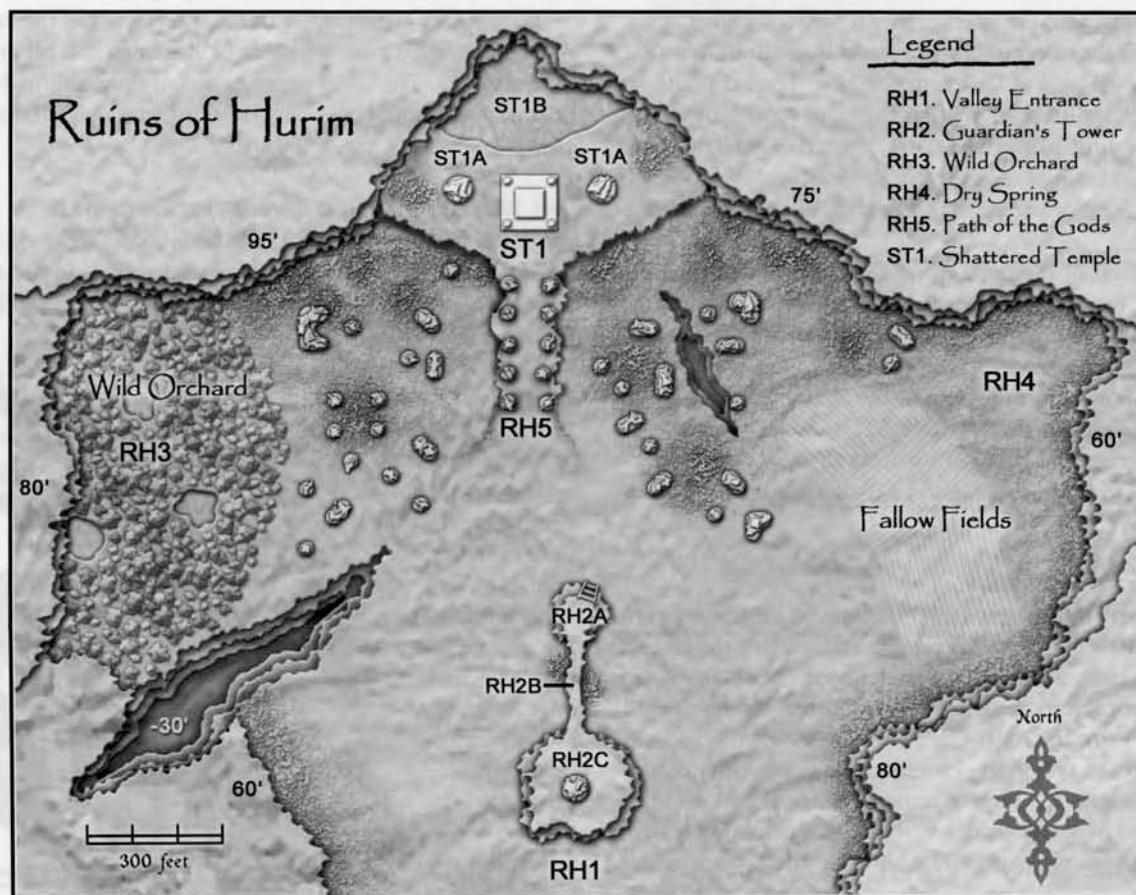
Nuitari: High Sanction, Waning Gibbous (Position 1).

Hurim was built in a small valley in the Harikas Mountains, not far from a tributary of the Great River of Khur (which would later become part of the coastline for the Bay of Balifor and the Khurish Sea). There, sheltered from the scorching desert sands and the deadly winds, a small conclave of priests established a temple far from great Istar, hoping that they could find purity and truth in isolation.

Over time, the temple grew from a simple shrine to an enormous and grand construction as more and more pilgrims from across the continent traveled to find solace in the peaceful valley. Khurish nomads would travel to the valley regularly to receive the blessings of their gods, for Hurim was the only permanent settlement in the region (predating Khuri-Khan, which would not be founded until after the Cataclysm). Before the Cataclysm, many of the Khur people were separated from Istar by a nearly impassable stretch of badlands, separated from the west by the ogre-dominated Khalkist Mountains, and by the Silvanesti Forest to the south.

FEATURES OF HURIM

Hurim fell before the Cataclysm, brought low by the betrayal of one of the Temple's High Priests and the allied ogre armies from Blöde. Blood stained the golden sands crimson, as nearly every one of Hurim's 2,000 inhabitants were either ruthlessly slaughtered or dragged away as slaves. The inhabitants did put up a valiant resistance, despite being caught unprepared by the merciless invasion,



almost as many ogres died in their assault that night.

The Khur nomads declared the valley a cursed place. When the Cataclysm struck, surprisingly little damage occurred within the valley, but the entrance to the valley was blocked by a massive landslide of rubble and debris.

A few weeks ago an unexpected earthquake struck the entire region, causing the accumulated rubble to shift, opening the way into the valley and once again revealing the ancient pictographs which speak of the valley's curse.

THE RUINS OF HURIM AND THE CURSE

The entirety of the valley and ruins of Hurim, including the Shattered Temple, are indeed cursed. The power of the curse varies, depending upon the location within the valley.

Outside of the temple, throughout most of the valley the area is treated as if under the effect of a *deseccate* spell. Every Charisma check made to turn undead within this area takes a -3 profane penalty and every undead within the area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into the valley gains +1 hit points per HD. The atmospheric effect that this creates is coldness in the air, a constant fog hovering just off the ground, and shadows that appear blacker than they should. A *consecrate* spell can be cast to temporarily create a haven against the *deseccate* effects, centered upon the caster. *Protection from evil*, *magic circle against evil*, and similar abjuration effects will also temporarily neutralize the effects of the *deseccate* upon the affected individuals.

Within the boundaries of the valley, all Necromantic spells are cast as if the spellcaster were 1 level higher. This stacks with the effect of Nuitari upon Black Robe Wizards, granting a +0 level at Low Sanction, a +1 level at waxing or waning, and at +2 level at High Sanction (currently, if you are going by the proscribed dates, Nuitari is at High Sanction, granting a +2 effective spellcasting level to Black Robe Wizards for the effects of casting, but not memorization).

The effects of the curse differ slightly inside the Shattered Temple. Some areas within the temple are under the effects of a permanent *guards and wards*, while other parts are either *consecrated* or *deseccated*. These areas are indicated both upon the map of the Shattered Temple and in the individual area descriptions. Canny players may quickly realize that, while sometimes the curse can be a hindrance to them, it can also be used against creatures in the area.

BUILDINGS

The majority of the surviving buildings in Hurim are crafted of sandstone, quarried from the valley when the temple was being built. Stone blocks, each about 1 foot cubed, are stacked in staggered rows atop one another and reinforced by clay to form the walls.

Most of the remaining buildings are filled with debris and rubble with the skeletal remains of many who were slaughtered here still clearly visible. The vast majority of the possessions once owned by Hurim's inhabitants were

either taken by the surviving ogre horde or have fallen prey to the depredations of time and the elements. The characters could spend weeks sifting through the rubble of each building in the vain hope of finding something useful, but it is beyond the scope of this adventure to describe all of the ruins. Feel free to create your own encounters or locales as needed by your adventuring group.

• **Building Walls, Masonry:** 1 foot thick; hardness 8; hp 90; AC 3; break DC 35; Climb DC 15.

THE VALLEY CLIFFS & THE GORGES

Hurim stands entirely within a valley formed where different mesas and peaks converge. Surrounded on three sides, with only one entrance to the valley proper (not considering entering the valley from above), the staggered cliffs rise between 60-95 feet above the ground, casting the valley in constant shade.

The cliffs are sheer, with striated ribbons of sandstone, quartz, red clay, and basalt. Along many of the cliffs, there are signs that construction of massive statues of the gods had been started but were left incomplete, the carvings worn and weathered. The cliff's face is not easy to climb, primarily due to the sheerness of the walls (Climb DC 30).

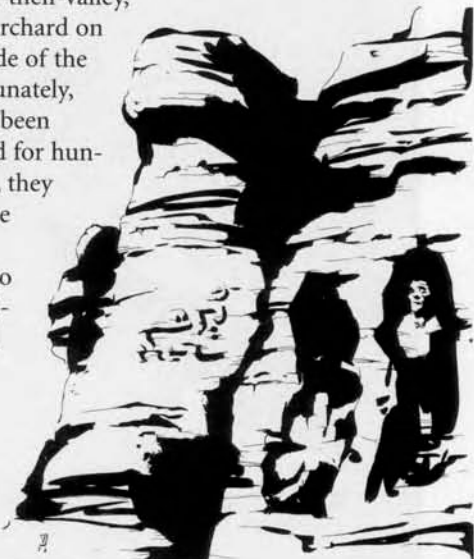
Two large gorges were created in the valley when the Cataclysm struck. The western gorge, the larger of the two, is about 30 feet deep, with sharply slanted walls. The bottom of the gorge is filled with rubble from the cliffside that it cuts into. Climbing down into the gorge (and out of) is not all that difficult compared to scaling the cliffs (Climb DC 20). The bottom of the western gorge levels out.

The smaller gorge, in the northeastern part of the valley, ripped through a number of small buildings that fill much of the crevice. The small gorge angles sharply, although this does allow for fairly easy navigation of its walls (Climb DC 15).

THE FALLOW FIELDS & THE WILD ORCHARD

As an isolated community, Hurim was completely self-sufficient. Taking advantage of the natural springs in the area, the priests patiently cultivated both large fields along the eastern side of their valley, and a mixed orchard on the western side of the valley. Unfortunately, as neither has been actively tended for hundreds of years, they have both gone wild.

The fields to the east are fallow. They had once been plowed and turned in preparation of the upcoming



planting season, but they were never seeded. The ground in the area is soft, uneven, and treacherous. In the near-perpetual twilight of the valley, mushrooms and fungi have flourished, filling the air with a rich, pungent scent. Weeds and scraggly trees also compete with the assortment of molds and fungi for soil and moisture, many of the plants hardy enough to survive the lack of rain.

The orchard in the west is filled with an assortment of trees, ranging from olives and figs to pomegranate and even oranges. Once the various fruit-bearing trees were kept separate, in neat rows, but over the last few centuries they have grown wild. Their branches have tangled together, creating a thick, dense canopy as they struggle for the sunlight necessary for them to survive.

ENCOUNTERS IN HURIM

For the most part, the valley of Hurim lies silently beneath its curse. However, the necromantic energies flowing through the outer valley are powerful enough to create restless dead.

During the day, most of the valley's unnatural denizens are not active. There is only a 10% chance per hour that a random encounter occurs during the daylight hours.

At night, when the moons are overhead, the entire valley is covered with a sinuous, cold fog that floats above the ground. There is a 25% chance per hour that a random encounter occurs during the hours of darkness.

Note that the EL of any encounter with an undead is increased by +1 because of the effects of the *desecrate* curse upon the valley. This adjustment is already included in the listed ELs below.

KENDER NIGHTSTALKER

A young kender nightstalker, one of those rare kender gifted (or cursed) with the ability to commune with the spirits of the dead, has found himself drawn to the ruins by an unheard voice that has been haunting him.

If the characters run across Shroud, as he'll proudly introduce himself, they'll find him casually holding a skull and looking at it seriously as he talks to it, asking it all sorts of odd questions and generally being a kender: *What happened here? Do you know my Aunt Ashe? What's your name? Scuttles? Hey, Scuttles, have I told you about the time that my Aunt Ashe talked to the spirit of Fistantantalus? She said that he was a skull, just like you, 'cept he had all his teeth, and...*

Alternately, Shroud could show up at any encounter where the characters may find themselves threatened of being overwhelmed by any undead and lend a hand. If the PCs need an extra hand, Shroud can very easily tag along for the duration of their stay in the valley, providing assistance when necessary, although he should not constantly be saving the characters. He should be used as back-up, running back and forth between wounded individuals to provide them with assistance, or to help deal with any incorporeal undead that are threatening to overwhelm the party.

Shroud can be encountered anywhere within the valley or within the Shattered Temple.

Encounters in Hurim

Day d%	Encounter	EL
01-04	Rust monsters (2, see Monster Manual)	5
05-15	Ogre Skeletons	5
16-25	Human Skeletons (12, see Monster Manual)	5
26-35	Ogre Zombies (2, see Monster Manual)	6
36-45	Human Zombies (5, see Monster Manual)	4
46-55	Dust mephit (see Monster Manual)	3
56-65	Krenshar pack (3, see Monster Manual)	3
66-75	Kender Nightstalker*	4
76-85	Hyena pack (5, see Monster Manual)	5
86-95	Stirge flock (8, see Monster Manual)	4
96-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

Night

d%	Encounter	EL
01-04	Wights (2, see Monster Manual)	6
05-15	Ogre Skeletons	5
16-25	Human Skeletons (12, see Monster Manual)	5
26-35	Ogre Zombies (2, see Monster Manual)	6
36-45	Human Zombies (5, see Monster Manual)	4
46-55	Shadows (2, see Monster Manual)	6
56-65	Monstrous Scorpions, Medium (4, see Monster Manual).	4
66-75	Kender Nightstalker*	4
76-85	Bat swarm (see Monster Manual)	2
86-95	Stirge flock (8, see Monster Manual)	4
96-100	No encounter	

* Unique encounter.

☞ **Thanator** "Shroud" Grave-Eyes: ; hp 27 see page 164.

Notes: Shroud is not the stereotypical kender. Although he is a true kender, he doesn't randomly borrow stuff from anyone he meets. Instead, he seems to pick up little mementos, like small pieces of headstones, little slivers of bone, grave dust, even the odd skull.

OGRE SKELETONS

As the characters pass through a large, clear area filled with skeletal remains of humans and ogres, the ground beneath their feet erupts (allow the characters a Listen check DC 17 to notice the faint rumbling, otherwise they are caught flat-footed) and 2 ogre skeletons attack, each wielding massive greatswords and wearing rusting breastplates.

☞ **Ogre Skeletons:** hp 26; see page 165.

SITES IN HURIM

The following section details the valley of Hurim, excluding the plateau of the Shattered Temple that begins Chapter Three. All areas are under the effects of *desecrate*, which effectively increases the EL for each encounter with undead creatures by +1. If the characters find a way to neutralize the effect of the *desecrate* temporarily, feel free to still award them XP for the indicated EL.

RHI. VALLEY ENTRANCE (EL 6)

Toward the canyon you see the high, sheer walls of the mesa cliffs on either side. There is evidence of numerous landslides and collapses, yet you can make out painted symbols that have faded and been repainted many times over the centuries.

A supernatural breeze that doesn't stir your clothing, but seems to penetrate your flesh and strike deep into your bones, passes you. Up ahead a dusty valley stands shrouded in a strange, nebulous

fog that creeps across the ground. A mesa pillar towers high above the fog, with a dark watchtower perched atop the mesa, looming ominously overhead.

The symbols on the canyon walls are warning glyphs in the language of the Khur nomads. A Decipher Script check (DC 15) reveals that to any who are unable to speak Khurish.

Just as the characters get their first look at the interior of the valley, allow them to make a resisted Spot check against a Hide +8 or a Listen check against a Move Silently +8. Those who succeed at their Spot or Listen checks notice a pack of mountain lions lurking on the cliffs above, preparing to strike. If the characters fail their checks, then the mountain lions will attack en masse.

☞ **Mountain Lions (4):** hp 19, 18, 17, 16; see leopard entry in *Monster Manual*.

Tactics: The mountain lions are starving, and mad with hunger and their proximity to the valley. They will attack swiftly and violently, using the terrain to their advantage.

Terrain: The mountain lions strike the characters when they reach a steep, uphill slope. Characters moving uphill (to an adjacent square of a higher elevation) must spend 2 squares of movement to enter each square. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 15 Balance check (base DC 10 check, modified by +5 because of the dense

WHAT SHROUD KNOWS...

As a nightstalker, Shroud knows a considerable amount about undead, particularly about spirits. Unless the characters try and chase him off (which they may, given that he is a kender), they'll find Shroud more than willing to communicate—perhaps far more than they want to know!

Generally, you can use Shroud to provide the characters with some clues about the valley and the Shattered Temple. He knows about the twisted dryad in the Wild Orchard (“Woo, you don't wanna go in there, 'less you wanna meet this crazy woman with leaves for hair, thorns for claws, and a mean streak wider than the Blood Sea!”) as well as about the Guardian's Tower (“There's a couple of shadows up there that seem pretty intent on guardin' something. They don't like to talk, though, and they chased me outta there right quickly!”).

Why are there spirits here? Didn't all the spirits leave following the War of Souls?

“Not all the spirits left. The spirits in this valley are under a curse...a curse laid upon them by one of the fallen gods. Even though he no longer resides in the heavens, his strength still lingers... particularly in ancient

places left untouched. Like this... or like this one place that I visited just last month, you see, I was...!”

Why does the valley seem so cold? Why are the spirits so strong here?

“The curse on the valley bound the spirits of the ogres within. Unfortunately, over time, the presence of the undead has caused the valley to become a cursed place. Here, the barrier between the living world and the spirit world is very thin, which allows the spirits of the restless dead to draw upon the energy of the otherworld and grow stronger. Some magics do temporarily ease the curse, at least for a little while...like spells that ward off evil, or that cleanse the taint of death away, but they only last so long. You know, that reminds me of something my Aunt Ashe once told me...she found this ring that would allow her to...”

How can the curse on the valley be lifted?

“I dunno, honestly. I'm still learnin' all 'bout the curse in the first place! However, I think it has somethin' to do with bringing the traitor to true justice, 'least that's what old Scuttles was telling me.”

rubble) upon entering the first steep slope square. Characters who fail this check stumble and must end their movement 1d2x5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope also increases the DC of Tumble checks by 2. The dense rubble also causes the DC of Balance and Tumble checks to be increased by +5 (cumulative with other penalties), and the DC of Move Silently checks increase by +2. Remember, this also affects the mountain lions!

If any character, or the mountain lions, critically fumble an attack, they must make a Reflex saving throw (DC 15), or else tumble down the slope, triggering a small landslide. If the saving throw is successful, no damage is taken; otherwise the creature or character suffers 3d6 points of damage and is buried. Buried creatures take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. A buried character can be freed with a successful Break check (DC 18).

RH2. THE GUARDIANS' TOWER

Perched atop the pillar mesa in the center of the canyon leading into the valley of Huirm is a tall watchtower.

The mesa actually consists of two stone pillars, the smaller one rising about 25 feet above the ground, while the larger rises up sharply to about 75 feet. A bridge of stone arches between the two pillars, while a rough-hewn stairway allows one to ascend the stone pillars from the northern side.

In case the characters wish to explore the guardians' tower, the area has been broken down into smaller descriptive areas for ease of reference.

RH2A. SMALL PLATEAU

Atop the stone stairs is the first, small plateau. Only a little more than 50 feet wide, the ground is rough and uneven with evidence that some of the ground has been destabilized by recent earthquakes. While the ground feels secure beneath your feet, the rocky surface could prove to be treacherous if care is not taken.

To the south, the ground begins to rise, creating a narrow land bridge that arches up toward the higher mesa. The bridge is narrow, perhaps 10 feet across. A single wrong step could send one falling to the ground, crashing into the jagged rocks that have accumulated beneath the bridge.

The small plateau has a gradual slope, leading up to the land bridge. The slope isn't steep enough to effect move-

ment, but it is covered with scree—a field of shifting gravel. Scree increases the DC of Balance and Tumble checks by 2 on a gradual slope, as well as increasing the DC of Move Silently checks by 2.

A random encounter on the plateau should take such considerations into account.

RH2B. LAND BRIDGE

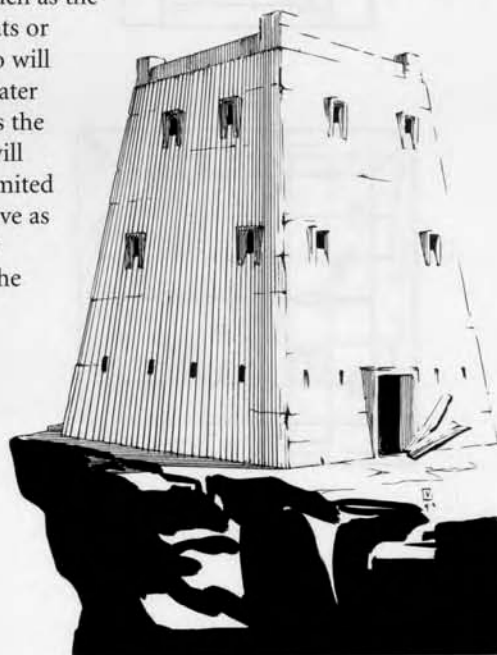
The narrow land bridge slopes up toward the larger plateau upon which rests the dark tower. No more than 10 feet across at its widest, it is covered by loose sand gravel that makes the climb a bit more difficult.

The land bridge is a steep slope covered with scree. Characters moving uphill must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square. Characters who fail this check stumble and must end their movement 1d2x5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A character that stumbles must make a second Balance or Tumble check (DC 10) to avoid rolling off of the bridge and falling to the ground below.

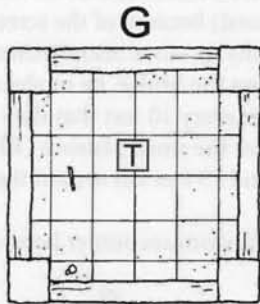
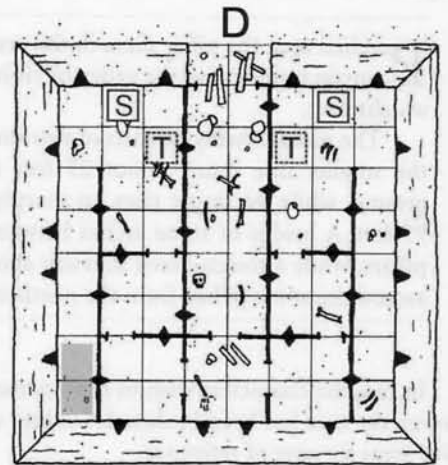
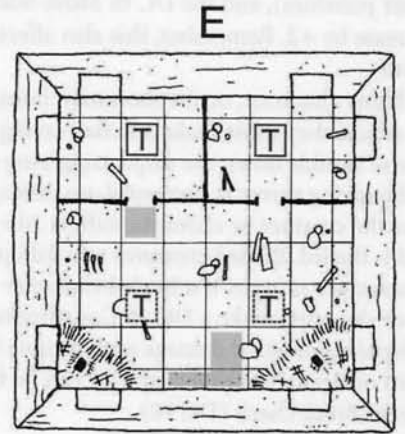
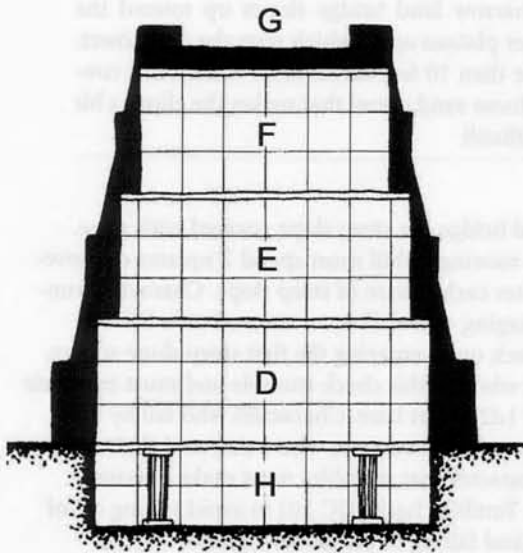
The DC of Balance and Tumble checks on the slope is increased by 5 (DC 15 total) because of the scree, which also increases the difficulty to Move Silently checks by 2.

If a character falls from the bridge, he or she will take 1d6 points of damage for every 10 feet that they fall. The bridge is 25 feet high near the small plateau (RH2A), 50 feet tall in the middle, and 75 feet tall toward the large plateau (RH2C).

If you wish to use a random encounter here, use flying creatures (such as the swarm of bats or stirges), who will have the greater advantage as the characters will have only limited room to move as long as they remain on the bridge.

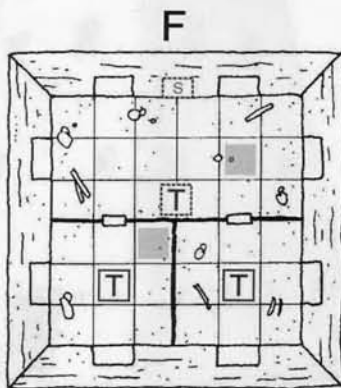


The Guardians' Tower

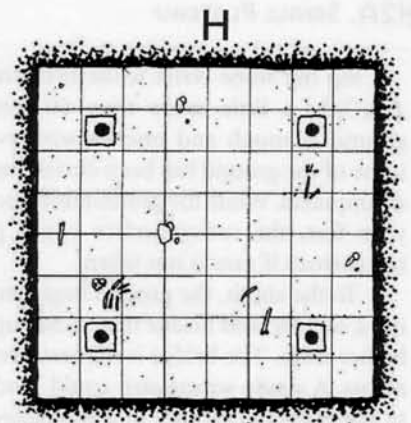


Legend

- D. Murder Room
- E. Second Floor
- F. Third Floor
- G. Roof
- H. Basement



- Support Pillar
- Murder Hole
- Trap Door Floor
- Trap Door Above
- Secret Trap Door
- Unstable Floor
- Secret Compartment



RH2C. LARGE PLATEAU

You come upon an area of level ground, surprisingly free of much of the rubble that seems to have accumulated elsewhere. Built in the center of the plateau is the watchtower.

Standing about 50 feet tall, the edifice of the tower is of solid basalt, giving the tower a darkness even in the desert sun. At nighttime, or when the shadows of the canyon walls are cast upon the plateau the watchtower becomes a dark shadow. Signs of age and weather are clear in the tower's outer façade, with large cracks streaking across the stone, loose rubble piled along the tower's walls. The tower slopes in slightly from the base to the parapets atop the building.

The only visible entrance into the tower is a single door that has long since been torn down and turned to dust. Along the first floor of the tower, arrow slits are equally spaced apart around the entire perimeter. Each upper floor has two open windows, altogether providing a view of every direction.

Standing 75 feet off the ground, the large plateau overlooks the entire valley. From here, one can pretty much see in every direction, from the Wild Orchard (RH3) and the fallow fields, to the Path of the Gods (RH5) and the Temple Plateau.

Doors: All of the doors on the first floor, unless otherwise indicated, were battered down during the Night of Betrayal. Since then, they have either petrified or deteriorated away.

The trapdoors in the ceilings leading up to the other levels have all been petrified. They are as hard as stone and are not easy to lift. They are also located fifteen feet off of the ground, requiring some effort to reach them.

• **Trap Doors:** 2 inches thick, 8 hardness; hp 40; Break DC 25, Stuck DC 28.

Walls: The outer walls of the tower are of hewn stone, while the inner walls are superior masonry.

• **Hewn Stone Outer Walls:** At least 3 feet thick, hardness 8; hp 540; AC 3; break DC 50; Climb DC 22.

• **Superior Masonry Inner Walls:** 1 foot thick, hardness 8; hp 90; AC 3; break DC 35; Climb DC 20.

Floors & Ceilings: Unless otherwise indicated, the floors of the watchtower are flagstone, held up by hewn timbers. Many of the timbers are brittle and dry, making certain areas (indicated upon the map of the guardian's tower) treacherous. Small characters are able to walk over the indi-

cated areas easily while a Medium or larger character who steps on a piece of treacherous floor will cause the flagstones to collapse.

⇒ **Treacherous Floor:** CR 1; mechanical; location trigger; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device 20.

RH2D. THE TOWER'S MURDER ROOM (POSSIBLE EL 4)

Through the open doorway, you see a strange series of rooms. A hallway, 10 feet wide and 30 feet long, leads to a small doorway. The ground is littered with skeletal remains, most of which have disintegrated into dust. However, a few large skulls, and even complete skeletons buried in the dust lend a clue to the invaders who died on the Night of Betrayal—ogres by the size of them.

As you begin to pick your way through the littered hallway, you feel a strange chill run down your spine, as if someone is watching you.



The first floor of the tower is divided into a long entry hallway that leads into numerous small rooms. Along the hallway there are arrow slits carved into both walls. Designed to force any invading army to break up and slow down, the murder hall served its purpose well on the Night of Betrayal. Throughout the

tower are scattered the skeletal remains of both the human defenders and the ogre invaders with the highest concentration (at least upon first inspection) being the first floor of the tower.

Give the characters a chance to make resisted Spot check against a Hide check (if it is nighttime, the Hide check is +12, while it's only +4 during daytime). Those who succeed against the check notice a flickering movement of shadows through the arrow slits along the western wall, although no matter how sharp their hearing (or how successful a Listen check they score), they can hear nothing.

If it is nighttime when the characters are in the murder hall, a shadow will pass through the wall (from the second room from the south) and strike at the closest character standing there.

Creature: One of the shadows "living" in the basement will attack the characters, lured out by the sound of movement and the sense of living creatures close at hand.

∞ **Shadow:** hp 19, see *Monster Manual*.

Tactics: Remember that the watchtower is located within the area affected by *desecrate*.

The shadow will take full advantage of its incorporeal nature, seeking to strike at characters with hit and run tactics: passing through one wall, striking a character, then passing through another wall as quickly as possible. It will continue to do so, seeking to lure the characters through the connecting rooms of the murder hall. The shadow will concentrate its attacks on a single character, in order to slay the character and spawn another shadow.

If it is daytime, the shadow will only strike once before retreating to the basement below, well away from the sunlight that weakens it.

Treasure: Any equipment and weapons the skeletons once had has long since been ruined by exposure to the elements.

Deeper into the tower you notice that the trail of skeletons begins to shift slightly, and more and more you see smaller skeletons mingling with the larger skeletons of the ogres.

The doors have been battered down, torn off their hinges and splintered, leaving only fractured remains that have long since petrified. Along the walls you see where attempts were made to break down the stone. There are no holes in the walls large enough for anyone bigger than a kender to squeeze through.

The murder hall continues farther back before splitting off to either side in a series of smaller rooms. All of the doors have been broken down, a trail of skeletal remains (with fewer and fewer ogres but more and more human skeletons) leading through the halls. In some areas, the walls have been broken, but not in any area large enough for any creature Medium size or larger to squeeze through.

At the northern end of either hallway, the characters will find trap doors in the ceiling (15 feet up) that lead to the next floor. There are also hidden trap doors in the floor, concealed beneath bones and sand. Characters may locate the secret door with a successful Search check (DC 23). Both the hidden trap doors lead into the basement (RH2H).

• **Hidden Trap Door:** 4 inches thick, 8 hardness; hp 60; Break DC 28; Open Lock DC 28.

RH2E. SECOND FLOOR

The second floor of the tower has support beams holding up the floor. You can see that the floor has rotted through in some areas, while it has petrified in others. Narrow windows provide some natural light, but the illumination only reveals cobwebs thick in the rafters and piles of sand that have accumulated over the years.

The second floor is divided into three rooms: two smaller chambers, divided by narrow walls, and a larger room with access doors in the ceiling all leading up to the third floor.

There are two sections of the floor that are particularly weak on this level. One is just outside the door of the northwest chamber, and one is along the center of the southern wall of the primary chamber. If characters enter the primary chamber from the northwest, allow them a Spot check (DC 20) to notice that the floor is weak before stepping through the door.

Once the characters safely pass in to the primary room, read them the following:

In the main chamber of the second floor, you can hear the creaking of the wood planks beneath the stone as they groan in protest. Your footsteps kick up small bursts of dust and sand. Skeletons lay scattered across the floor, their flesh long since picked clean.

Overhead, two small trap doors lead upward to the tower's third floor, although they are at least fifteen feet up.

Once the characters are in the room, allow them an opposed Spot check against 1d20+14. Those characters who succeed notice that in either corner of the room, along the southern wall, there lies a large, cocoon-like nest.

If any of the characters fall through the floor, the inhabitants of the nest will immediately swarm out of their nest and attack. If the characters enter the room quietly, have the stirges make a resisted Listen check (+4) against the character's Move Silently checks; otherwise the characters may have the opportunity to catch the stirges flat-footed.

Creatures: A flock of stirges has made their nests on the second floor of the tower with three stirges in each nest.

• **Stirges (6):** hp 7, 6, 5, 5, 4, 4; see *Monster Manual*.

Tactics: The stirges attack in swarms each seeking to latch on to the closest victim in order to feed. As the stirges can fly, they will utilize their flight to attack from above, much like insects. If one deals 4 points of Constitution damage, it will attempt to fly out one of the windows to escape, as will any stirge who is battered or chased away.

RH2F. THIRD FLOOR

Through the trap door there is yet another small room, no more than fifteen feet by fifteen feet. The door leading out of the room, unlike the ones on the other floors, is still standing and is closed.

Both the doors on the third floor are still standing. They have been warped and are difficult to get through, although not quite as difficult as the trap doors have been.

In the western room, the floor in the northeastern corner is treacherous and could easily give way.

• **Warped Doors:** 2 inches thick, hardness 6; hp 30; Break DC 23; Open Lock DC 25.

Through the doorway you see a room only slightly larger than the one you are in now. Oddly, it seems completely barren of any bodies, except for a single skeleton slumped against the northern wall, a loaded crossbow propped on its lap and a gleaming longsword resting upon the ground close at hand. Suddenly, a faint glow begins to infuse the skeletal remains and a ghostly image suddenly rises to its feet—a swarthy human warrior, clad in translucent armor reminiscent of an ancient Istarian warrior wielding a ghostly blade.

Stepping forward, away from its body, the spectral warrior brings his sword up, gazing at you with hollow eyes burning with light as he whispers in a deep voice that echoes oddly in the room, “What brings you here?”

The ghostly warrior was the commander of the guardians in life. In death, he stands as a guardian still, only this time he is bound by the vow he made with his last breath, “to live on until the day that the spirits of his men find peace.” Most of the Guardian’s men found peace in the afterlife, but a few have lingered on as shadows, bound in death by their rage at the slaughter of their comrades. Over time, even many of those shadows have faded, leaving only the two that now dwell in the tower’s basement.

Allow the characters a chance to explain their presence in the valley. If they are upfront and direct about their reasons, and if those reasons are truly just (explaining the quest that led them here, etc.), the Guardian will respond with equal candor. If Shroud is with the characters, he will keep quiet for as long as possible, but at the first opportunity, he will start pestering the spectral minion, asking numerous questions about ghosts, spirits, the valley, favorite foods in life, and other such nonsensical queries.

If the characters act hostile, the Guardian will respond with equal hostility. As his obsession is to remain “alive” until the last of his men have found peace, he gains a +2 morale bonus on all skill checks, ability checks, attack rolls, or saving throws.

Depending upon how the characters approach the Guardian, they may either ask what keeps his spirit bound here or you may choose to have him ask the characters for their aid. He will ask the characters if they could go into the basement of the Guardian Tower, where they will find the restless spirits of two of his men that have lingered, trapped by their own hatred and rage in the darkness. If the characters agree to put them to rest, he will thank them for their assistance and offer to reward them upon their return. He will then return to his body and fade away.

If the characters successfully put the spirits of the two shadows to rest, and return to tell the Guardian of their accomplishment he will manifest one last time. They experience the following:

The spectral guardian appears once more, although this time, there is a sense of peace upon his features as he looks at you.

“Thank you. Truly, you have been sent by the gods to answer a prayer long ago uttered in desperation. Please, take what were my possessions as a small token of my gratitude. Behind my body, you will find a secret compartment... in there, you will find a journal that I kept, a journal that may provide you with some help in the Shattered Temple. Be careful, my friends...the shadow of an ancient evil still hovers over the temple.”

The already translucent figure begins to grow more and more faint, fading away as if being swept into the currents of an invisible river.

“Farewell... may the gods watch over you.”

Along the center of the north wall, behind the Guardian’s body, there is a secret compartment (DC 20 to locate). The compartment is both locked and trapped, and it has not been touched in hundreds of years.

⇒ **Secret Compartment:** 4 inches thick, hardness 8; hp 60; Break DC 28; Locked DC 28.

⇒ **Poison Gas Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a ten foot by ten foot area immediately before the trap); never miss; onset delay (2 rounds); poison (ungul dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

In the compartment, the characters will find a small iron chest, which shows remarkably little sign of rust or decay. Inside the chest there is a leather pouch that crumbles upon being touched, spilling forth 250 Istarian gold pieces (which are pretty much worthless now, except to collectors of Istarian antiquities), a leatherbound journal (which contains notes about the Shattered Temple and the Night of Betrayal, see Handout), 2 *potions of neutralize poison*, a *potion of remove disease*, and 2 *potions of cure moderate wounds*.

Creatures: The only creature on this floor is the spectral minion known only as the Guardian (a male human 4th-level fighter in life).

∞ **The Guardian (Spectral Minion, Ftr4):** hp 26; see page 165.

Treasure: The Guardian’s equipment is still in good repair, even though it has languished on his skeleton for more than 300 years. The skeleton is wearing a +1 *breastplate*, and although the light crossbow on his lap has deteriorated, the quiver at his side is filled with 10 silver bolts and 10 +1 *bolts*. Near at hand, the Guardian’s longsword is a +1 *shocking burst longsword* of blue-tinted steel that has a lightning bolt motif etched into the blade (the sword is known as *Kiss of the Desert Sky*).

XP Award: If the characters defeat the shadows in the basement they will help put the spirit of the Guardian to rest. Award them full experience points for the encounter.

RH2G. ROOF

The roof of the tower has been scoured bare by the harsh desert winds, the stones worn smooth by the years. From up here, one can clearly see across the entire valley. Skeletons of human warriors lay scattered across the stones picked clean by various scavengers until little remains but the bare bones yellowed by time and the elements.

During the Night of Betrayal when the ogres invaded the valley, many guards stood upon this roof and fought to the death. Now, it stands as a solemn memorial to the brave warriors who died trying to defend their people.

There is nothing of interest upon the roof, except that the roof does provide a possible setting for a random encounter.

RH2H. BASEMENT

As you open the trap door leading into the basement, you are greeted by a blast of cool air and the scent of dust, death, and decay. The darkness of the basement is absolute, pitch black and cold... a wall of shadows that holds something even darker within.

The basement of the Guardian Tower is a single, large room with four pillars supporting the structure above. The ceiling is ten-feet tall, making it a bit smaller than the other floors of the tower. The walls and the floor are of hewn stone. Scattered throughout the room are the bodies of ten human skeletons.

In this room, ten Guardians died of dehydration and starvation, trapped in the room after the Night of Betrayal. Because of the curse, and their own rage and hatred, the ten Guardians became shadows and haunted the valley. Over time, the shadows faded until only two now remain.

There is no communicating with the shadows. Even Shroud, if he's present, cannot get anything from the shadows except for a sensation of unending hatred and rage. The moment anyone steps into the basement, both shadows will attack, utilizing the darkness to their advantage. Remember that the area is affected by the *desecrate* effects, which may make the shadows difficult to defeat.

Creatures: Two shadows dwell in the basement, the spirits of two Guardians who died trapped in the basement while their allies fought the ogres up above.

Note that if the characters have already dealt with one of the shadows in the encounter on the first floor, then there will only be one shadow down here. Otherwise, both shadows can be found in the basement.

☞ **Shadows (2):** hp 19, 17; see *Monster Manual*.

Tactics: The shadows will make the most of their incorporeal nature, striking in passing, hiding within the support columns, the walls, and the floor, while striking out of

reach. In the basement, the shadows are definitely at an advantage as long as it is dark, which enables them to blend in and Hide very easily.

Note that if the characters have already dealt with one of the shadows, it may be injured or already defeated. Remember to adjust the EL of the encounter to reflect that. You can also choose to have a few skeletons animate and attack the characters if you believe that the encounter is going too easily for them.

Treasure: The equipment of the two guards who died down here has since become worthless.

RH3. THE WILD ORCHARD

This massive grove has grown wild over the years, a strange growth considering the lack of life found throughout the rest of the valley. The branches of various fruit-bearing trees have knitted together high overhead to create a dense canopy that prevents any sunlight, what little reaches the valley anymore, from penetrating to the forest floor.

In the moist darkness of the undergrowth, various molds and fungi have grown wild, filling the air with the rich, almost heady, scent of yeast.

As you begin to move deeper and deeper into the grove, feel as if something is watching you. Something inhuman. Something that does not want you here.

The orchard is a place filled with life, although much of the life is twisted and a mockery of the natural cycle of things. However, the grove is the one place in the valley that no undead or spirits will enter. The presence of the dryad and her vital life energy has actually created a barrier that has not only prevented the spirits from entering, but actually prevents the *desecrate* effect from fully functioning.

In the orchard, there are three small hot springs, each of which is fed by an underwater spring. The three springs form a rough triangle, at the very center of which lies the oak tree of a dryad. Unfortunately, among the horrors of the Night of Blood, the Curse, the Cataclysm, the War of the Lance, the Chaos War, and the War of Souls, the once lively dryad who watched over the grove has been driven mad.

If the characters continue to head deeper into the orchard they will encounter the dryad the moment they reach, or pass between, any of the hot springs. Read the following:

In the orchard you detect a new scent rising in the air, a scent that smells vaguely like sulfur. The air becomes a bit heavier and humid, perspiration breaking out across your forehead as you suddenly see a strange figure separate herself from the trees.

A delicate looking woman stands there, and at first glance, she seems elven, although almost

instantly you begin to notice other things about her as well: her flesh is dark and knotty like tree bark, with a thick, sickly looking moss spreading across her limbs. Her fingers end in long, thorn-like claws, and her hair crackles in the breeze like the dead leaves of winter. Her eyes glow with an unnatural incandescence as she snarls like a feral wolf, speaking harshly in the Common tongue, "Be gone, now, or your flesh shall be flayed from your body and my pretty flowers shall drink of your blood as your bones are ground into the earth beneath my feet."

If the characters do not immediately leave, or if they start acting hostile, the dryad will immediately attack.

Creatures: The only way to truly defeat the dryad is to deal with her tree. The oak can be dealt with in one of two ways, if the characters can find it (requiring both a successful Survival check DC 20 and a Spellcraft check DC 15 to identify it).

The characters can chop down, or otherwise destroy the oak tree. The oak tree is Huge, with an AC of 3, a hardness of 10, and 65 hit points (to cut down). Of course, the dryad will do anything in her power to prevent her tree from being destroyed.

Alternately, if a character casts *consecrate*, *lesser or greater restoration*, *remove disease*, or a similar beneficial spell upon the tree, allow the dryad to make a Fortitude saving throw against DC 10 + spell level + spellcaster's casting modifier (such as Intelligence for a wizard character, Charisma for a sorcerer, or Wisdom for a cleric or mystic). If she succeeds on the saving throw, she will be released from her madness.

☞ **Assassin Vines (2):** hp 30, 27; see *Monster Manual*.

☞ **Twisted Dryad:** hp 15; see *Monster Manual*.

Tactics: The dryad uses her *speak with plants* ability to direct the assassin vines toward those who may prove to be the greatest threat: druids, wizards, etc. She will use *entangle* to try and keep anyone from rushing her, then call upon her *charm person* and *suggestion* spell-like abilities to try and turn ally against ally. If pressed, she will retreat using *tree stride* to escape, but as long as the characters remain in the orchard she will bedevil them constantly.

Treasure: Over the years, the dryad has acquired a small hoard of treasure that she keeps buried beneath the roots of her tree: 3 *potions of cure moderate wounds*, 2 *potions of barkskin* +3, an *oil of daylight*, three silver daggers, and a *ring of swimming*. To find the hoard the characters must make a Search check (DC 20) to locate where she has hidden them. Alternately, if the characters release the dryad from her madness, she will gladly give them everything she has gathered.

XP Award: If the characters free the dryad from her madness instead of killing her award them full experience for the encounter, plus a bonus award of +1 EL.

RH4. THE DRY SPRING (EL 5, NIGHT ONLY)

This was once a deep, natural spring fed by an underground river, but the flow has long since been sealed by fallen boulders and the spring has dried up, leaving a bed of cracked dirt and parched sand.

The ground is uneven and rough, with jagged rocks sticking out of the ground, looking far too much like a graveyard for comfort. You begin to notice that some of the jagged rocks aren't rocks after all, they're the half-buried remains of people who must have drowned before the spring vanished.

This vast bed of dried sand used to be a natural spring, fed by an underground river. Many people died in the lake as the ogres made sport of tossing prisoners in before the Curse swept across them as well. The same night that the Curse swept across the valley, the rocks on the cliff overhead tumbled into the water, cutting off the flow of the underground river.

Now, the area serves as a pathetic mass grave, filled with the corpses of many who died that night. During the day, there is a thin mist that rises from the center of the dried lake. At night, the mist thickens until it seems as if the entire dried basin is filled with a lake of eerie, greenish mist that glows with an incandescent radiance. Unfortunately, also at night, a wraith manifests within the mist crying out a phantom song of hatred and pain. Sensing the presence of the characters, the wraith will immediately attack, although it will not stray more than ten yards away from the edge of the basin.

Creatures: A single wraith haunts the basin, the spirit of a wicked human thief who happened to be caught in the crossfire on the Night of Betrayal. As the ogres captured him, they threw him into the lake along with many of the rest of those who surrendered, wanting to see if "cowards could float long enough to beg for their freedom at dawn." The thief was one of the first to drown. Now, centuries later, his restless spirit senses living creatures and he wants vengeance...even if it isn't against those who killed him.

☞ **Wraith:** hp 32; see *Monster Manual*.

RH5. PATH OF THE GODS

Near the heart of the valley, a natural formation of the earth has created a gently sloping rise that leads to a plateau. On top of the plateau, you can make out the shape of the Shattered Temple, flanked on either side by colossal stone statues both of which seem to have fallen prey to time and the elements.

The walkway leading up to the plateau is wide, easily one hundred feet wide and six hundred feet long before it reaches the plateau, which is itself at least fifty feet high.

Spaced equidistantly apart on both sides of the rise you can see that there were once ten large statues, carved of a rare, pure white marble which isn't indigenous to this area. Five statues are on each side, and seem to have faced one another, although now none of the statues stand tall anymore, for all of them have been knocked down and defaced many, many years ago. Now, all you can see are traces of a foot here, a leg over there, half a handsome face sticking out of the sand, a marble sword half-buried in the stone, and other such artifacts that lend evidence to the glorious works of art that they once must have been.

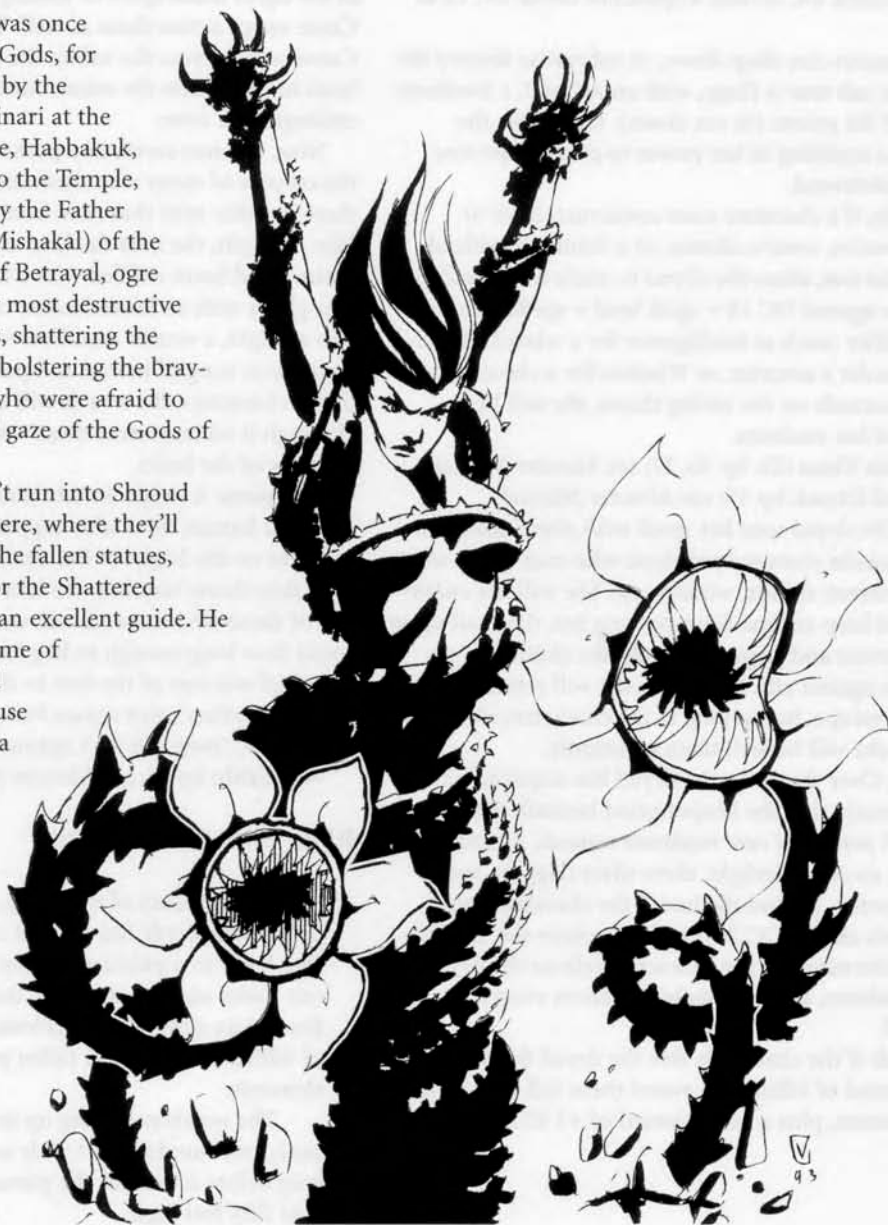
The path between the fallen statues looks rocky, and the footing doesn't seem to be all that safe, but nothing but rock, stone, and distance separate you from the temple above.

This natural walkway was once known as the Path of the Gods, for the walkway was guarded by the "lesser" gods of light (Solinari at the bottom, Branchala, Majere, Habbakuk, and Kiri-Jolith), leading to the Temple, which itself was flanked by the Father (Paladine) and Mother (Mishakal) of the Gods. During the Night of Betrayal, ogre mages gleefully used their most destructive magics to level the statues, shattering the morale of the enemy and bolstering the bravery of their own people, who were afraid to pass beneath the watchful gaze of the Gods of Light.

If the characters haven't run into Shroud yet, allow them to do so here, where they'll find him picking among the fallen statues, looking for mementos. For the Shattered Temple, Shroud provides an excellent guide. He can communicate with some of the spectral flickers found within the temple. Don't use Shroud if there is already a player character who specializes in spirits. The focus should always remain with the PCs being the key characters to the adventure. Shroud is just provided in case characters get into a situation where they need help. Additionally, if you feel that the characters need a bit more experience before heading in to

the temple, and they haven't already explored the Guardian's Tower or the Wild Orchard, you can use Shroud to gently coax them along because he wants to "show them something really interesting."

As the characters crest the top of the rise, they will feel a noticeable difference in the air. On top of the plateau, the *desecrate* effect that fills the rest of the valley is cancelled. Even though the statues of the gods have been destroyed, there was enough sacred energy imbued within them to provide some bolster against the negative energy of the Curse. The plateau provides the characters a relatively safe, quite place to rest before continuing into the Shattered Temple itself to confront what destiny has in store for them.



CHAPTER THREE

THE SHATTERED TEMPLE

The Shattered Temple was once the largest temple dedicated to the Gods of Light in southeastern Ansalon. Once it was constructed, pilgrims came from miles around to pay homage at the temple and to speak with the prophets who dwelled within the valley. Unfortunately, one of the temple's high priests turned his face from the light and embraced the darkness. He struck a deal with the Lord of Undeath and betrayed his people to the ogres of Blöde. In a single night, almost every living creature within the valley was slain and the valley itself was cursed, a curse that lingers almost 700 years later.

ARCHITECTURE OF THE SHATTERED TEMPLE

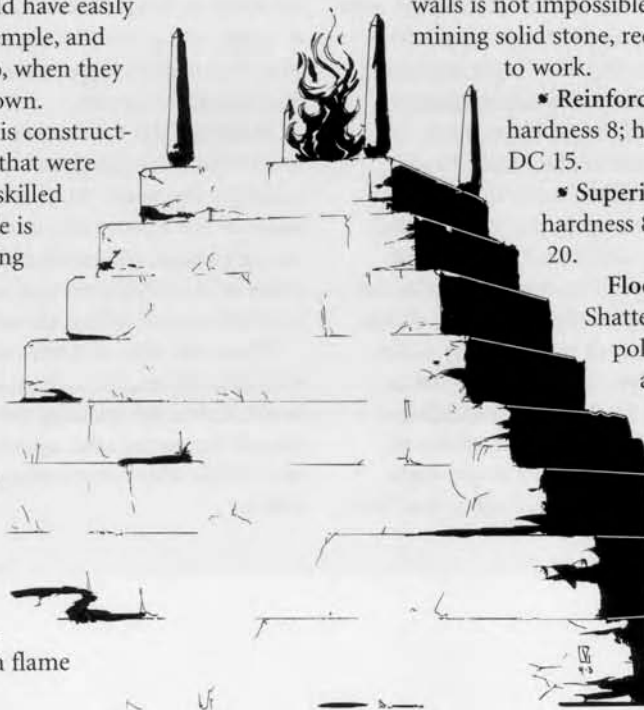
The Shattered Temple is divided into two general sections: the temple above ground and the temple below ground. Built in the desert, constructing the temple partially underground enabled the clergy to keep the temple cool even in the heat of summer.

The craftsmanship of the temple is dwarven, built by dwarven clerics of Reorx and Shinare as a favor to the priests of Hurim. Dwarven characters will be able to recognize the craftsmanship, and although it does not compare with the architecture of the dwarven cities, it is still of a quality unseen in human lands since before the fall of Istar.

There is only one entrance leading into the Shattered Temple. This was both a blessing and a curse when the Shattered Temple came under siege on the Night of Betrayal. Though it limited the number of ogres invading the halls of the temple, there was no way that the priests within could escape. They could have easily sealed themselves within the temple, and were in the process of doing so, when they were betrayed by one of their own.

The majority of the temple is constructed of carved sandstone blocks that were perfectly shaped and fitted by skilled dwarven craftsmen. The temple is shaped like a pyramid, providing increased stability and support for the various levels. Great care went into the planning, design, and execution of the final temple, as it was meant to be a symbol of the gods presence even in the desolate wilderness of Khur.

Above ground, the temple is about 35 feet tall and 65 feet wide at the base, with 2-1/2 foot tall steps leading to a dais at the top where a flame is kept constantly burning.



Below ground, the temple stretches more than 80 feet down. Each floor is approximately 15 feet tall, with 5 feet of solid stone dividing each level. Steep staircases connect each level of the temple.

FEATURES OF THE SHATTERED TEMPLE

The following features are common throughout the Shattered Temple unless specifically indicated otherwise.

Doors: The doors in the Shattered Temple, particularly on the first four levels, are neither locked or stuck unless otherwise noted. Interior doors come in one of three types, either strong wood doors hewn from hardwood gathered from the orchard, carved stone doors hewn from sandstone, or iron doors inset with ancient symbols. Some doors are trapped or possess special qualities. They are noted in their entries.

• **Strong Wood Door:** 2 inches thick, hardness 5; hp 20; AC 5; break DC 25; Open Lock DC 30 if locked.

• **Stone Door:** 4 inches thick, hardness 8; hp 60; break DC 28; Open Lock DC 28 if locked.

• **Iron Door:** 2 inches thick, hardness 10; hp 60; break DC 28; Open Lock DC 28 if locked.

Walls: There are three types of walls within the Shattered Temple: the exterior walls of the two levels above ground, the exterior walls of the levels below ground, and the interior walls. The walls above ground are reinforced masonry, the exterior walls below ground are hewn stone, and all of the interior walls are superior masonry. The outer walls of the levels below ground are carved directly from the solid sandstone of the earth. Breaking through the walls is not impossible, but would be similar to mining solid stone, requiring proper tools and time to work.

• **Reinforced Masonry:** 5 feet thick, hardness 8; hp 900; AC 33; break 45; Climb DC 15.

• **Superior Masonry:** 1 foot thick, hardness 8; hp 180; break 35; Climb DC 20.

Floors: The floors of the Shattered Temple are all smooth, polished flagstones, though they are now covered with dirt, grime, skeletal remains, and debris. In most areas, unless otherwise indicated, assume light rubble is on the ground, increasing the DC of all Balance and Tumble checks by 2.

Ceilings: Ceilings of the Shattered Temple are 15 feet high. Each level of the

THE NIGHT OF BETRAYAL

The Night of Betrayal happened at sundown of the 22nd day of Sirmont, 280 years before the Cataclysm, almost 700 years ago. Many scholars consider the Night of Betrayal to be one of the Signs of Doom, the portents given of the eventual fall of Istar, revealed centuries before the Kingpriest drew down the wrath of the gods.

A powerful and charismatic priest of Mishakal, whose name has since been struck from the stories and legends of the tribes, stood as the temple's High Master, second only to the temple's High Priest. By all accounts a pious and dedicated cleric, as he grew older he felt his body slipping out of his control, and even his most fervent prayers to his goddess could not ease the inevitable decline of aging. Slowly, bitterness and a sense of betrayal toward his goddess led the priest to the Shrine of Darkness within the temple, a shrine where the evil gods were honored (as were all the gods honored in the temple as a sign of piety). No one is certain what happened that night but it became obvious later that the priest struck a deal with Chemosh, the Lord of Undeath, who promised the priest immortality.

Chemosh cloaked the priest's soul, answering his prayers so that none in the temple were aware of the transformation the priest had undergone. Only Mishakal knew she had lost one of her favored children, but before the goddess could act, the priest struck a deal with the shamans of Blöde, allowing the ogre hordes to pour into the valley and slaughter the unsuspecting inhabitants. As the priests of the temple tried to aid their beleaguered followers, the Betrayer struck from within, killing the High Priest in the Shrine of Light and using his blood to desecrate the shrine to weaken the power of the gods of Light. He then unleashed the minions of Chemosh from the darkest pits of the Abyss. As the blood of the priests of light spilled upon the temple floor, they called down a curse upon the invaders that washed over the ogre hordes and struck them down where they stood. The Betrayer was driven into the temple's catacomb where he sought refuge from the divine anger of the gods in the shelter of death. It was in the catacombs that a young acolyte, armed with a vision given to him by the goddess Mishakal and wielding a holy blade of divine light was able to strike down the Betrayer, though it cost him his life. In a single night, hundreds of people, both innocents and ogres, died and

only Chemosh truly reaped aught that night, as many of those who died rose again as the restless dead.

Word of the Night of Betrayal spread throughout the tribesman of Khur, carried upon the wings of dreams and visions. A group of shamans arrived at the valley entrance two days later, and though they did not enter the valley itself, they cast many prayers to ease the spirits of the dead into the next life, and marked the valley entrance with warnings of the curse within. Since that time, no Khur nomad has stepped foot within the valley. Many spirits that wandered the desert at night are said to have come from the cursed valley, and many who died near the ruins found their souls drawn toward a place where the barrier between life and death had been worn thin.

When the Cataclysm struck, the valley entrance was sealed as the canyon filled with boulders and debris, closing the cursed valley for more than 400 years. The Khur were greatly relieved, but their greatest shamans foretold that there would be a time when the valley would open once more releasing an ancient evil upon the world.

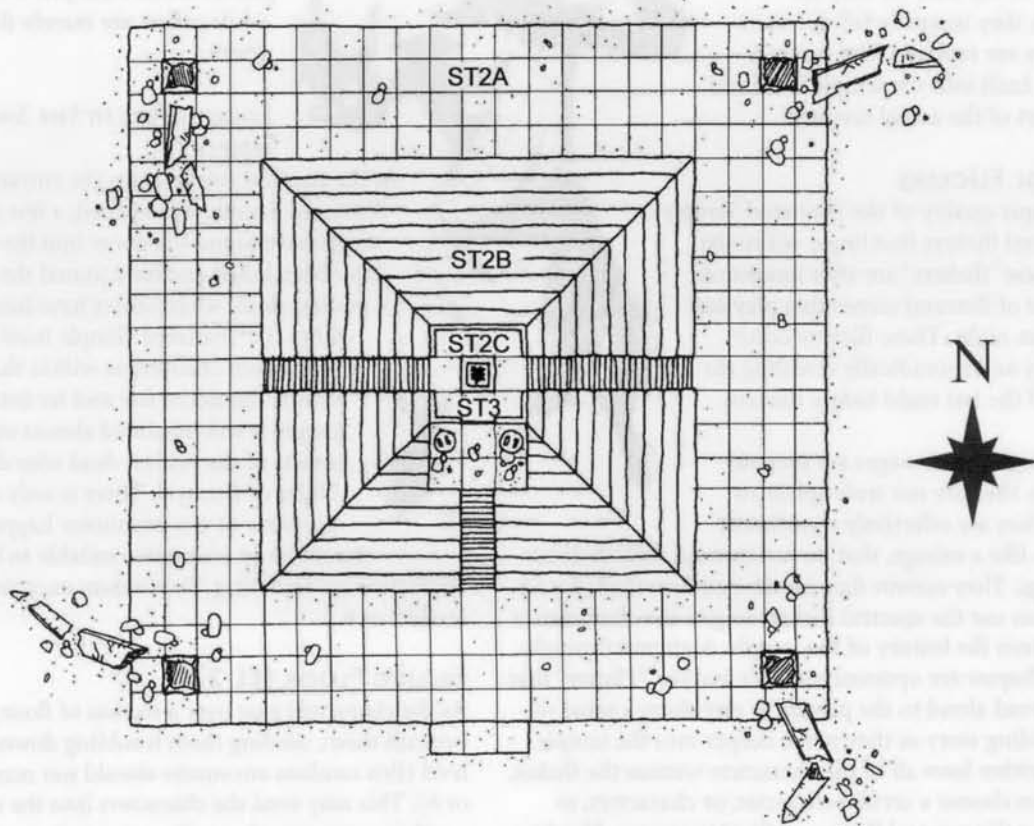
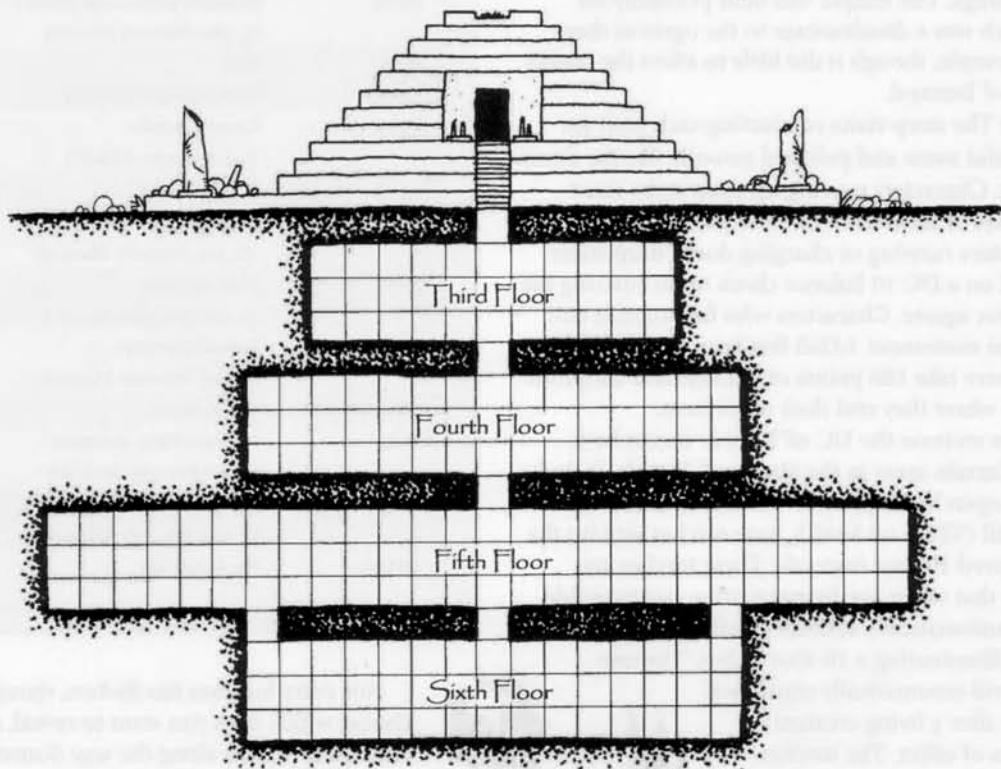
THE WAR OF SOULS

When the Great Storm hit Ansalon, announcing the return of the Queen of Darkness, Takhisis, the spirits of the dead were drawn in to her web. Many of the weaker spirits within the Ruins of Hurim were also drawn into the River of Souls as the Dark Queen used them to gather magic and power for her schemes. At the end of the War, those spirits were released and carried upon the River to their next life.

However, the veil between life and death in the valley is very thin, and the power of the curse, even though it is almost 700 years old, is still powerful enough that many of the spirits were unable to leave. Those that were strong enough and possessed of dark sentience (such as many of the intelligent undead within the ruins) purposefully stayed within the relative safety of the valley.

When the War of Souls ended, and the gods of Krynn returned, Chemosh once more turned his eyes upon the world and began plotting once again. It was he who caused the earthquake, opening the valley to the world, and it is he who keeps a sharp eye on what happens within.

The Shattered Temple



temple occupies a total height of about 25 feet, including the stone floors and ceilings, except for the two levels above ground. The levels above ground are 12 feet tall, with 3-foot thick ceilings. The temple was built primarily for humans, which was a disadvantage to the ogres as they invaded the temple, though it did little to affect the results of the Night of Betrayal.

Stairways: The steep stairs connecting each level are hewn from solid stone and polished smooth, like the floors of the temple. Characters moving up steep stairs must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2x5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement.

Steep stairs increase the DC of Tumble checks by 5.

Torches: Certain areas in the Shattered Temple, including all of the open hallways on levels 2, 3, and 4, as well as the Grand Hall (ST27) on level 5, have torches set into the walls at staggered 10-foot intervals. These torches are enchanted so that when any living creature passes within 10 feet, they automatically activate an effect similar to *continual flame*, illuminating a 10-foot radius. The *continual flame* will automatically snuff itself out 1 minute after a living creature leaves the area of effect. The torches only function as long as they remain attached to the walls. If they are removed, they instantly fall dormant until they are replaced (the magic is an effect built into the temple itself and is not part of the actual torches).

SPECTRAL FLICKERS

One unique quality of the Shattered Temple is the spectral flickers that linger within its halls. These “flickers” are after images of the Night of Betrayal scenes that play out night after night. These flickers occur randomly and sporadically revealing the horror of the last night before the temple fell.

Although these images are spectral in nature, they are not truly spirits or ghosts. They are effectively translucent illusions, like a mirage, that do not interact with their surroundings. They cannot be affected by outside forces.

You can use the spectral flickers to give the characters a glimpse into the history of the temple. Scattered throughout the chapter are optional sidebars marked “Flicker” that you can read aloud to the players to give them a sense of the unfolding story as they move deeper into the temple. You can either have all of the characters witness the flicker, or you can choose a certain character, or characters, to experience the spectral flickers as fleeting images, like daydreams.

Shattered Temple Encounters

d%	Encounter	EL
01-04	Medium Monstrous Spiders (3, see <i>Monster Manual</i>)	3
05-15	Allip (see <i>Monster Manual</i>)	3
16-25	Carrion crawler (see <i>Monster Manual</i>)	4
26-35	Falling Floor2	
36-45	Vargouilles (2, see <i>Monster Manual</i>)	5
46-55	Rust monster (2, see <i>Monster Manual</i>)	5
56-65	Kobold Zombies (8, see <i>Monster Manual</i>)	4
66-75	Green slime	4
76-85	Human priest skeletons (9, see <i>Monster Manual</i>)	3
86-95	Ogre zombies (2, see <i>Monster Manual</i>)	5
96-100	No encounter	



Not every location has flickers, though you can choose which ones you want to reveal, and even add additional flickers along the way. Sometimes, the flickers can actually provide clues to the players about their present location, while others are merely there for atmosphere.

ENCOUNTERS IN THE SHATTERED TEMPLE

In the past few weeks, since the entrance to the Shattered Temple was opened, a few denizens of the desert have found their way into the valley. Many have been killed and have joined the ranks of the restless dead, while others have found refuge within the Shattered Temple itself.

Random encounters within the Shattered Temple should be few and far between, as the temple is still inhabited almost solely by the spirits of the restless dead who died on the Night of Betrayal. There is only a 10% chance per hour of any encounter happening, and it should be an encounter suitable to location the characters are exploring. No random encounters occur on levels 5 or 6.

FALLING FLOOR (EL 2)

As the characters pass over a section of floor, it gives way beneath them, sending them tumbling down to the next level (this random encounter should not occur on levels 5 or 6). This may send the characters into the midst of another encounter, depending upon where you have the floor fall away.

Treat the falling floor as a camouflaged pit trap.

⇒ **Falling Floor:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

GREEN SLIME (EL 4)

A patch of green slime about 10-feet by 10-feet wide has grown upon the ceiling. Allow the characters a Spot check (DC 15 if they are in a lit area, DC 25 if they are in a dark area) to notice the patch before they walk beneath it. Green slime requires a DC 15 Knowledge (nature) check to identify the patch as green slime.

When any living creature walks beneath the patch it will drop from the ceiling and attempt to feast.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

KEY TO THE SHATTERED TEMPLE

This chapter details the Shattered Temple in depth, corresponding to the maps of the Shattered Temple.

ST1. THE PLATEAU

You soon see a gauntlet of fallen monuments on the plateau of the temple. The plateau itself is hundreds of feet across, with the temple situated fifty feet away from the path leading up from the valley below. On both sides of the temple two enormous statues have fallen to the ground, creating equally large piles of white rock scattered across the plateau.

Before you, the temple rises from the ground, sitting upon a raised promenade of weathered sandstone. The temple's outer façade is staggered like a terraced pyramid, the base of which is over 60-feet wide, rising to a height of more than 30-feet. The stones have been placed to form a natural platform at the flattened top of the ziggurat.

At the four corners of the promenade, it appears as if four obelisks once stood equal with the height of the temple. Now the obelisks have been reduced to rubble, with only small glimpses of glorious frescos in the stony refuse.

At the far side of the plateau from the path there you see a large, and surprisingly clear, spring. Steam can be seen rising off of the water to twine serpent-like into the sky above, though even the gentle sound of the water on the rocks is almost lost in the echoing silence atop the plateau.

Outside the temple, all is calm and silent, almost as if it were completely detached from the rest of the world, or even from the valley below. There is no wind. There is no sound of bird cries or other animals. Indeed, it almost seems as if the plateau is frozen in time. Sounds here travel very well (allow a +2 natural bonus on all Listen checks), if you are planning on having any random encounters here.

A. THE FALLEN MONUMENTS

To both the east and west side of the temple, there were once colossal statues: one of Paladine and one of Mishakal, respectively. Carved of pale marble, they stood as beneficent guardians to the tower. They were the first casualties of the battle waged upon the plateau. The combined magics of the ogre mages destroyed the statues, reducing them to mere rubble. Now all that remains are scattered remnants spread across the entire plateau. Oddly, each fragment still holds a spark of divine energy, so that when the rest of the valley was cursed and *desecrated*, the statues' remnants sheltered the plateau and the temple.

The holy energy imbuing the fragments of the statues is not enough to provide any further use.

B. CRYSTAL SPRING

The crystal spring behind the temple is a mineral spring. The temple's healers used it as part of their therapy for patients brought to their care. The spring's properties were not magical or supernatural, merely a side effect of the warm water and the natural minerals within.

The edge of the spring is shallow but it quickly drops off about thirty feet in, reaching a depth of more than 75 feet against the wall of the canyon.

The spring serves as a home for a water naga and her "pets," a gang of water mephits. Her lair lies in a series of caves deep beneath the surface. The naga, who calls herself Opalescent, will not bother to leave her spring unless it is threatened. However, she may be curious about the characters if they approach, as she has not seen living humanoids in the valley for many centuries. She'll send out her mephits to keep an eye on the adventurers.

Alternately, if the characters discover the naga's presence (Survival check, DC 17) along the edge of the spring, they may seek to entreat her for help or advice. With a successful Diplomacy check (against a resisted Sense Motive check +3), the characters may influence her to give them some advice or information concerning the Shattered Temple.

The water mephits will not attack the characters, though they may choose to occasionally harass them from afar. If the characters attack the water mephits, the mephits will defend themselves while seeking to escape.

∞ **Opalescent:** hp 59; see page 165.

∞ **Water mephits (2):** hp 14, 12; see *Monster Manual*.

∞ **Water mephits (2):** hp 20, 17; see *Monster Manual*.

ST2. OUTSIDE THE TEMPLE

The outer portion of the temple is divided into three distinct areas: the promenade, the outer temple, and the temple's apex.

A. TEMPLE PROMENADE

You see that a raised promenade surrounds the temple proper. The surface of the promenade is covered with loose rubble and debris, mostly from the shattered remains of the four obelisks that once stood at each corner.

Beneath the sand and stones, you can see that tiny colored ceramic tiles once created an enormous mosaic upon the ground. However, the colors have long since faded, and the tiles are chipped and broken, obfuscating the original design.

The temple's promenade is where large gatherings were typically held. They were purposefully held out in the open so that the people could look up to the gods in the heavens and watch the nightly flame being lit.

The promenade itself rises about a foot off the ground, being 105 feet on each side. A single step is centered upon the western side directly before the stairs leading in to the temple.

B. OUTER TEMPLE

The outer walls of the temple are terraced, with each succeeding level smaller than the one before, creating a roughly pyramidal shape. The terraced stones are weathered, ancient, cracked and crumbling in places, although there are hints of the temple's former grandeur.

A stairway sits in the center of the southern wall, leading up to a small platform and doorway that apparently opens into the temple's interior. On the eastern and western sides, similar stairways lead clear to the top of the temple, where another platform serves as the temple's apex.

The outer walls of the temple are sandstone blocks, closely fitted together. Each terrace is about 2-1/2 feet high, with 2-1/2-feet of open space, creating broad steps. The staircases cut into the temple are recessed, each about 1-foot high and 1-foot wide.

The walls show some wearing and disintegration, but the overall integrity of the walls is still very good.

C. TEMPLE APEX

At the top of the temple you see a small area no more than 15-feet by 15-feet. The apex is where the high priests must have once addressed the gathered pilgrims that stood upon the promenade. At the center lies a squared fire pit with the interior scorched black from flames that have long since expired.

From the height of the temple's apex and its plateau you can see out across the entire valley.

The top of the temple is flat, an apex where the priests of Paladine ritually lit a fire every night, providing light even on the darkest of nights.

A low wall surrounds parts of the apex, standing about 2-1/2 feet high. The wall around the firepit is 1-foot tall. The firepit is empty, the ashes within have long since cooled and hardened into a rock-like substance. Barely visible in the hardened morass (DC 18 Spot check), one can make out charred and splintered bones of victims the ogres had tossed into the sacred fire.

ST3. TEMPLE ENTRANCE

A small landing serves as the entrance to the temple. The landing is not very large with barely enough room for three or four people to stand there at a time.

In the center of the temple's wall, an entrance leads back into an antechamber. Two statues once stood on either side of the doorway, but all that remains of them are lower legs of what were once apparently humanoids of some sort, for some time ago they were reduced to rubble.

The doorway leading in to the temple is about 10-feet high, surrounded by a marble edifice. The doorway is open. The temple had always had an open door policy for individuals entering for worship.

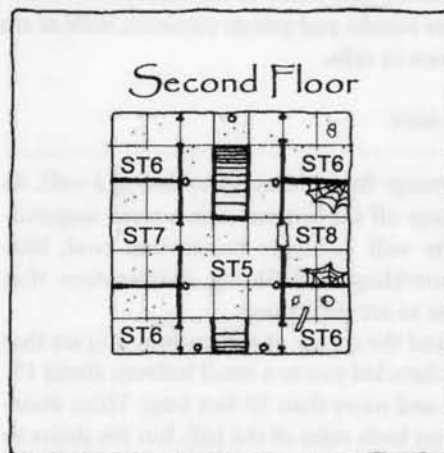
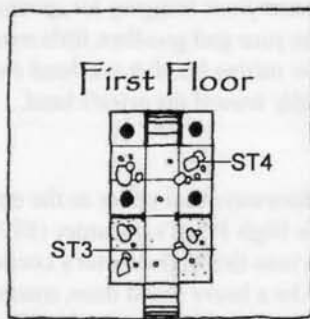
The two statues that once flanked the door were smaller versions of the colossal statues that once flanked the temple, but like the colossi, they were destroyed on the Night of Betrayal. As the characters stand upon the platform, they witness the first spectral flicker.

A loud shout rises on the air, piercing the calm night with an alarm. "Ogres!" Suddenly, the sound of heavy booted feet, followed by the echoing roar of blood thirsty warriors, drowns out the sound of the alarm as a horde of ogres begin to tear their way up the temple steps. One burly ogre, his tusks gleaming wetly with crimson blood, leads the pack, pausing long enough at the temple entrance to swing his massive club and shatter the statue of the smiling goddess of healing with a single, mighty blow. Bending over, he lifts the cracked marble head of the goddess from the ground and hefts it over his head, releasing a booming warcry that is quickly picked up by the other ogres, creating a thunderous roar in the valley...

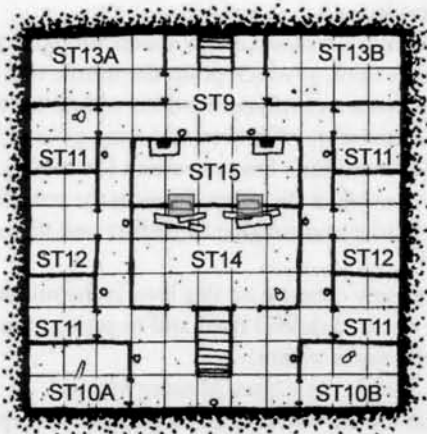
ST4. ANTECHAMBER

A small antechamber is open before you. Four pillars stand in each corner of the room, providing support for the heavy ceiling overhead. Two

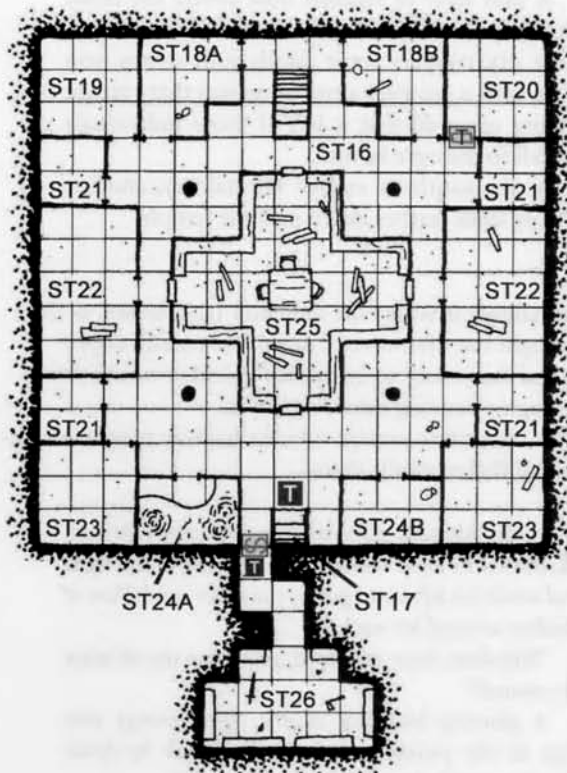
The Shattered Temple



Third Floor



Fourth Floor



- Pillar
- Torch
- ⌘ Secret Door
- ⌘ Trap
- ⌘ Divine Lock

more statues lie in shattered remains upon the floor on the left and right sides of the chamber, ground into a fine dust beneath the heavy tread of booted feet. A stone stairway on the wall opposite the entryway leads farther down into the temple.

In this room you feel a strange coolness, much at odds with the weather outside. The air is dry and chill, with small swirls of breezes moving past you, carrying the faint scent of decay and the coppery tang of blood...even though such scents should have long since faded away.

The antechamber is not large, no more than 15-feet by 15-feet, forcing the characters to move single file down the stairway. There are no torches on this level, so the only light in the room comes from what the characters bring with them, or what natural ambient light comes in through the open doorway.

SECOND FLOOR

The second floor of the temple is at ground-level. This level served as the public offices of the clergy, where they could meet with individuals and give private counseling.

This level was thoroughly ravaged by the ogres, the walls shattered in some places and all the doors were torn off

their hinges, except for one: the door to ST8, the High Master's Locutory (the office of the Betrayer). A locutory is a room where monks and priests converse, such as small meeting rooms or cells.

ST5. HALLWAY

You emerge from the stairway facing a wall. As you step off the bottom stair, a torch suspended on the wall suddenly bursts into cool, blue flames providing a flickering illumination that allows you to see the hallway.

Around the corner of the stairway you see that the stairs have led you to a small hallway, about 15-foot wide and more than 30-foot long. Three doorways are on both sides of the hall, but the doors to five of the six rooms stand wide open, having been torn down more than an age ago.

A thin layer of reddish dust covers the floor, kicking up small clouds of powder with each step. As the dry, coppery scent assails your senses, you realize with a growing sense of unease that you are treading upon all that is left of those individuals who fell to the ogre hordes.

At the southern end of the hallway, another stairway leads farther down into the temple.

This hallway is where the slaughter truly began, as the ogres caught the first wave of defenders mostly unprepared, and the young acolytes died quickly beneath the wave of ogres pouring into the temple.

As the characters emerge into the hallway proper, another spiritual flicker assails them.

A young human, Khurish by the looks of him, dressed in loose white robes holds forth his right hand while his left hand grasps the silver medallion of Paladine around his neck.

"Paladine, hear my word, grant me use of your holy sword!"

A glowing blade of silvery light springs into being in the young priest's hand, which he holds before him with determination, if not skill.

An ogre turns the corner from the stairs and the young priest leaps forward, the silvery blade leaving a glowing trail of light in an arch as he shouts, "In Paladine's name!"

The ogre cruelly laughs as he brings up a booted foot, kicking the young man in the stomach.

The young man gasps, his breath ripped from his body as he falls backward. The ogre follows the young man's fall, however, planting his foot squarely in the center of the priest's chest and bringing his massive weight to bear the ogre slowly crushes the life out of the young priest.

The ogre leans forward, his eyes glowing crimson even in the flickering blue light of the illuminated

torches. Mockingly, he places the tip of his spiked club on the young man's outspread arm, preventing the thrashing priest from bringing his spiritual weapon to bear. "Kiss your god goodbye, little man," the ogre growls before raising his club overhead and bringing it down swiftly toward the priest's head...

The open doorways lead either to the empty locutories (ST6) or to the High Priest's Locutory (ST7). The closed doorway leads into the High Master's Locutory (ST8). The door seems to be a heavy wood door, much like those found in other portions of the temple. However, closer inspection will reveal that the door isn't quite a door.

The door is a mimic, a monstrous shapeshifting aberration that was brought to the temple with its master, the aranea who calls herself Anasana (see ST25). She set the mimic to guard this door, for she has been using the High Master's Locutory as her private sanctum as she explores the temple.

The mimic will not attack unless someone tries to break down the door, at which point the mimic will try to defend itself. Anyone examining the door will notice that something seems a bit off if they make an opposed Spot check against the mimic's Disguise check (1d20+13). Though the mimic resembles the other doors in the temple, its body is much harder and rougher in texture and there is no keyhole.

The only creature on this level is the mimic. It will fight to the death to defend itself and to protect the doorway (and the room within).

∞ **Mimic:** hp 52; see *Monster Manual*.

The mimic will attempt to grapple two separate opponents and crush them, using them as living shields against any other opponents nearby. Alternately, the characters can attempt to parlay with the mimic (once they realize that it is a living, intelligent creature, instead of a mindless monster) with a successful Diplomacy check. The mimic is Indifferent to begin with. If the characters attempt to batter down the door (before realizing that the door is a creature), its reaction is Unfriendly. If the attack continues, it becomes Hostile. Adjust the difficulties of the Diplomacy check accordingly. The mimic will not allow anyone into the room with anything less than a Helpful reaction. It will offer the characters Anasana's location on a Friendly result, telling them she can probably be found in the library below.

ST6. LOCUTORIES

These simple rooms have nothing in them except for the shattered remains of simple wooden benches. Each room is 10-foot by 10-foot, with plain stone walls and floors. Here and there, skeletons are scattered on the floor, their bones covered by thin layers of flesh that have become desiccated and dry, filling the air with a sharp, leathery scent.

ST7. HIGH PRIEST'S LOCUTORY (EL 2)

Once this room must have been a rather nice, comfortable room, but now it's nothing more than shambles. Cobwebs decorate the corners of the room and phantom winds cause the webs to dance like wisps of silk. A large bench and desk lies in splinters along the far wall, the once-fine velvet cushions upon the bench now little more than rotted tatters stained with grime and dust.

The fresco that decorated the walls were apparently besmirched and befouled with dark streaks of grime and substances probably best left unanalyzed, smeared over the faded colors.

The High Priest's Locutory is a room 15-feet by 10-feet, designed to allow the High Priest a private place to listen to the confessions and prayers of noble or important pilgrims.

Beneath the ruins of the desk is a patch of gray fungus, a poisonous fungus that thrives in dark, cool areas. If disturbed (such as by moving aside the fragments of the desk), a 5-foot square of this fungus will burst forth with a cloud of poisonous spores. All within 10-feet of the mold must make a DC 13 Fortitude check or be dealt 1 point Constitution damage. Another DC 13 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid being dealt 1d2 points of Constitution damage. Fire destroys gray fungus and sunlight renders it dormant.

☞ **Fungus Spores:** CR 2; mechanical; touch trigger (moving the desk); multiple targets (all targets in a 10-ft by 10-ft area); never miss; onset delay (1 round); poison (DC 13 Fortitude resists, 1 Con drain/1d2 Con); Search DC 15; Disable Device 15.

ST8. HIGH MASTER'S LOCUTORY (EL 5)

In this room you are instantly struck by a strange dichotomy. It seems to have been recently cleaned, the debris on the floor swept neatly to one side and the walls scrubbed clean. However, thick cobwebs fill most of the room from floor to ceiling.

As the characters enter the room, allow them to make a DC 15 Spot check to see if they notice that the cobwebs are very specifically and strategically placed—creating a hammock hanging from one corner, shaped to fit an average sized human, as well as small bag-shaped sacs that are secured to the walls and suspending from the ceiling.

This locutory has become the lair for an aranea, a mysterious shapechanging spider-woman, who has come to explore the recently open ruins. As such, she has stored many of the more interesting items that she has found in the ruins in this room. And, besides the mimic she has tasked with guarding the door, she has also set a few other

minions here to protecting her discoveries.

The creatures guarding the interior of the lair are a tangle of spiders (three swarms) and two medium monstrous spiders.

☞ **Monstrous Spider:** hp 13, 11; see *Monster Manual*.

☞ **Spider Swarm:** hp 10, 9, 8; see *Monster Manual*.

Burning the webs to harm the creatures guarding the room is a viable option for the players; however, doing so will most likely destroy much of the treasure found within. The non-magical treasures are pretty much destroyed, unless otherwise noted, while the magical treasures are allowed a saving throw (bonus to save indicated for each treasure).

There are three sacs along the walls, which Anasana uses to store the objects she has discovered within the temple thus far. She has only been exploring for three days, focusing primarily upon the upper four floors (she is unwilling to delve into the lower levels).

Sac One (located in the northeastern corner, upper): The most delicate of the three sacs of treasure, this sac contains numerous small books and scrolls. Contained within this sac is: a matching set of books titled *Rituals and Prayers of the Kingpriests vol. 1 & 2* (valued at 200 stl together or 75 stl/each, describing the rituals performed by the Kingpriests to honor the Gods of Light), a *scroll of comprehend languages*, a *scroll of divine favor*, 2 *scrolls of cure light wounds* (all at caster level 1st), and a *scroll of lesser restoration* (at caster level 3rd). The items in this sac will all be destroyed if the webs are set on fire.

Sac Two (located in the southeastern corner, upper): In this sac, Anasana has stored more durable goods; However, most of them would still be destroyed in a fire. Two silver chalices inlaid with mother-of-pearl triangles (100 stl/each), a carved ivory statuette of Mishakal (25 stl), a *medallion of faith—Habbakuk* (priceless, will not be destroyed in a fire).

Sac Three (located in the southwestern corner, suspended): This sac holds some of the more exotic items that Anasana has discovered. Although nothing major, she wishes to check them out in more thorough detail later on: a large blue-white feather bound in silver (a *swan boat feather token*, +8 bonus to saves); long, slender wand of blue-tinted quartz (a *wand of cure light wounds* with 12 charges, caster level 1, +3 bonus to saves); 2 ceramic jars filled with a sweet smelling oil (*oil of bless weapon*, +3 bonus to saves); and a small buckler crafted of surprisingly light, flexible silver-gray wood (acts as a *darkwood buckler*, will be destroyed in a fire).

Each of the sacs holding treasure, of which there are three, are covered with a contact poison (to which the spiders and Anasana are immune).

☞ **Sac Smeared with Contact Poison:** CR 1; mechanical; touch trigger (attached), manual reset; poison (carrion crawler brain juice, DC 13 Fortitude save resists, paralysis/0); Search DC 19; Disable Device DC 19.

THIRD FLOOR

The third floor made up the common area of the temple, where the clergy ate their meals, and where the laymen who served the temple resided. The laymen were individuals who had dedicated their lives to the temple instead of any one god.

ST9. MAIN HALL

From the stairway you notice that once more the torch on the wall bursts into illusory blue flames, spilling pale blue light across the dusty floor. The air is cool and filled with the now familiar scent of decay and death. This time, however, there's a new scent as well, a mustier, earthier smell.

Once the characters travel down the steps to the third level, they've gone underground. Dwarven characters will automatically detect this fact.

Like the level above, the slaughter of the temple's inhabitants on this level was pretty thorough, the doors battered down and corpses scattered everywhere. Over time, the corpses have turned to little more than skeletal remains, leaving dust and the scent of decay.

ST10. CELLARJUMS (STOREROOMS)

The first two rooms accessible on the level were constructed as storerooms, where the food and basic supplies for the temple were kept. The storerooms are nearly identical, being 15-feet by 10-feet. Recessed shelves and cubbyholes line the outer walls abutting them, while hooks hang from the ceilings and from the inner walls.

A. STOREROOM A

As you look in to this storeroom, you see human skeletons collapsed upon the floor where they must have once been suspended from hooks in the ceiling. The body of a larger skeleton lays half in the doorway, as if someone had struck it from behind and it collapsed forward onto the floor.

Even through the open doorway, you can see small bursts of your breath revealed by the coldness that permeates the walls of the room.

This storeroom was once used to store goods that needed to be kept cool, the priests magically kept the room cool through metal poles that were treated with *permanent chill metal*. Touching the cold metal poles flesh to flesh deals 1d4 points of cold damage, just as if a person was affected by the icy effect of a *chill metal* spell.

The food that was stored in this room has long since spoiled, although the containers are all still sealed.

B. STOREROOM B

As you enter the room, your foot disturbs something on the ground. A leg is laying across the open doorway you see the rest of the body huddled in the corner of the room.

The body is odd in the fact that it looks far more recent than the majority of the bodies in the temple. The scent of blood is still fresh in the air.

Suddenly, the body slumps over, and a swarm of insects suddenly bursts from every gaping orifice of the corpse, swarming toward you eagerly on thousands of scuttling legs.

The body in the corner is that of a half-elf that was an associate of Anasana. He ran afoul of a nest of centipedes that had burrowed their way into the chamber through a crack in the outer wall, falling prey to the ravenous beast.

The same centipede swarm that killed the half-elf and feasted upon his remains now swarms for the characters.

☞ **Centipede Swarm:** hp 31, see *Monster Manual*.

Most of the half-elf's equipment remains untouched by the centipedes, although this depends on how the characters deal with the centipede swarm. A 3rd-level rogue in life, the only items the half-elf has that may be of interest to the characters are a set of masterwork lockpicks, a matching set of daggers whose blades are curved slightly with alternating waves of black and silver metal (masterwork daggers whose blades are a mixture of silver and cold iron), a *wand of find traps* (5 charges, 1st-level caster), and a roughly sketched map of the first four levels of the temple (drawn by the half-elf as he explored the temple). On the map, there are places marked with big red 'Xs' to indicate where the rogue discovered traps that he couldn't bypass (the trap before the stairway leading down and the trap on the door of ST20: the High Master's Chambers), and a question mark pointing to the secret passage leading into ST26.

ST11. SERVANTS' QUARTERS

These four chambers are each 10-feet by 10-feet, with small cots that have been destroyed. The bodies of the laymen are still in the rooms, scattered across the floor. There is nothing of interest in the rooms, unless you decide to let the characters have a random encounter.

ST12. LAY PRIEST CHAMBERS

These two chambers served as the rooms for the lower ranking priests who served as the head of the laypersons, acting as cooks and in charge of procuring supplies and goods for the entire temple. While their abilities as priests were not the greatest, they were chosen for their other skills, and served the needs of those picked to work for the temple.

When the ogres attacked, the two lay priests put up a valiant defense, barricading themselves and those laypeople who had managed to get there, in the kitchen (ST15).

The chambers themselves are both identical, being 10-feet by 15-feet, with simple cots that were shredded and crushed by the attacking ogres, then burned, with the priests' possessions thrown into the flames.

ST13. BREWERY & BUTTERY

These two chambers on the third level housed the brewery, where the clergy brewed a rich, heady ale, and a buttery, where they made butter.

A. BREWERY (EL 2)

The door to this room was torn off its hinges, revealing a long, narrow chamber kept dark and dry. The two outer walls of the room were carved with cubby holes, where wooden casks were stored. The casks were all shattered, spilling the contents upon the ground, staining the flagstones a dark brown.

In the chamber a biting coldness sets in your bones, seeping through your clothing and your flesh, as if the heat from your body was being drained away.

This room is 20-feet by 10-feet and filled with a rich, yeasty scent, even after all these years.

The yeast in the ale that was spilled upon the ground, over time, became brown mold, thriving in the dry, dark chamber and drawing upon the natural heat of the area.

Sharp-eyed characters may be allowed a Spot check (DC 15) to notice the many smaller skeletons of rodents and the desiccated bodies of numerous insects and spiders on the ground just inside the door. Otherwise, the moment any character steps into the room, they suffer 3d6 nonlethal cold damage.

⇒ **Brown Mold:** CR 2; mechanical; proximity trigger (entering the room); automatic reset; 5-ft cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. See *Dungeon Master's Guide*.

B. BUTTERY

Like the brewery, the buttery room is 20-feet by 10-feet. The door has been torn down. The butter and breads that were stored here have long gone bad, the bread as hard as stone, the butter solidified and congealed. This room was also kept cool by the similar *permanent chill metal* poles as found in ST10B.

There is nothing of interest in this room, unless you want the characters to have a random encounter here. Alternately, if you do not think the characters will be able to bypass the trap leading into the High Master's Chambers (ST20), you can have a section of the floor in the north-eastern corner of the room be the collapsing floor, spilling the characters into the room below.

ST14. REFECTORY (DINING HALL)

This large room was obviously once a place where the clergy must have gathered for meals. However, the long tables and benches have been broken into pieces and piled against two additional doors that must have led into the kitchen.

The floor of this room is covered by numerous small, skeletal remains of rodents, as well as a strange, yellowish residue that seems to have cleared away some of the dust in a path to the door on the left, ending at the heavy pile of wood.

When the ogres crashed into the refectory, they discovered that the doors to the kitchen had both been magically sealed (by *divine lock*, see New Magic in the Appendix). Unable to break through, they decided to block the doors so that the people hiding inside would not be able to get out. Then, an ogre mage cast *cloudkill* in the room, allowing the toxic fumes to seep through the doors and kill those hiding inside.

Moving aside the wooden barricades isn't difficult, just time consuming. The doors leading into the kitchen, however, are still magically sealed by the *divine lock*.

• **Kitchen Doors:** 2 inches thick, hardness 5; hp 20; AC 5; break DC 35 (25); Open Lock DC 30 (0). A *knock* spell will temporarily neutralize the *divine lock* for 10 minutes (the number in parenthesis indicates the normal door).

The trail leading through the dust was made by an ochre jelly that has made its way into the temple from the orchard outside, hunting for rodents and other small prey. It slid through the debris and under the kitchen door, where it is now at, devouring the remains of the bodies of those that died within.

A group of ogres barge into the dining hall, bursting through the open doors in a small group. Tossing aside the long tables they rush the back doors with axes raised. A particularly brutal looking ogre swings his axe with a mighty grunt, but as the axe meets the door he's suddenly thrown back by a loud explosion of flame. The flame licks hungrily from a sigil that blazes to life upon the door, leaving the ogre smoking and groaning on the floor.

As his comrades laugh cruelly at his pain, another ogre tentatively approaches the door, gently prodding at it with his barbed club. When he doesn't get blasted, he begins to try and batter down the door himself, but each blow of his club seems to be repelled before it even strikes the door. Others push him aside, each trying to batter down one or the other door, but each meets a similar lack of success.

Suddenly, another ogre enters the room, but this one seems very different from the others. With deep blue skin and a thick mane of white hair, and gleaming eyes of pale indigo, his entrance causes the other

ogres to stand aside. Instead of heading for one of the doors, the blue-skinned ogre strides toward the wall between the doors. A guttural growl escapes his lips as one of his hands begins to crackle with a black nimbus of dark flames. With a single, mighty punch, he knocks a hole into the wall. A loud cry comes from within the other room, the sound of a surprised shout, but the ogre just smirks. Weaving his hands in the air, he points a finger toward the opened hole and utters another deep, guttural phrase in the language of magic.

From the tip of the ogre's clawed finger, a serpentine tendril of sickly yellow mist streaks forward into the other room. Moments later, more shouts come from within, followed by the sound of coughing and choking as the tendril thickens into a thick, poisonous mist.

Gesturing to the other ogres, the blue-skinned ogre barks orders at them in the harsh ogre language. Instantly, the ogres scramble, breaking apart furniture to pile it against the doorways, trapping the hapless victims inside... victims who are now screaming with the hollow rattle of death in their shrill cries...

ST15. KITCHEN

The open door reveals the backroom. A little over half the size of the outer room, there are small shelves on the walls and two large ovens with chimneys cleverly constructed to vent the smoke outside through small tunnels in the ceiling.

The reek of carnage spills out of the room, coming from the numerous bodies on the floor. They are covered by a thin layer of yellowish slime. The slime seems to be slithering over the corpses, stripping what little flesh remains from the bones. Suddenly, the slime seems to contract, a pseudopod forming and lashing forward as the slime uncoils itself in an attack!

The ochre jelly is hungry, as it always is, and it simply attacks to feed its hunger.

☞ **Ochre Jelly:** hp 69; see *Monster Manual*.

The possessions of those who died within this room, primarily the equipment the two lay priests had armed themselves with, remains here with their bodies. However, some of the equipment has been destroyed by the ochre jelly. All that remains are two masterwork silver light maces, an ivory tube scroll case (containing a scroll with 3 3rd-level divine spells at 5th-level ability: *cure serious wounds*, *magic circle against evil*, and *remove disease*), and *pearl of power* (1st-level) as an earring that has tumbled onto the floor and rolled into a corner of the room.

FOURTH FLOOR

This floor housed the living quarters of the clergy assigned to the temple. This is where the majority of the priests spent their time when they were not performing their assigned duties or out in the valley, performing assorted chores.

The majority of the fighting between the ogres and the priests of the temple took place on this level. Many of the doors have been destroyed, while other doors remain firmly sealed through the use of *divine lock* spells. The standing doors bear the scars of repeated attempts to break through them.

The priests on this level put up a valiant fight, taking out a large number of ogres, but unfortunately it was not enough, especially once the Betrayer had struck and *deseccated* the Shrine of the Sun, weakening the power of the priests as he summoned forth the powers of Chemosh.

ST16. MAIN HALL

On this stairway you notice that for once you are not greeted by a torch flickering to life. Instead, you are greeted by inky darkness and cool, still air filled with a musty scent.

This large hall opens up into four wide areas with pillars supporting the ceiling overhead. The floors of the hall have been swept clean by the presence of a gelatinous cube that was summoned by Anasana when she first arrived in order to keep any other (living) predators that may be dwelling within the ruins from bothering her. She has had a few run-ins with undead creatures within the temple (which is why she has not gone down to the lower levels), but has managed to keep them at bay with her magic.

The torches on this floor have all been “swept away” by the gelatinous cube, leaving the floor in darkness (unless the characters provide their own means of illumination).

You can choose to have the characters encounter the gelatinous cube anywhere that you'd like. Unless the characters have light, or darkvision, they will not notice the presence of the gelatinous cube without a Listen check (DC 20). Even with light or darkvision, noticing the gelatinous cube requires a DC 15 Spot check. A particularly devious way of using the gelatinous cube would be to have the characters run into it in one of the smaller hallways on the east or west side of the library (ST25).

Before many of the doorways, characters may notice a line of blue-green powder on the floor (DC 15 Spot check to notice). The powder has a faintly acrid scent to it, although a taste test (for those characters “brave” enough to test it) reveals a salty taste. A successful DC 18 Craft (Alchemy) check will reveal the powder to be a rare substance known as *oozebane*, a concoction that oozes and slimes leave behind. Other similar creatures will not touch it because it dries them out. Intelligent characters may realize that this indicates the presence of an ooze on this level. They may also realize that this powder can be used against

such an ooze. A handful of the powder (two handfuls is enough to create a 5-foot long, 1-inch wide line in front of each doorway) acts upon an ooze like holy water on undead (a direct hit deals 2d4 points of damage to an ooze, while any ooze creature within 5 feet of the burst area receives 1 point of damage from the burst). Every doorway on this level, and one before the stairway leading down to the fifth level, has this powder crossing the doorway (40 doses total). One dose of oozebane is worth 5 stl.

The presence of the gelatinous cube in the hall is due to Anasana, who summoned it through her magic. It remains in the hallway because it is too large to pass through the doors (and because of the oozebane powder in each doorway).

∞ **Gelatinous Cube:** hp 54; see *Monster Manual*.

There is one trap in the hallway, not including the one in the High Master's Chamber (ST20), which activates when the door is opened. The trap has a *glyph* inscribed invisibly upon the floor before the stairway. Stepping upon the glyph will cause it to activate. The glyph is part of the temple's natural, magical defenses. It automatically resets every 24 hours. The magic in the glyph continues to be strong despite the passage of the centuries. Noticing the faint image of the glyph inscribed on the floor requires a DC 28 Spot check. The gelatinous cube does not activate the trap, as only living humanoids walking over the symbol will cause the glyph to activate.

∞ **Glyph of Warding** CR 4; spell; spell trigger; reset (24 hours); spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half-damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

ST17. THE STAIRS DOWN (EL 2)

Looking down the stairway you notice that thick strands of web completely fill the doorway from floor to ceiling.

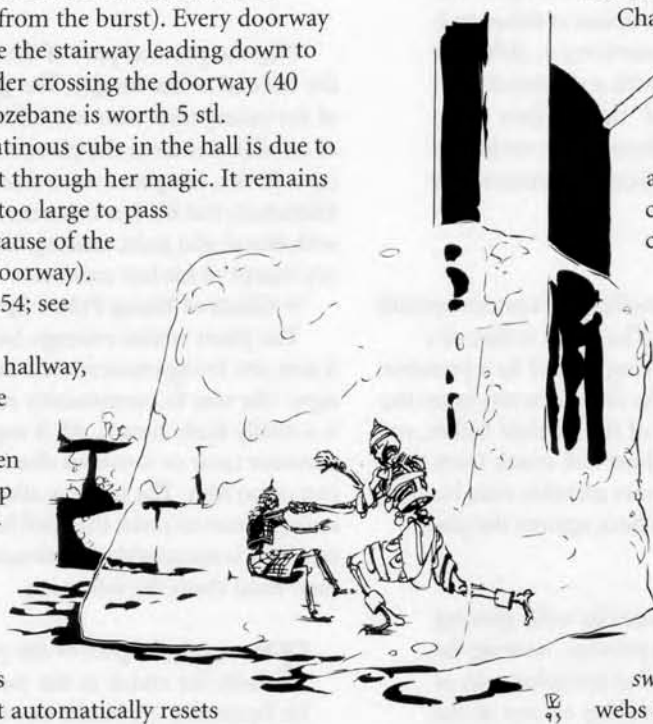
Barely visible within the webs, you can make out shadowy skeletons propped up against the walls. The skeletons seem too large to be human, apparently ogres that were killed in the stairwell.

You also notice that the webs seem to be filled with countless tiny spiders.

The stairway is protected by a *permanent web* spell from the *guards & wards* spell that was activated by the High Priest before his death.

These webs fill the stairway from top to bottom. Trapped within the webs, the characters can make out the

scorched remains of numerous ogre skeletons, which have been picked clean by the spiders that have made the magical web their home. Sharp-eyed characters may note that the skeletons are wearing armor that seems to have been scorched (DC 19 Spot check).



Characters trying to press through the webbing find themselves entangled and unable to move farther without spending 1 round and making a successful DC 20 Strength check or a DC 25 Escape Artist check. Once loose, the character remains entangled, but may move through the web very slowly. Each round devoted to moving allows the character to make a new Strength check or Escape Artist check.

The characters move 5 feet for each full 5 points by which the check result exceeds 10.

The strands of the web are flammable. Any fire—a torch, burning oil, a *flaming sword*, and so forth—can set the webs alight and burn away 5 square feet in 1 round. All characters within

flaming webs take 2d4 points of fire damage from the flames. The magical webs automatically reform in 10 minutes.

The spiders that have made the webs their lair will attack any creature moving into the webbing. If the characters burn through the webbing, the spider swarms will be killed (award the characters half-experience for the encounter).

∞ **Spider Swarm:** hp 10, 9, 8; see *Monster Manual*.

The ogre skeletons trapped in the webbing are still equipped, although their weapons and armor have been ruined by the flames that killed them.

ST18. INFIRMARIES

There are two rooms on this level of the temple that served as infirmaries. This is where the priests of Mishakal could treat patients suffering from serious illnesses, as well as as a place to teach the healing arts to those who were interested.

Both infirmaries are similar in design, being “L” shaped, with doors at either end. Three cots are in each room. There are shelves built into the walls where various medicines and herbal concoctions were stored. All of the jars are shattered, their contents spilled upon the floor and long since crumbled to dust or evaporated, leaving only faint stains upon the ground.

Like most of the other rooms, the doors to the infirmaries were destroyed by the marauding ogres.

A. SHADOWY INFIRMARY (EL 5)

As you enter this room, you feel that the air is preternaturally cold and the shadows on the walls seem to lurk and shy away from the light. The chamber is 'L' shaped, with a doorway at either end.

A few empty beds are overturned, although you can make out a skeleton with a shattered skull half-buried beneath one of the broken cots. Another skeleton lies on the floor in the middle of the room, a staff lying not far from its outstretched hand.

A ghost lurks in this room, unwilling to venture beyond the doors as this is where it died. The ghost is that of a young priest who was a patient being tended by a priestess who died trying to protect him. As the characters enter the room, read them the description of the spectral flicker, and as the last scene fades away, the ghost will attack from the corner of the room, where he hovers invisibly over his body (allow characters a resisted Spot check against the ghost's Hide check: 1d20+9).

Suddenly the room is illuminated by softly glowing torches on the wall. A young priestess, wearing the blue robes and silver holy symbol of Mishakal, tries to gently soothe a young man thrashing on one of the cots as she glances nervously over her shoulder.

Suddenly, there comes a pounding upon the door, as something large tries to batter through the barred entryway. Her face turning pale, the priestess takes a deep breath, stands up and turns around, reaching out to pick up a quarterstaff near at hand. Closing her eyes, she whispers a prayer and her staff begins to glow with a soft blue radiance.

The door suddenly explodes, an enormous axe splintering the thick wood. The priestess screams, but the sound is nearly lost by the answering roar of determination from the ogre bursting into the room.

The priestess rushes forward, her face twisted in determination as her staff swings a brilliant blue arc. When it connects with the ogre's shoulder, he lets out a howl as a burst of radiance knocks him backward out of the room.

Just then, the other door bursts open, causing the priestess to jump and turn to face this new assailant. Grasping her holy symbol, she begins to mutter another prayer. She doesn't notice that the first ogre she struck is rising to his feet. A gout of blood bursts from her lips, the glow fading from her staff as she topples forward—a bloodstained axe embedded in her back.

The young man on the bed groans loudly, drawing the attention of the two ogres as he tries to pull himself out of bed, clutching at the medallion of faith hanging around his neck. He begins to chant, but his words are broken by a wracking cough.

The two ogres continue to approach the bed, laughing evilly as they converge upon the helpless young man...and the last thing you hear is a scream filled with pain and rage...

Play the ghost as part of the flicker, having it attack at the tail end of the images. The ghost is the tortured spirit of the young man who was killed by the ogres while dying of an affliction even the powers of Mishakal could not cure. In life, the ghost was a human male Clr3 (of Mishakal), but his last moments were feverish and filled with blood and pain, causing him to return with no memory except of his last moments.

∞ **Ghost of Young Priest:** hp 19; see page 165.

The ghost wishes revenge, but in its feverish delusions, it sees any living creature that enters the infirmary as an ogre. The way to permanently relieve the spirit of the ghost is actually fairly simple. All it requires is the application of a *remove curse* or a *remove disease* spell to be successfully cast upon him. The ghost is allowed to make a Fortitude saving throw to resist the spell being cast upon him; however, if it is successful, the torment on his face will instantly ease. Read them the following:

The spectral figure of the young priest suddenly halts his attack as the pain and torment upon his face eases. He blinks slowly, as if he was coming out of a dream. His hands reach up, gently touching his face as he turns to face you.

The figure speaks, his voice a soft, whispery sound that somehow fills the room, "Thank you...the gods indeed must have sent you."

The young priest stretches out his hands as he turns his eyes to the heavens. "Light bringer, gentle healer, goddess wrap these heroes in your embrace, erase the suffering from their face."

A blue nimbus surrounds the ghost, an aura that steadily grows stronger and stronger, until it bathes you in a soothing warm radiance. You feel your aches and pains fade away, until all you are left with is a comforting warmth. As the light fades, the image of the young priest has disappeared, leaving you in a room that no longer feels as cold or as oppressive as it did only moments before.

As an additional reward for easing the ghost's suffering and allowing him to journey along the River of Souls, the ghost's last prayer will completely rejuvenate the characters: they will be completely healed of all damage they have suffered, cured of diseases or poisons, just as if a *heal* spell had been cast upon them.

B. INFIRMARY

This infirmary chamber is identical to the other in appearance, although there is no ghost in this chamber, and there are no skeletons on the ground.

ST19. HIGH PRIEST'S CHAMBERS

This room is surprisingly spartan, although you can tell that this room must have once belonged to an important person in the temple.

Bookshelves are set into the walls, though the books have been torn from the shelves and shredded, leaving brittle paper flakes upon the floor. The ceiling was once covered with a beautiful fresco of a platinum dragon, but now only traces of it still remain. It seems most of it was defaced by blades dragged across the ceiling.

A simple cot once lay against the far wall, but it was hacked to pieces, as was the simple chest that lay at the foot of the bed. In the southeastern corner of the room, there is an armor rack perched precariously against the wall, where a suit of once stunning ceremonial plate mail apparently became a target dummy for the ogre invaders. It bears many wounds—deep indentations from where heavy clubs were used repeatedly and long scars from where axes and blades tore through the delicately hammered platinum plates.

The contents of this room were thoroughly sacked by the ogres, though destruction was the primary intent. At the time of the ogre invasion, the High Priest had been led below by the Betrayer, where the Betrayer assassinated him.

The room is 15-feet by 15-feet, perfectly cube shaped. Like most of the other rooms on this level, the door was destroyed by the invaders.

The ceremonial armor of the High Priest was a suit of full plate mail covered with prayers to Paladine and a platinum dragon on either shoulder plate. There is also a platinum triangle on the center of the breastplate. Once, it was divinely enchanted; however, the destruction wrought upon it by the ogres removed all the enchantments.

ST20. HIGH MASTER'S CHAMBERS

Unlike most of the other doors on this floor, this door seems to have been left completely alone. Not a mark mars its surface; however, even through the dust and cobwebs covering the door, you notice that there's a faded reddish sigil on the door.

The door to the High Master's chambers has been magically sealed by a *divine lock*, as well as being protected by a magical trap. A symbol was painted in blood on the door, a mark made by the Betrayer to indicate which room the ogres should not enter. Nor did they. The High Master's chambers were left untouched by the ogres.

Any character capable of reading Ogrish can read the symbol, as can any character casting *comprehend languages* or succeeding at a DC 18 Decipher Script check. The symbol is one used by the ogres to mark a place as being "pro-

ected by the Dark Gods." The symbol is non-magical, so will not radiate if a spellcaster uses *detect magic* upon the door, although the door frame itself will radiate strong abjuration magic (the trigger to the *symbol of pain* trap).

The door to this chamber activates the trap once it is opened, unleashing a *symbol of pain* that blazes to life on the wall facing the door, affecting any individual who steps into the room.

⇒ *Symbol of Pain* CR 6; spell; spell trigger; no reset; spell effect (*symbol of pain*, 11th-level cleric, DC 19 Fort save negates, -4 penalty on attack rolls, damage rolls, skill checks, and ability checks for 1 hour after leaving area of effect); multiple targets (all targets within room); Search DC 30; Disable Device DC 30.

Once the characters enter the room, read them the following. Include the italicized text at the beginning of the entry if the characters unleash the *symbol of pain* trap.

As you push open the door, a brilliant flash of crimson radiance nearly blinds you as a strange symbol burns to life on the far wall. Waves of magical energy emanate from the symbol, waves that seem to seep deep into your body, causing your blood to boil and every muscle in your body scream in pain.

The room itself seems to have been untouched by the ogre invaders, although the effects of the passage of hundreds of years have wrought their own destruction. The simple cot in the corner has mostly disintegrated, the wooden frame crumbling and falling in upon itself while the leather mattress has hardened and dried out, the feathers inside completely turned to dust.

A wooden chest, which has apparently petrified over the years, lies at the foot of the ruined cot. You notice that the ceiling is decorated with a beautiful mosaic in soothing shades of blue and indigo, depicting the goddess of healing, Mishakal. But, the longer you look at it, the more you begin to notice that the goddess's image seems...off. Instead of golden hair, her hair seems to be the sickly yellow of bone, and that her pale face seems almost skeletal, with her eyes sunken in dark sockets and her lips twisted into a smile that is all too like the rictus grin of a skull.

After the trap is either bypassed or goes off and the characters are inside the room, the characters will experience another flicker. Note that if you choose to have the characters fall from the room above (ST13B), they will not set off the trap when they come into the room, or when they exit the room, although they will still experience the flicker.

A rather distinguished, coldly handsome middle-aged man, with pale skin, piercing black eyes, and white-blond hair, stands in the center of the



room, apparently lost in thought. His body is lean, almost to the point of gauntness, and the pointed goatee on his chin gives him an almost sinister air, particularly when combined with the intent expression upon his features.

He's dressed in pitch black robes, trimmed in sickly yellow, with small ivory skulls decorating the hem. His hand is wrapped around the medallion at his neck as he gazes off into the distance. Suddenly, he nods his head and speaks, his voice a low, whispery tone.

"Yes, Chief Korblak, tonight is the night," he says aloud, although his words are not directed to anyone present. "I shall take care of the high priest and the temple's defenses. All you and your horde need worry about are the guardians."

The figure falls silent once again, apparently listening to the response from the Chief Korblak he's speaking with. He abruptly shakes his head, "No, you need not allow any to survive. You may take as many prisoners as you want from the valley, but all within the temple must perish. My master demands it and your Queen has agreed with his demands, as your shamans have told you."

Tilting his head to the side, the figure...the Betrayer...once more listens to the ogre chieftain's response, a small smirk twisting his lips.

"You may keep whatever you treasure you find. Such things do not matter to my master or myself. Now, I must go and prepare for the evening's...events. When you have cleared the temple above, meet me in the Shrine of Darkness on the lowest level. There you will receive the reward promised you."

The figure releases the medallion from his grip, revealing a silver medallion emblazoned with a grinning skull. Glancing down at himself, the priest smirks once more, "Time to put on my last disguise." Spitting out a guttural chant, the black and copper robes begin to bleed their color away until the figure is wearing robes of pristine white, trimmed with royal blue emblazoned with the symbol of Mishakal in silver thread. Waving his hand over his medallion, the skull seems to melt, reforming itself until it creates the Light-Bringer's infinity symbol.

Moving over to the chest at the foot of his bed, he spits out another guttural phrase as he opens the chest. Leaning over, he pulls out a black-bladed dagger. The blade seems to twist and writhe like a snake; the hilt is an ivory mask resembling a grinning skull. Tucking them among the folds of his robes, the priest stands and turns toward the door, walking toward you with purposeful strides as the image fades away...

Once the flicker fades, the characters can peruse the room.

Like the High Priest's chambers (ST19), this room is relatively sparse, a simple chamber 15-feet by 15-feet. The

personal chest at the foot of the ruined cot has petrified, giving it the hardness of stone and sealing it shut, preventing easy access to whatever remains within.

• **Petrified Chest:** 2 inches thick, 40 hp; hardness 8; break DC 28; Open Lock DC none.

If the petrified chest is opened, it releases a burst of white powder, unless the characters speak the same phrase they overheard the Betrayer utter before he opened the chest. You may choose to allow the characters to make a DC 18 Intelligence check to recall the phrase, unless you feel that one of the characters would have recalled it (or they purposefully choose to remember the phrase spoken). This phrase neutralizes the trap.

The white powder is *dust of sneezing & choking*. It fills the entire room. Any character failing a DC 15 Fortitude save immediately takes 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save (even if they succeeded on the first one) 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

⇒ **Dust of Sneezing & Choking:** CR 5; magic device; touch trigger (opening the chest); no reset; spell effect (*poison*, special, see above); multiple targets (15-foot radius; fills the room) Search DC 29; Disable Device DC 29.

The bookshelves lining the walls of the room are filled with religious manuscripts for the various gods. They would be a virtual treasure trove, however, most of them have rotted and the pages will disintegrate at the slightest touch. Inside the chest lay the remains of the Betrayer's personal possessions (those that he was not carrying on his person on the Night of Betrayal).

In the chest they will find the rotted remains of four robes, all of which were the white and blue robes of a priest of Mishakal. There are also a few other personal effects, including an ivory figurine of the goddess that has yellowed with age (worth 25 stl), a set of tarnished silver bracers bearing the symbol of Mishakal upon them (worth 50 stl as a set), and an ivory scroll tube sealed with wax that contains a scroll bearing two spells, *cure critical wounds* and *death ward* (both at 7th-level casting level). However, beneath these possessions, the chest has a concealed compartment (DC 20 Search check to notice), which has sealed itself shut due to the petrification of the wood (2 inches thick, hp 20; hardness 8; break DC 28). Within this compartment lay a few more possessions, which the Betrayer desired to keep secret from others:

A tome, bound in human skin (which has the consistency of old, dried out leather), with vellum pages. The tome is filled with the unholy rites of Chemosh, including a specialized *commune* spell that allows a cleric to directly communicate with the deity Chemosh (note that casting this spell is an evil action). [The book is valued at 1,500 stl for the *commune* spell alone, although finding a buyer may prove difficult as these infamous tomes are deemed cursed.]

A skull-shaped black candle (a *candle of invocation-neutral evil*).

A block of sickly-sweet smelling amber incense (*incense of meditation*).

Three ceramic casks, sealed with wax (each containing one dose of *unguent of timelessness*).

ST21. SENIOR PRIEST CHAMBERS

These four, small personal cells are 10-feet by 10-feet and were for the senior priests who were in charge of the acolytes. The small cots and desks in the rooms were destroyed, as were the doors to these rooms.

The priests who once lived in these chambers died defending this level against the ogres. Leading the inexperienced acolytes the priests were slaughtered, although they took almost as many ogres with them to the afterlife.

There is nothing of interest in these rooms.

ST22. ACOLYTE DORMITORY

These larger dormitory rooms are 15-feet by 25-feet in size. They were for the young acolytes who lived in the temple. Each room held six cots and chests for the acolyte's use. As with the senior priests' chambers, these rooms were ransacked and the doors battered down.

There is nothing of interest in these rooms.

ST23. PRIEST CHAMBERS

These two chambers are equal in size to the personal chambers of the High Priest and the High Master (15-feet by 15-feet in size). The rooms housed four mid-ranking priests (in each room) whose duties involved taking care of the shrines below. The doors were battered down and the rooms ransacked, leaving nothing of value within the rooms.

The priests who were in these rooms were down below, tending the shrines, when the ogres attacked. Their duties kept them down there, where they met their fate at the hands of the Betrayer.

ST24. GARDEROBES

Two garderobes were constructed and placed on each side of the stairway—one for the male priests who served the temple and one for the females. Both rooms are 10-feet by 15-feet in size, with water pumps high on the outer wall, small holes in the floor for draining, and two lavatories.

Water was piped in from the spring in the valley and waste was disposed of through a series of pipes that ensured that waste would not pile up and cause problems.

A. MALE GARDEROBE

As you step in to the room, you see that the floor is covered with a puddle of water. The water seems to be rippling, as if drops of water were falling from the ceiling...but a quick glance up shows that the ceiling is completely dry. Before you have a chance to investigate further, the water begins to bubble, tendrils rising up to lash out at you!

A gray ooze has slithered up through the waste pipes leading to the room. It has been confined in the room by the oozebane dusted across the doorway. Anasana is unaware of the ooze, as it has only recently come up through the pipes and she has been busy in the library.

The gray ooze is starving; it has been unable to feed for the two days since entering the temple. It has not yet slithered back the way it came, as it can sense the tiny life forms lurking in the temple, from the aranea to the rats that constantly move about the level.

∞ Gray Ooze: hp 31; see *Monster Manual*.

B. FEMALE GARDEROBE

This garderobe is nearly identical to the male garderobe, with the exception that no gray ooze has entered the chamber. There is nothing of interest in this chamber.

ST25. LIBRARY

Oddly, the doors to this inner chamber seem completely intact. The strong wooden door seems as good as new, with no sign of any scarring or even the debilitation of time and rot.

The doors to the library have been magically repaired by Anasana, through the liberal use of *mending* spells. The doors are solid, and she keeps them locked when she's within (which she will be when the characters decide to check out the library).

Like the other doors, the doors leading to the library had been destroyed and the room ransacked, but Anasana decided that if she was going to spend time going through the library, checking to see if anything of value survived, then she wanted the additional protection the doors might offer (she figured that she would hear anyone trying to get through them).

When the characters open the door to the library, read them the following:

You see that, though the door itself has been repaired, the interior of this room has not received the same treatment. Wooden tables have been destroyed and tossed aside, except for a single one in the middle of the room, a table at which a person is sitting.

The individual is sitting at the far side of the table facing you. The woman seems of Khurish descent, dressed in a long, flowing caftan. A delicate wisp of a veil covers her lower face, held in place by ivory combs at her temples. A number of books are set off to one side of the table and a scroll is on the table before her.

"Well, it seems as if I am not the only one whose curiosity has been piqued by the temple's reappearance. Welcome, fellow explorers. I am Anasana." Her voice is warm and heavily accented and her tone seems sincere.

WHAT ANASANA KNOWS

Anasana has thoroughly explored the upper levels of the temple but she refuses to go below. She went to the base of the stairs (the *web* does not impede her in her spider form), but the sacred guardians alone were enough to give her pause, as was the sensation of utter evil permeating the lower level. However, she is willing to answer what questions she can (with a DC 15 Friendly or DC 30 Helpful reaction).

The characters may attempt to use Sense Motive checks on Anasana, so allow the characters a resisted roll against her Bluff check (1d20+4). The results of the Bluff check will be indicated following each answer. If there is no indicated result, then she was not stretching the truth.

Who are you?

"I am an explorer, a wanderer. I am a follower of Chislev, so I travel to unusual locations that are...impure. Though I am not a cleric, I do have some magical talents. If I find anything of interest, I contact some old friends of mine. Unfortunately, I do not believe that Chislev's touch can help this place. It would require the *tears of Mishakal*, at the very least, to cleanse the touch of death from this valley, and the *tears* have been lost since the Age of Dreams." [Anasana is not lying, per se; however, she is skirting the issue to avoid revealing her true nature.]

What brought you here?

"I heard that the entrance to the valley had been opened. I believe that it was a sign from the gods that the valley's curse had been lifted. Unfortunately, I discovered that I was wrong, but by that time, I was already here...so I decided to take a further look." She laughs softly, "I must admit, when my curiosity is aroused, I can be as tenacious as any kender..."

What are these strange after-images we are witnessing?

"You have experienced them as well, then. I believe that these images are the emotional and spiritual imprints left by the terror and faith of the people within the temple that night. They are harmless, and they seem to provide a rare insight to what happened here. I'm sure that a priest of Gilean or Zivilyn would probably be able to glean more from these images, but I cannot be certain." [Anasana is correct, as far as she knows. A priest of Gilean or Zivilyn, with their powers of divination, would probably be able to glean more from these memories merely because of their connection to their gods. What this information might be is up to you, but

it does require that the cleric contact their deity.]

What are the Tears of Mishakal?

"The *tears of Mishakal* is an artifact from the Age of Dreams. It is said that they were two teardrops that fell from Mishakal's eyes when the first murder occurred. I believe that they are 'tear-shaped' diamonds, suspended from a silver chain. Legends say that the *tears* have the power to ease the spirits of the dead and grant them peace. Unfortunately, the *tears* have not been seen since the Age of Dreams. Some believe that the *tears* were separated, and that one of them was corrupted by Chemosh, but I have not been able to find any evidence of their existence or to verify the information." [Anasana is speaking the truth, as she knows it. The *tears of Mishakal* will play an important part in the next adventure, *Spectre of Sorrows*.]

What lies below?

"Below are the shrines...from what I have gathered, there were three shrines, one to honor each of the pantheons, with the largest of the shrines honoring the Gods of Light. In the Grand Hall is where the final pitched battle between the ogres and the temple's priests occurred, although by that time, the Betrayer had already murdered High Priest Kennoth and unleashed Chemosh's minions. If you go below, you will find that some of the temple's guardians are still...active. Living statues that obey the last order given to them—defend the Shrine of Light from any who do not belong in the temple."

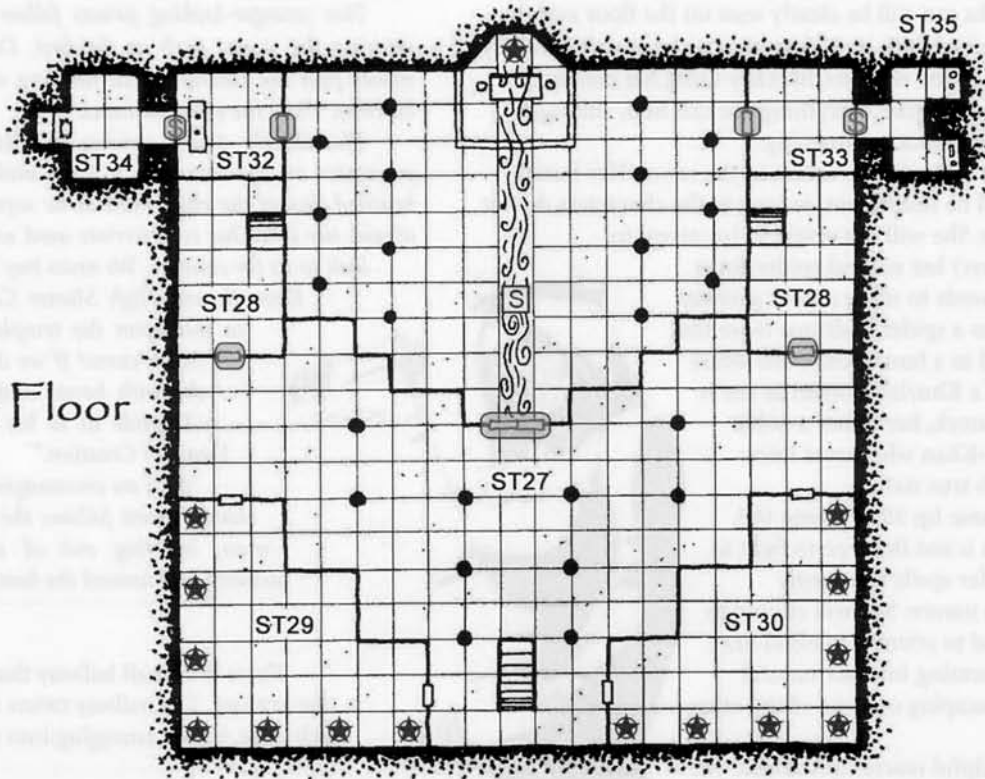
What have you found here?

"I have managed to save a few books, mostly dealing with religion during the height of Istar's glory. They are scholarly tomes, for the most part, although I have discovered a few items of true interest, at least to a collector of stories like myself." [True, to a point. Anasana has also discovered a few magical scrolls, but she will not share those with the characters unless they succeed on a DC 30 Helpful Diplomacy check, or otherwise impress upon her their need for them.]

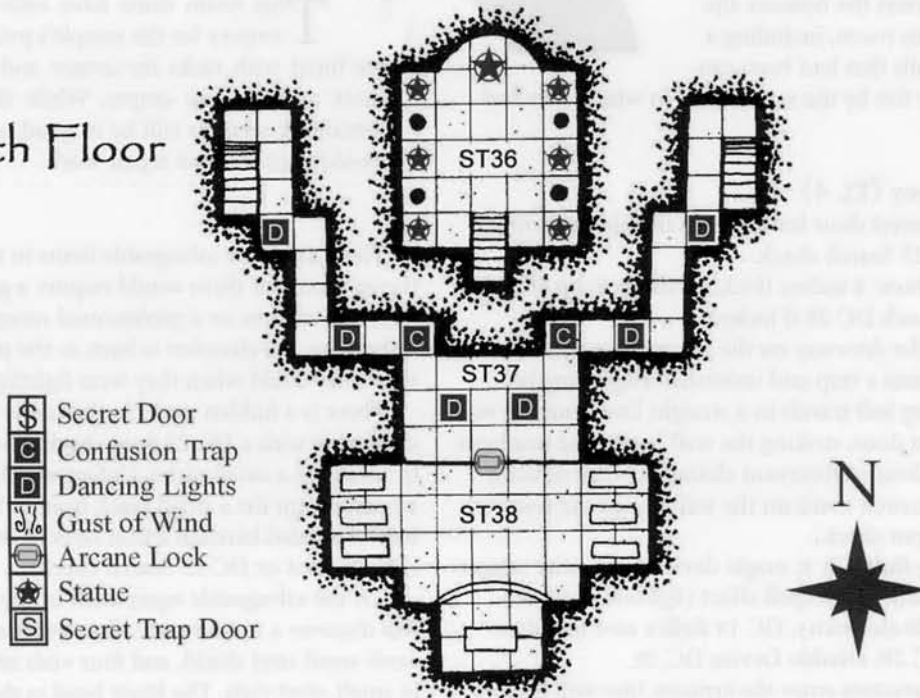
There are many other questions that the characters could ask Anasana. Feel free to provide them what information they might require, or that you feel that they might need, but she does not know the full story of what occurred on the Night of Betrayal.

The Shattered Temple

Fifth Floor



Sixth Floor



-  Secret Door
-  Confusion Trap
-  Dancing Lights
-  Gust of Wind
-  Arcane Lock
-  Statue
-  Secret Trap Door

The chamber is shaped in an equal-armed cross, with bookshelves lining all of the walls from the floor to the ceiling.

This chamber once held the vast collection of the temple's sacred manuscripts. The ogres were quite vicious in destroying what they could find, pulling the books off the shelves and lighting a bonfire in the center of the room. Scorch marks can still be clearly seen on the floor and the ceiling is stained with soot. Anasana has been very carefully going through the remains, liberally using her *mending* spell to try and repair everything she can find, although there truly isn't much remaining.

Anasana is the only creature in the room. Her initial reaction will be Indifferent, as long as the characters do not threaten her. She will not revert to (or reveal to the characters) her natural spider-form unless she needs to make a swift getaway (her speed as a spider is almost twice that of her speed as a humanoid). She wears the form of a Khurish woman as she is of Khurish stock, her father a noble from Khuri-Khan who never knew the mother's true nature.

☞ **Anasana:** hp 35; see page 165.

Anasana is not the type to fight to the death. Her spells are mostly defensive in nature. She will choose to cast *fog cloud* to attempt to blind her foes, transforming into her natural form, and escaping out one of the other doors.

On a Helpful reaction, Anasana will offer the characters the treasure she has found in this room, including a number of scrolls that had been protected from the fire by the scroll tubes in which they had been sealed.



An elderly priest wearing gold scale armor with a brown surcoat over it, comes around the corner of the hallway holding a large, hooked, battle-axe. He glances over his shoulder, growling out, "Come on, they'll need our help! We'll help these ogres meet their goddess personally..."

Two younger-looking priests follow after him, wearing the same garb as the first. One of them moves past the elderly priest, heading out into the hallway, while the other hesitates.

The elderly priest reaches out, clasping the youngster on the shoulder. A faint smile parts the bearded face of the elder man as he says, "Don't be afraid, my son. Our compatriots need us. They will look to us for courage. We must buy High Priest Kenneth and High Master Caeldor time to call upon the temple's defenses.

Now, come! If we die, we shall die with honor and Kiri-Jolith will guide us to his hall in the Dome of Creation."

With an encouraging push, the elderly priest follows the last young man, heading out of the hidden armory and toward the battle ahead...

There is a small hallway that leads back into the armory. The hallway twists twice, 10-feet each time, before emerging into the armory.

This room must have once served as an armory for the temple's priests. The walls are lined with racks for armor and weapons but most of them are empty. While those weapons remaining seem to still be in good condition, they would require some repair work.

ST26. ARMORY (EL 4)

Detecting the secret door leading into the hidden armory requires a DC 25 Search check.

♦ **Armory Door:** 4 inches thick, hardness 8; hp 60; break DC 28; Open Lock DC 28 if locked.

Just within the doorway on the ground is a pressure plate that activates a trap and unleashes a *lightning bolt*.

The *lightning bolt* travels in a straight line from the wall facing the secret door, striking the wall beside the southern door into the library. Observant characters may notice a faint hint of a scorch mark on the wall beside the southern door (DC 18 Spot check).

☞ **Lightning Bolt** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Once the characters enter the armory, they will be confronted by another flicker.

There are a few salvageable items in the chamber, though some of them would require a good deal of time with a whetstone or a professional weaponsmith. Otherwise, the chamber is bare, as the priests took out what they could when they were fighting with the ogres.

There is a hidden panel in the center of the back wall, detectable with a DC 23 Spot check. The panel opens easily, revealing a small niche. Unfortunately, the niche is empty, except for a small black bead in the back corner, half-concealed beneath a thin layer of dust and spider webs (DC 15 Spot or DC 15 Search check).

Of the salvageable equipment in the room, characters will discover a masterwork silver warhammer, a masterwork small steel shield, and four vials of holy water sealed in small, steel vials. The black bead in the corner of the niche is a *bead of force*.

FIFTH FLOOR

This level served as the true heart of the Temple of the Golden Sun, where the shrines to the gods stood.

Although the High Priest of the temple was struck down, he managed to activate some of the temple's defenses before he died. Two of those defenses include the permanent *guards & wards* protecting this level and the level below and the activation of the sacred guardians.

None of the doors on this level were broken by the invading ogres. Some of them are protected by *arcane locks* (as indicated on the map). Most of the doors of solid iron, treated with an alchemical formula that has protected them from natural rusting (they can still be affected by magical rusting, such as the effects from a *rusting grasp* spell, a rust monster, or a touch from a *gauntlet of rust*), while the secret doors leading to areas ST34 and ST35 are solid stone made to resemble the walls.

• **Iron Doors:** 4 inches thick, hardness 8; hp 60; break DC 28 (38 if *arcane lock*); Open Lock DC 28.

• **Secret Stone Doors:** 2 inches thick, hardness 10; hp 60; break DC 28 (38 if *arcane lock*); Open Lock DC 28.

ST27. GRAND HALL

From the stairwell you can see a massive underground hall. Pillars are evenly placed throughout the hall, supporting the mosaic ceiling overhead. The mosaic is still intact, and although some of the colors have faded, you can make out the images of the gods in their glory. The same mosaic is on the floor, reflecting the images overhead.

Although there are no torches, a soft, diffuse light radiates from the pillars, illuminating the entire chamber. The columns are covered with softly glowing religious symbols. The illumination also reveals the scattered remains of skeletons, both the larger skeletons of ogres and the smaller skeletons of the priests who died defending their temple. Mixed in among the skeletons, you can see large chunks of rubble spread about haphazardly.

Suddenly, from the faint shadows from the far side of the chamber, you hear heavy footsteps. Two tall figures step into the light. One of the figures is wearing tarnished silver armor, replete with a platinum triangle glowing softly upon the breastplate. The figure appears to be masculine, although carved from stone that seems to be cracked and weathered. A massive sword is gripped in its hands, blazing with a brilliant, pure white light.

The other figure is feminine and slightly shorter than the other. She is wearing similarly tarnished silver armor. A blue infinity symbol glows on her breastplate and she grasps a similarly glowing quarterstaff in her hands.

As one, the two living statues move forward, purposefully bringing their weapons to bear as they prepare to confront the intruders to the shrines...

The Grand Hall was the central meeting place for the priesthood, where they gathered for their daily devotions. It was also where the last line of defenders gave their lives to protect the sanctity of their temple from the ogres. They never realized there was a traitor in their midst until it was too late. With the lifeblood of High Priest Kenneth on the altar, the Betrayer *desecrated* the Shrine of the Sun and unleashed demons from the Abyss, demons sent by Chemosh to attack the temple from within.

Caught between the ogres and the demons, the last defenders of the temple fell...all except for one young acolyte, who found refuge in the Sacred Shrine (ST38).

Once, there were 12 sacred guardians that defended the grand hall, but most of them were destroyed before the ogres pulled back.

∞ **Sacred Guardian of Mishakal:** hp 41; see page 166.

∞ **Sacred Guardian of Paladine:** hp 41; see page 166.

The sacred guardians will attack the characters, unless someone presents a *medallion of faith* dedicated to one of the Gods of Light, as if they were attempting to turn or rebuke undead. It does not count against the character's turning attempts.

There is no treasure in this room, except for the weapons that the statues are wielding. The sword is a Large +1 *longsword* and the quarterstaff is a Large +1 *quarterstaff*.

As the characters approach the door to the Shrine of the Sun (ST31), another flicker strikes them.

The hall is suddenly filled with the sound of clashing weapons, as the valiant priests of the Temple form a living wall against the ogres pouring into the hall. Over the din of steel striking steel, you can hear numerous voices rise in prayer as the priests call upon their gods for help.


"Lady of the Blue light, fill us with your holy might!" cries out one young priestess, whose body suddenly begins to glow with brilliant blue light as she slams her quarterstaff across an ogre's chin.

"Kiri-Jolith, I beg you to listen as you fill your enemies with fear!" an elderly priest in golden chain-mail points his medallion toward another ogre, who suddenly drops his club as he runs shrieking for the stairs.

"Our Lord of the Blazing Sun, Paladine the Platinum One," begins an earnest chant by another priest, but a vicious blow from an ogre's club slams into the priest's shoulder, sending him crashing into a column, where he slumps to the ground lifeless.

Suddenly, the statues along the walls of the hall burst into movement, joining the fray as they are imbued with divine energy. The priests of the temple cheer as the ogres begin to fall back, but just as suddenly as the statues move forward, the doors of the main shrine burst open...and out of those doors comes something torn from a world of nightmares.

A swarm of skeletal insects streaks out, carried on a powerful burst of wind. As the insects swarm



over the priests and ogres, the air fills with shrieks and cries as the unholy insects strike with a relentless fury. Into this chaos, two figures emerge from between the temple's doors. Walking side by side and unaffected by the powerful gust of wind coming from behind them. The two figures appear to be humans but they are wrapped almost entirely in a shroud of wickedly barbed chains that coil and writhe about their bodies. An aura of absolute evil surrounds the two, an aura so strong that even the heartiest ogres seem to shrivel in their presence.

The two unholy creatures suddenly spring into action, their chains lashing out around them like striking cobras tearing through flesh, bone, and the animated stone statues of the temple with equal ease. As the carnage escalates, a last figure walks out of the shrine, a gaunt human man wearing the sickly-yellow trimmed black robes and skull mask of a priest of Chemosh. He turns to quietly close the doors of the shrine behind him, turning his back on the carnage as he heads for the room to the northwest...

ST28. PREPARATORY ROOM

Your view of the chamber within is obscured by a rolling cloud of sickly looking yellow smoke. Tendrils of smoke slip out toward you, filling the air with a foul odor.

The two preparatory rooms are nearly identical in every way, mirror images of one another. Both are *permanently* filled with a *stinking cloud* effect, the stairs clogged with *permanent webs*. These stairs lead down to the Hall of the Dead (ST37). Unlike the *webs* in the stairs leading to the Fifth Level (ST17), there are no spiders or skeletons in these *webs*.

Both preparatory rooms are filled with a *permanent stinking cloud* effect. Living creatures entering the cloud become nauseated if they fail a DC 17 Fortitude save. This condition lasts as long as the creature remains within the cloud and for 1d4+1 rounds after they leave. Any creature that succeeds on its save but remains in the cloud must continue to save each round at the beginning of the turn. If the *stinking cloud* is dispersed by a strong wind, it will reform in 10 minutes.

The *webs* fill the stairway from top to bottom. Characters trying to press through the webbing find themselves entangled and unable to move farther without spending 1 round and making a successful DC 20 Strength check or a DC 25 Escape Artist check. Once loose, the character remains entangled, but may move through the *web* very slowly. Each round devoted to moving allows the character to make a new Strength check or Escape Artist check. The characters move 5 feet for each full 5 points that the check result exceeds 10.

The strands of the *web* are flammable. Any fire—a torch, burning oil, a *flaming sword*, and so forth—can set the webs alight and burn away 5 square feet in 1 round. All characters within flaming webs take 2d4 points of fire damage from the flames. The magical *webs* automatically reform in 10 minutes.

ST29. SHRINE OF THE NIGHT (EL 0/EL 6)

As the door to this chamber swings open, you are greeted by a chilling breeze and the sickly-sweet scent of decay. An oppressive darkness fills every corner of the room, though you can see with relative clarity, as if you were gazing into a shadowy cavern.

The floor, walls, and even the ceiling of the chamber are of polished obsidian, smooth as glass and covered by a thin layer of dust. Three statues stand along both the southern and eastern walls, flanking a single, larger statue in the corner of the shrine. Despite their age, the statues seem to be in relatively good shape: Nuitari, Zeboim, Sargonnas along the eastern wall, with Hiddukul, Morgion, and Chemosh along the southern wall. The Queen of Darkness, in her guise as the Dark Mother, stands head and shoulders above the other statues, staring down her nose at any who dare enter her shrine...and staring down at the large skeleton laying face down on the ground below the dais.

This shrine is *unhallow*, the entire room is covered by the effects of a *magic circle against good* (evil creatures within the room gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against any attack from a good creature; attempts to possess or to exercise mental control over evil creatures are blocked; good summoned creatures cannot enter the room, and they cannot be summoned within the chamber). Additionally, all turning checks made to turn undead take a -4 penalty and turning checks to rebuke undead gain a +4 profane bonus (spell resistance does not apply to this effect).

Once the characters have fully entered the shrine, they experience another flicker.

The door to the shrine slams open as a large ogre limps into the room. His dark blue skin bears numerous wounds, crimson blood flowing liberally down his face and staining his matted mane of white hair. He closes the door behind him with a grunt, pressing his hand against the door and uttering a guttural phrase that causes the door to glow with scarlet light. Turning around, he slowly limps toward the statue of Takhisis, where he collapses on the ground, kneeling before the statue of the Queen of Darkness with his forehead resting upon the cool floor.

"My Dark Queen," the ogre growls softly, in a voice that manages to echo throughout the chamber.

"In your name, we have brought down this temple of the accursed light...but we have been betrayed."

The ogre leans up, his face twisted in pain as he's suddenly wracked by a hacking cough. Spitting out blood, the ogre holds up his hands in supplication to the goddess, "Please, my Queen...hear me. Avenge your children! Do not let this slight against your name rest easily!"

Suddenly, the statue of the Dark Queen moves, her eyes opening and blazing with the bloody glow of the setting sun. "I have heard your plea, my child. I am disappointed in you. You should have anticipated betrayal, but you were blinded by conceit. So you will die here, like your warriors, who you led gleefully into death's embrace. But, as I am forgiving, whom truly loves her children, I will tell you that your death will not go unavenged...though vengeance shall not come from my hand."

The arm of the goddess moves forward until her hand hovers over the ogre gazing up at her with the blind loyalty of a zealot. "Now, my child, rest. I shall ensure that your soul does not fall into the hands of the Betrayer. No, you shall serve me in the afterlife, where you will atone for your mistakes."

The indigo eyes of the ogre roll up in his head, a soft sigh slipping from his lips as he falls forward. That last gasp echoes as a thin tendril of grayish mist snakes upward to the goddess's hand. Wrapping her fingers tight around the ogre's soul, she draws her hand back, moving back to her former position, when suddenly she pauses, turning her head until she is looking directly at you! A smirk twists her coldly beautiful face, those hellfire eyes seemingly staring deep into your soul as the goddess gazes across the barrier of time, through the barrier of death, and sees you standing there.

"Yes, vengeance shall not come from my hand...but from yours!"

As long as the characters do not seek to deface the shrine, they will not encounter any monsters in this chamber. However, if they do try to destroy the shrine (destroying the statues, etc.), they will find that the shrine is well protected, and doing any damage to any of the statues (including the statue of Takhisis), will activate a *flame strike* trap.

⇒ **Flame Strike** CR 6; magic device; touch trigger (*alarm*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

The ogre mage chieftain's skeleton on the floor before the statue of Takhisis is the only potential source of treasure in the room. The armor and weapon wielded by the chieftain has long since rusted away, as has most of the rest of his equipment, with the exception of two rings: a *ring of protection +1* and a *ring of minor spell storing* (currently holds only a *magic missile* spell as 9th-level caster).

ST30. SHRINE OF THE EVENING

The door opens to reveal a large chamber, apparently once a shrine to the Gods of Balance, if first impressions are accurate.

The floor of the chamber is a rich, reddish hue, with countless ceramic tiles placed carefully to create designs that twist and turn upon themselves, creating geometric patterns. The same tiled patterns are on the walls and ceiling of the chamber. Except for the thin layer of dust and cobwebs throughout the chamber, this shrine seems to have been spared the attack of the ogres.

Three statues stand at each hand of a larger statue in the back corner of the room, a statue of a studious looking man holding open a book as he gazes directly ahead, the god Gilean. The statues on Gilean's left are Lunitari, Chislev, and Zivilyn, while the statues on his right are SIRRION, Shinare, and Reorx.


This chamber is dedicated to the Gods of Neutrality. As such, it is protected by a *permanent sanctuary* spell. Any creature attempting to attack another, even with a target spell, must make a DC 20 Will saving throw. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack that creature for as long as they remain within the shrine. Those not attempting to attack remain unaffected. This effect does not prevent creatures within the room from being attacked or affected by area or effect spells. If a creature attacks another while in the shrine, they are not protected by the *sanctuary* effect any longer.

If the priests had sought refuge in this shrine, they would most likely have been spared, but they could not allow the ogres to deface the Shrine of the Sun, nor could they have expected to be attacked by the demons unleashed by the Betrayer.

This shrine is probably one of the safest areas to rest in the entire temple, as no creature may attack while within the shrine (without succeeding on the Will save). Priests dedicated to one of the Gods of Balance will find that if they meditate and pray for 8 hours within this chamber, they will receive the benefits as if they had used *incense of meditation* (prepares all spells as though affected by the Maximize Spell feat, though all spells are prepared at their normal level, not at three levels higher).

ST31. SHRINE OF THE SUN

The heavy double doors leading into the chamber are made of solid iron, standing strong and gleaming brightly beneath the thin veneer of dust, without any traces of rust upon them. An enormous relief of a blazing sun covers both doors.



The doors into the Shrine of the Sun are protected by an *arcane lock* effect, making them difficult to enter. Allow characters to make a DC 18 Listen check as they approach the door. Those who succeed will hear the sound of a strong wind coming from the other side of the door.

• **Shrine Doors:** 2 inches thick, hardness 10; hp 60; break DC 38 (*arcane lock*); Open Lock DC 28.

Once the doors are opened, the characters will find themselves facing a *gust of wind* effect. This effect will extend 10 feet past the door, forcing any character standing in the path to make a DC 17 Strength or be knocked back.

Tiny or smaller creatures on the ground are knocked back 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. (Tiny creatures suffer a –8 penalty on their check.)

Small creatures are knocked prone by the wind, or if flying are blown back 1d6x10 feet. (Small creatures suffer a –4 penalty on their check.)

Medium creatures will be unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within the *gust of wind* effect (the ogres would not have been effected, if they hadn't been caught by the Betrayer's demons).

Those who succeed on their Strength check may move forward against at half their movement rate. Flying against the wind is impossible, unless the creature is Medium size or larger.

The *gust of wind* emanates from the statue of Paladine on the far wall of the shrine, though this is not an effect of the statue. It is an effect of the temple's *guards & wards*, which were activated at the last moment by High Priest Kennoth before he died.

The *gust of wind* effect may be neutralized in any number of ways, but the simplest way of neutralizing the effect is by presenting a *medallion of faith* of one of the Gods of Light, which causes the wind to die down for 10 minutes. Note that the *gust of wind* may make locating or using the secret passage down to the Sacred Hall (ST38).

Once the characters enter the shrine, read them the following:

This room is large, almost as large as the hall outside the doors. The floor is of polished pure white marble, as are the walls and the ceiling. Delicate alabaster columns line either side of the chamber, intricately carved with images and symbols of the Gods of Light.

At the far side of the room, a dais rises from the ground, atop of which is a beautifully crafted altar of solid alabaster. The velvet cloth that covered the altar has long since rotted. A pool of light surrounds the altar, almost as if it was standing beneath an open window in the ceiling and bathed in the light of the sun.

Behind this altar, set into a recessed wall, is an enormous statue of a kindly looking, but stern featured, bearded man, gazing down upon the altar with a small smile. The marble statue is dressed in ornate armor, with a platinum triangle set upon its breastplate.

As you approach the altar, you notice something else...collapsed upon the floor at the base of the altar is a skeleton, dressed in the tattered remains of priestly regalia. One hand is still desperately clutching at the altar cloth, as if the individual died while trying to pull himself up. The back of the skeleton's robe is neatly torn in a straight line, and beneath its body is a dark stain on the floor.

This room was the Shrine of the Sun, the heart of worship here within the temple. Once, it was a sacred place, but now it has been *desecrated* by the actions of the Betrayer on that fateful night more than 700 years ago. This cut the temple off from the full power of the gods, weakening the priests at a critical moment when the ogres were attacking.

Half-hidden by the body of the skeleton is a black dagger, one that may appear familiar to those who witnessed the flicker in the High Master's chambers (ST20). If the characters do not move the skeleton, they will need to make a DC 25 Spot check to locate the blade. The dagger is known as the *blade of betrayal* or the *dagger of death's embrace*, an ancient weapon crafted by worshipers of Chemosh during the Age of Might. The blade is intelligent and can communicate telepathically with anyone who picks it up. It will either try to secretly dominate the individual (see Items Against Characters in the *Dungeon Master's Guide*) or it will remain silent, biding its time to work its corrupting influence. (For full details on the *blade of betrayal*, see the Appendix.)

As the characters approach the altar, they will experience the following flicker.

Two figures walk down the center of the shrine, heading toward the altar. One of them is an elderly man, his sandy brown hair long since turned to gray. His flowing robes are purest white, with a cowl thrown back to reveal a face worn with care, but also filled with peace. Around his neck is proudly displayed a circular medallion with a platinum triangle formed by three dragons.

The other is a familiar face: that of the Betrayer, wearing the ivory and blue robes of a priest of Mishakal. Although he hides it well, there is a sense of discomfort about his features, a certain tightness that betrays his unease at treading upon holy ground.

"What is it you wanted to speak with me about, Caeldor? How can I ease the burden that I see you carrying upon your shoulders?" the High Priest inquires softly as he mounts the dais and turns to face his companion.

The Betrayer, Caeldor, glances up at the High Priest, his expression schooled to one of humble piety. "I apologize, Revered Father Kenneth, for taking you away from your evening devotions, but I felt that there was something important that you needed to know." Caeldor hangs his head, casting his eyes downward as his expression twists into one of sorrowful regret, "I am afraid that I have found a traitor in our midst."

A look of pain crosses Kenneth's face, although he turns away from Caeldor to look up at the statue of Paladine behind the altar, as if he were searching for answers from the divine. Not finding any forthcoming there, Kenneth asks softly, "Who?"

Caeldor glances back up, his expression evening out as he reaches into the folds of his robes and removes a wicked looking curve-bladed dagger. Stepping up onto the dais, laying his hand companionably upon Kenneth's shoulder, he leans forward and whispers into the old man's ears, "Me."

Kenneth's eyes fly open in shock, but before he can turn to confront Caeldor, his body jerks spasmodically as Caeldor shoves the black blade into the High Priest's back.

Caeldor's robes are stained red by the blood flowing from the High Priest's body, but the stain is lost as the robes darken until they no longer resemble the robes of one of Mishakal's faithful, but the black robes of a worshiper of Chemosh.

Almost delicately, Caeldor lays Kenneth upon the floor before he steps back, the dagger falling from his hand. Pulling his skull mask from within his robe, he places it on his face as he chants in a dry, whispery voice, "As blood spills upon the floor, I devote myself to the Lord of Death. As I pass through death's door, I take my final breath. And in this place where Death now reigns, the Light shall not shine again!"

A wave of darkness pulses out from the Betrayer's body as shadows begin to gather in the room. But the Betrayer does not notice the High Priest moving feebly, his hand reaching up to clutch the altar cloth and pulling himself up, muttering a quiet prayer himself, "I call upon the Gods of Light, fill this temple with your might...protect us, great Paladine, from traitors in our midst!" As the last word slips from the High Priest's lips, he collapses forward, his energy spent.

Suddenly, a powerful gust of wind swirls to life, howling angrily as it streaks forward from the statue of Paladine, toward the Betrayer. With a hoarse shout, the Betrayer manages to throw himself aside, allowing the wind to slam against the iron doors of the shrine. Outside, the ogres have already begun their attack, cries of the priests already filtering down as the Betrayer drags himself to his feet.

Glaring down at the dead High Priest, the Betrayer spits out, "Foolish old man. You are as weak as your feebleminded god." Turning around to face

the doorway, the Betrayer pulls a black crystal skull from within his robes and holds it high overhead. Chanting once again, the Betrayer unleashes the magic stored within the skull, magic that opens a portal to the realm of the Lord of Death and unleashes a swarm of skeletal insects escorted by two chain-shrouded devils.

Neither the Betrayer nor his summoned creatures take no notice of a young man wearing the simple robes of an acolyte staring in white-faced shock from the doorway of the room to the west, as they move out of the desecrated shrine. Once the Betrayer closes the doors behind him, sealing in the wind and the darkness, sealing in the young acolyte and the murdered High Priest, only then does the acolyte stumble out of the room and run for the altar.

"Revered Father! Please, don't die!" the young man cries out, as he attempts to call upon a minor curing spell to heal Kenneth—to no avail.

Over the gusting wind, over the sound of the young boy's tears, even over the sound of the carnage occurring outside the doors of the shrine, a soft chiming sound dances in the air. The sound jerks the young man out of his tears, causing him to look up and around, trying to find the source of the sound. Almost against his will, the young man rises to his feet, his body suddenly glowing as if he was bathed in brilliant sunlight. Slowly, as if in a dream, he walks away from the altar, heading toward the middle of the room. Untouched by the wind howling around him, he kneels down and touches the floor...

After the flicker fades, the characters will find themselves standing alone in the room once more.

A secret passage in the floor of the chamber (DC 20 Search check to locate) leads down to the Sacred Hall (ST36). A medallion of faith of a God of Light touched against the panel will cause it to silently open, revealing a stairway leading down. Otherwise, the characters will have to open the secret door another way.

• **Secret Door:** 4 inches thick, hardness 8; hp 60; break DC 28; Open Lock DC 28 (magic lock).

The doors on either side of the shrine lead to special chambers. The door to the west leads to the Absolution Chamber (ST32), where the priests could come to reflect in privacy with the gods, while the door to the east leads to the Reliquary (ST33), where items for the shrine were stored. Both of these iron doors are protected by an *arcane lock*, from the temple's *guards & wards* effect.

The only treasures in this room are the *medallion of faith* around the neck of the High Priest's corpse, a *ring of grace* (+2 Wisdom, see *New Magic*) upon the skeleton's left hand, and the *blade of betrayal*, half-hidden on the floor beside the skeleton.

ST32. DEVOTIONAL CHAMBER

This plain room is bare of any decoration or adornment, nothing more than a simple chamber with white walls, a white floor, and a white ceiling, although dust, grime and spider webs have faded the white to a muted gray.

The only thing of interest in the room seems to be a small, personal altar set against the middle of the wall opposite the door, atop of which are small stone statues of the seven Gods of Light.

This room is 15-feet by 15-feet, of the same marble from which the Shrine of the Sun was crafted.

The stone statues are simple, hand-chiseled icons of the gods, worth no more than 10 stl a piece. However, there is a secret passage hidden behind the altar that can be activated by depressing a small switch beneath the altar top. Locating the secret passage requires a DC 25 Search check. The passage leads into the High Priest's Private Sanctum (ST34).

• **Secret Door:** 4 inches thick, hardness 8; hp 60; break DC 38 (*arcane lock*); Open Lock DC 28.

ST33. RELIQUARY

This room once must have been a simple storage room, for shelves line the walls. Unfortunately, most of the items on the shelves have fallen prey to time. The once-fine velvet and silk altar cloths have rotted away, as have the spare vestments that were neatly folded and put away. Blocks of incense have hardened to the consistency of stone, as have the beeswax candles.

This room is 15-feet by 15-feet, of the same pristine white marble in the Shrine of the Sun.

All of the goods in this storage room have gone bad, either rotted away or ruined and worthless. However, a secret door lies in the wall opposite the door, requiring a DC 25 Search check to locate. This passage leads to the Secret Reliquary (ST35).

• **Secret Door:** 4 inches thick, hardness 8; hp 60; break DC 28; Open Lock DC 28 (*magic lock*).

ST34. PRIVATE SANCTUM

You enter a room that is surprisingly warm, yet not uncomfortably so. A faint light, like sunlight, seems to filter through the ceiling, providing both illumination and a soothing warmth that seems to temporarily.

This room seems much like the one that you passed through just moments before, although here the altar is set into a recess in the wall and there is a cushion on the floor before it. Oddly, the plush cushion seems to have escaped the ravages of

time, it seems to be in perfect condition—as if it were brand new. Neither does there seem to be any sign of dust or cobwebs.

This inner sanctum was a place where priests who truly needed to separate themselves from others while they communed with the gods.

The sanctum is blessed by a *hallow* spell, which is the source of the soothing warmth that fills the characters. Evil characters will feel uncomfortable at the warmth, although the sensation neither truly heals the wounds of good characters, nor harms evil characters.

On top of the altar is a small statue. This statue is a simple representation of all the Gods of Light, an image of a sun with six rays equidistant apart (the central circle represents Paladine, while each ray represents one of the other good gods). This statue is a sacred relic, although not a powerful one. Any good-aligned cleric may touch the statue and *commune* with their deity, asking one question per Wisdom bonus. This may be done once per year. Note that as Paladine is no longer a deity (nor are there any clerics of Paladine) characters cannot attempt to *commune* with him. The statue loses its powers if removed from the sanctum.

ST35. SECRET RELIQUARY

You look through a small entryway into another reliquary, but this one seems to have been used to store other objects of interest to the temple.

Tiny cubby holes line the walls, filled with ceramic urns and clay pots, as well as other strange items that are a mystery to anyone not knowledgeable about the rituals of a temple. As in the rest of the temple, however, time has not been kind to this room's contents...most of them have rotted.

This room was once stocked with *candles of invocation* and *incense of meditation* (of all three good alignments), along with other sacred vestments and sacraments. Now all that remains are two *candles of invocation* (one lawful good and the other chaotic good, although both will only burn for 1 hour) and one block of *incense of meditation* (that only functions for good-aligned divine spell casters).

SIXTH FLOOR

This level of the temple contains the Sacred Hall (ST36) and the temple's crypts (ST37 and ST38). This level was typically only visited by the temple's senior clergy, as only clergy were interred in the crypt and the Sacred Hall was reserved only for those who needed to petition one of the Gods of Light for assistance, in a time when the gods spoke more often, and more directly, with their mortal followers.

Unlike the rest of the temple, this level is of very simple craftsmanship, except for the Sacred Hall, which is nearly identical to the Shrine of the Sun in construction. The walls are of hewn stone and the floors are simple flagstone.

On the Night of Betrayal, the ogres never reached this level. Only the Betrayer and the young acolyte, Neran, did, where the two died in service to their respective gods.

ST36. THE SACRED HALL

A set of marble stairs lead down into a smaller room below the shrine, a room that seems filled with an otherworldly presence. The room is not overly large, perhaps no more than 15-foot wide and twice that in length, but it almost seems as if the chamber is far larger than it appears, as if it contained so much energy that it exists beyond the simple boundaries of walls and floors. As if it were in the heavens instead of being deep beneath the earth.

The floor of this small chamber is made of marble, worn smooth by the passage of countless footsteps yet clear of the dust that seems ever-present throughout the temple above. Three statues stand on both sides of the room: Solinari, Kiri-Jolith, and Mishakal to the right, while Branchala, Habbakuk, and Majere stand to the left. At the far side of the room, facing the stairs, is a 10-foot tall statue resembling the statue of Paladine in the above room, although this one is weathered and cracked. Time has worn the illusion of sorrow into this statue's face. It has its arms outstretched, as if offering something to someone, but its hands are empty.

This sacred hall is the true heart of the temple, where each of the seven Gods of Light was honored by a statue. A sacred place, it has stood unmolested since the temple fell to betrayal, and it was here that a fateful decision was made.

When the characters approach the statue of Paladine, they will experience a flicker.

The young acolyte trips down the stairs, falling heavily onto the hard stone floor, yet he does not cry out. Pushing himself to his feet, his eyes seek out those of the tall statue at the end of the room, a statue that seems to be watching him.

The acolyte steps forward until he is standing in front of Paladine, looking up at the edifice of his deity as tears run unchecked down his face.

"Father, darkness has come," the acolyte whispers softly, choking back a sob as he reaches up to rub the tears from his eyes. "The Revered Father has been murdered and the other priests are being killed...the High Master has betrayed us all."

The young man collapses to his knees, his head bowing before him as his grief and fear spill over into harsh racking sobs that shudder through his body. "What can I do? I am just a novitiate...his power is too great!" he cries to the empty room.

A soft, soothing light begins to fill the room, as if the sun was rising over the horizon, causing the acolyte to glance up in surprise. His eyes widen, his lips part in shock, as his startled gaze falls upon the source of the light—a short sword whose crystalline blade seem to contain a golden ray of sunlight within its depths—cradled in the outspread palms of Paladine.

Slowly rising to his feet, the young acolyte gingerly reaches out and picks up the blade, which causes the dim light to flash brilliantly for a moment, bathing the young man's face in warm light.

Swallowing, the young man looks up into the eyes of Paladine once more, into a stone face that seems to reflect some sorrow.

"Thank you, Paladine...I understand what I must do," he whispers softly before he turns and begins to walk toward the stairs, heading for his destiny...

After the characters experience the flicker, they will find themselves alone in the chamber once again.

ST37. HALL OF THE DEAD

A thick, blue-gray mist fills a hallway of naturally hewn stone, obscuring all vision beyond arm's distance away, although you can see small flickers of light dancing within the mist.

Along the wall, you can see that there are small cubbyholes where skulls have been carefully placed. Each skull is set neatly within its niche, lacquered to prevent them from yellowing or cracking, and each one seems to give off a soft illumination, as if they were glowing from within. Beneath each skull on the wall are small platinum plaques, with names engraved in ancient Istaran script.

As you move deeper into the mist, it seems to part before you though it flows back swiftly, leaving eddies and swirls of flickering lights as it amplifies the ambient illumination provided by the skulls and the strangely shifting lights further along the hallway.

This hallway is a memorial crypt, where the skulls of the temple's priests were placed so that their wisdom would remain with their brethren. The passage leads directly to the temple's Sepulcher (ST37), where the High Priests were interred.

When High Priest Kennoth activated the temple's *guards & wards*, the hall was filled with a *fog cloud*. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

WHAT'S HAPPENING HERE?

When the characters release the *shard of light*, they have unwittingly released the spirit that had been bound by the holy blade—the spirit of the Betrayer who was bound in death by his pledge to the god Chemosh. The spirit has no real name, as it is a ritual of the Khur to “strip away” the name of a traitor so that it cannot taint the soul of those who speak that name. Bound for more than 700 years, as a lich it will take the Betrayer 1d10 days to reform completely. Even once he has reformed, it will take him awhile to regain his former strength and to regain his connection with his dark god.

The Betrayer will play only a minor role for the rest of this adventure, unless you choose to have him continue to bedevil the characters on their journey. In the following adventure, *Spectre of Sorrows*, he will begin moving against the characters in force as he involves himself (at the bequest of Chemosh) in the events unraveling around the characters.

A moderate wind (11+ mph) will disperse the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round, although because the *fog cloud* is *permanent*, it will reform in 10 minutes after being dispersed.

Hidden within the fog, lurking only in the Hall of the Dead, are two shadows, who will utilize both the fog and their ability to pass through walls, in order to bedevil the characters. If the characters are experiencing the flicker the shadows will not attack until the characters finish witnessing the flicker. Instead, they will wait for the characters where the hall opens into a wider area, where the *confusion* traps will work against newcomers.

Following the hall from one end to the other will bring the characters back up to the Fifth Level above, unless they discover the “lost” door on the southernmost wall, in the widest part of the hall. The door is covered by a *silent image*. If a character interacts with the *silent image*, they are allowed a DC 20 Will save to disbelieve the illusion; otherwise characters must make a DC 25 Search check to locate the “secret” door.

The door itself is a heavy stone door, which has been sealed by an *arcane lock*. If the characters witness the flicker in this room, then they can use the same chant used by the acolyte to remove the *silent image* and temporarily neutralize the *arcane lock*.

• **Secret Door:** 4 inches thick, hardness 8; hp 60; break DC 28 (38 with *arcane lock*); Open Lock DC 28.

Besides the *fog cloud* and the *dancing lights*, there are two areas in the hall that cause any creature passing through to be afflicted with *confusion*. These traps are *permanent* magical traps, aspects of the *guards & wards* placed upon the temple. If *dispel magic* is used upon them, or if they are neutralized by another method, they will deactivate, but will restore themselves 10 minutes later. These traps cannot be deactivated by a Disable Device check and are presented slightly differently than typical traps.

REMOVING THE CURSE

The characters, as a side quest, may decide to return to the temple once they have found the *tears of Mishakal* in order to purify the valley and put the last spirits to rest.

Although this is beyond the scope of this adventure, by the time the characters have returned to the valley, they will discover that the Betrayer has regained his strength and has begun building an army of spirits and the undead.

Removing the curse from the valley requires that the characters use the *tears of Mishakal* to wash away the blood of High Priest Kennoth from the dais in the Shrine of the Sun. Doing so, however, will require that the characters fight their way through a temple now filled with an army of undead.

As with the sacred guardians in the Grand Hall (ST31), a character presenting a *medallion of faith* of any God of Light will cause the magical *guards & wards* to temporarily fall dormant. The *fog cloud* and *dancing lights* will fade away and the *confusion* traps will not function for 10 minutes after the medallion is presented.

☞ **Confusion** A minor *confusion* effect is in place in two sections of the hall. When a character passes through these areas, there is a 50% chance that the character ends up getting turned around and going back the way that they came.

Two shadows, bound as guardians by the Betrayer, lurk within the hallway. They did not interfere with the acolyte who slew the Betrayer because he was carrying the *shard of light*. If the characters experience the flicker as they are passing through the hall, then the shadows will likewise withdraw as the spectral memory affects them.

☞ **Shadow (2):** hp 21, 18; see *Monster Manual*.

If the characters experienced the flicker in the Shrine of the Sun (ST31) and the Sacred Hall (ST38), then read them the following flicker. If not, they will not experience the flicker, but instead will find themselves facing the shadows lurking in the hall.

The Betrayer strides forward through the fog, his black robes flapping like the wings of a vulture as he moves through the hall with purpose. As the fog closes behind him, mere heartbeats later the young acolyte who witnessed the High Priest's murder comes down the stairway. In his hand, he is holding a short sword with a crystal blade that glows with the soft golden radiance of sunlight. Before him, the fog melts away as the medallion of Paladine on his chest reflects the light from the blade and sends it forward.

As the acolyte turns a corner, he is suddenly faced by two shadowy figures who glide toward him

silently, bringing with them the chill of death. Undeterred, the acolyte holds forth the blade and with a soft prayer, he holds it over his head. The blade bursts into glorious illumination, sending golden rays of sunlight in every direction to fill the hallway with light. The two shadows shriek as if in pain, seemingly melting into the floor as they flee from the brightly glowing blade.

In a daze, the young man continues forward, entering a small foyer where the hall opens up into a small crypt. He turns to face the wall, lowering the blade before him as he steps forward and holds up his hand, speaking softly, hesitantly, "Paladine, light my way, reveal what is hidden from the light of day."

In the center of the wall, a section of the crypt shimmers like a mirage in the desert before melting away to reveal a doorway. Quietly, the acolyte steps to the door and slowly pushes it open, slipping silently into the room beyond...

ST38. THE SEPULCHER

As you open the door, you are immediately assailed by the dry, dusty scent of the grave. The now familiar torches flicker to life, spilling blue-white light across the room and revealing a simple flagstone floor. Stone sarcophagi are neatly placed around the periphery of the room, although some bear heavy scarring, as if someone had viciously attempted to destroy them.

At the far side of the room, opposite the doorway, you see a single stone sarcophagus upon a dais. The top of the sarcophagus bears the relief of a man dressed in sacral vestments, but on top of this lies a skeleton dressed in tattered black robes. A blade pierces the skeleton's back, pinning the skeleton to the stone coffin, and the crystalline blade of the short sword flickers with an inner light.

Another skeleton lies against the southeast wall, its tattered robes once white and a silver medallion clutched in its skeletal hand.

When you step foot fully into the room, there is a sudden inhuman roar of rage as another one of the sarcophagi explodes out toward you, spraying stone, dust, and bone fragments across the room. With an enormous glaive clutched in one hand, a skeletal creature moves with uncanny speed and agility, sickly yellow flames crackling in its eyes, as a long, forked beard seems to writhe snakelike from its bony jaw. "Free me!" the creature howls as it rushes directly toward you, apparently intent upon getting through the doorway.

This Sepulcher is considered hallowed ground, protected by the effects of a *magic circle against evil*, which was

focused inward, binding the bearded devil within the chamber. Secondly, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead take a -4 penalty (spell resistance does not apply to this effect). The *hallow* effect prevents the shadows from entering and the bearded devil from leaving.

Before the characters have a chance to remove the *shard of light* from the corpse of the Betrayer, they will be attacked by the last creature summoned by the Betrayer, a creature that has been trapped in this room for 700 years—a bearded devil of Chemosh. The bearded devil will do whatever it takes to get through the characters and out the door, for as long as the door is open it can get free of the *hallow* effect that trapped it here. If the characters close the door, the devil will try and convince them to open the door (threatening, lying, making promises, whatever it takes) as it has been driven quite insane by its time trapped within this holy place.

Chemosh's bearded devil appears to be a skeletal version of the typical bearded devil, which may lead characters to believe the creature is undead instead of an outsider (although it is not a bone devil, as it has no tail). Allow characters to make a DC 18 Knowledge (religion) check to identify the creature appropriately.

☞ **Bearded Devil:** hp 45; see *Monster Manual*.

As the characters approach the sarcophagus, they will experience one last flicker.

“Krevok! Vagarolinathor!”

This final flicker represents the climatic moment of the Night of Betrayal, when the acolyte Neran was able to defeat the Betrayer and prevent the devil from escaping. Unfortunately, Neran's fateful blow was too late. Just as his last words completed a binding spell and placed a curse upon the valley, the Betrayer's last words bound his soul to Chemosh, making him a lich. Yet, the sword and the ground have kept the Betrayer dormant and trapped like the demon.

When the characters attempt to remove the sword, the skeleton of the Betrayer will crumble to dust leaving only the tattered remains of his robes, his Medallion of Faith (Chemosh), and his skull mask, which fell off and is hidden behind the stone sarcophagus. The skull mask is the Betrayer's phylactery, the inside of the mask inscribed with tiny black runes that completely cover the surface within. The mask is an enchanted item, with 40 hit points, a hardness of 20, and a break DC of 40. It is also protected by *nondetection* to prevent *scrying* or similar divination magic from finding it. If a good-aligned character touches the mask, it automatically activates a *teleport object* spell, transporting itself back to a hidden location in one of the many caves hidden in the surrounding hills (where the Betrayer placed a secret refuge centuries ago).

LEAVING THE TEMPLE

Leaving the temple is far easier than getting down to the lowest level, because the characters already know their way through the corridors.

The characters may decide to hunt out Anasana once again, depending upon how they interacted earlier in the adventure. She will be fascinated to hear what the characters have to tell her about the lower levels, although she will seem a little concerned about how certain things don't seem to add up correctly. Still, she will keep these concerns to herself. You may choose to allow the characters a resisted Sense Motive check against Anasana's Bluff check (1d20+2) for the characters to sense that she's holding something back that has disturbed her, but under no amount of duress will she reveal that she plans on leaving as soon as the characters are gone.

Once the characters leave the Shattered Temple, they will receive a strange visitation.

A VISION FROM ABOVE

As you finally reach the open, fresh air outside you feel as if a burden has been lifted off of your shoulders.

"You have found it," comes a soft voice from behind you, a voice you've heard before. Turning around, you see the strange apparition of the young girl, Uleena, who stands there gazing at you with those strange blue eyes that see far too much.

"You must hurry, for the sands of time are slipping away swiftly...the shard of light is a key, a key that will allow you to find what you seek in the ruins of a city that once felt no fear, but now lies beneath a shadow of fire and death..."

Without waiting for a reply, the young girl turns and disappears into the depths of the temple, leaving behind only a faint scent of lilac floating in the air.

The ruined city of which the spirit speaks are the ruins of Kendermore, in the Desolation, where the characters must take the *shard of light* in order to find what they will need.

The easiest way to get to Kendermore is for the characters to meet up once more with the Mikku tribe, who will escort them to Ak-Khurman, where they can find a ship to take them across the Khurish Sea to Port Balifor. There, they can find a guide to take them through the Desolation to the ruins of Kendermore, which lie in the shadow of the Peak of Malys.

At this point, the characters may begin feeling that they are being manipulated or pressured, and may actively begin to rebel against being forced to go someplace as dangerous as the Desolation and Kendermore; they may wish instead to take a different track to reach the Desolation, traveling through Khuri-Khan and Delphon instead of crossing the Bay of Balifor.

When the characters rejoin with the Mikku, the nomads will tell the PCs that Ak-Khurman is not only the closest city of any kind, but that it is also held by the Legion of Steel, which may prove friendlier than passing through Khuri-Khan, for it is rumored that the Khan is seeking an alliance with



CHAPTER FOUR

ACROSS THE SAND AND SEA

After the heroes leave Hurim with the *shard of light*, their next destination is the bustling port city of Ak-Khurman to the northeast. This is the fastest route to the Desolation. From there they can catch a boat across the bay to Port Balifor. However, to get there, they will have to cross 40 miles of blistering hot salt flats known as the Burning Lands. If they remember to return to the Mikku tribe, the nomads will provide them with assistance.

Once in Ak-Khurman, the heroes will have an opportunity to rest and recover for a day or two, and replenish any supplies they may need. Characters may seek out training, wealth can be consolidated, and wizard characters may even be able to take the Test of High Sorcery. They may then be drawn into a short mission on behalf of the Legion, meet a shifty broker of deals, or encounter the daughters of the Khan. Eventually they will hire a boat and make the crossing to Port Balifor.

In Port Balifor, they can make last-minute preparations for the trip into the Desolation to the Peak, and meet Kronn Thistleknot and Elijayess, who can provide more information and aid for the next stage in the adventure.

Current Date: 22nd day of Aelmont (Winter), assuming 2 days in the ruins of Hurim. If more or less time has passed, adjust accordingly.

Phases of the Moons

Solinari: Waning, Waning Crescent (Position 9).

Lunitari: Waning, Waning Crescent (Position 6).

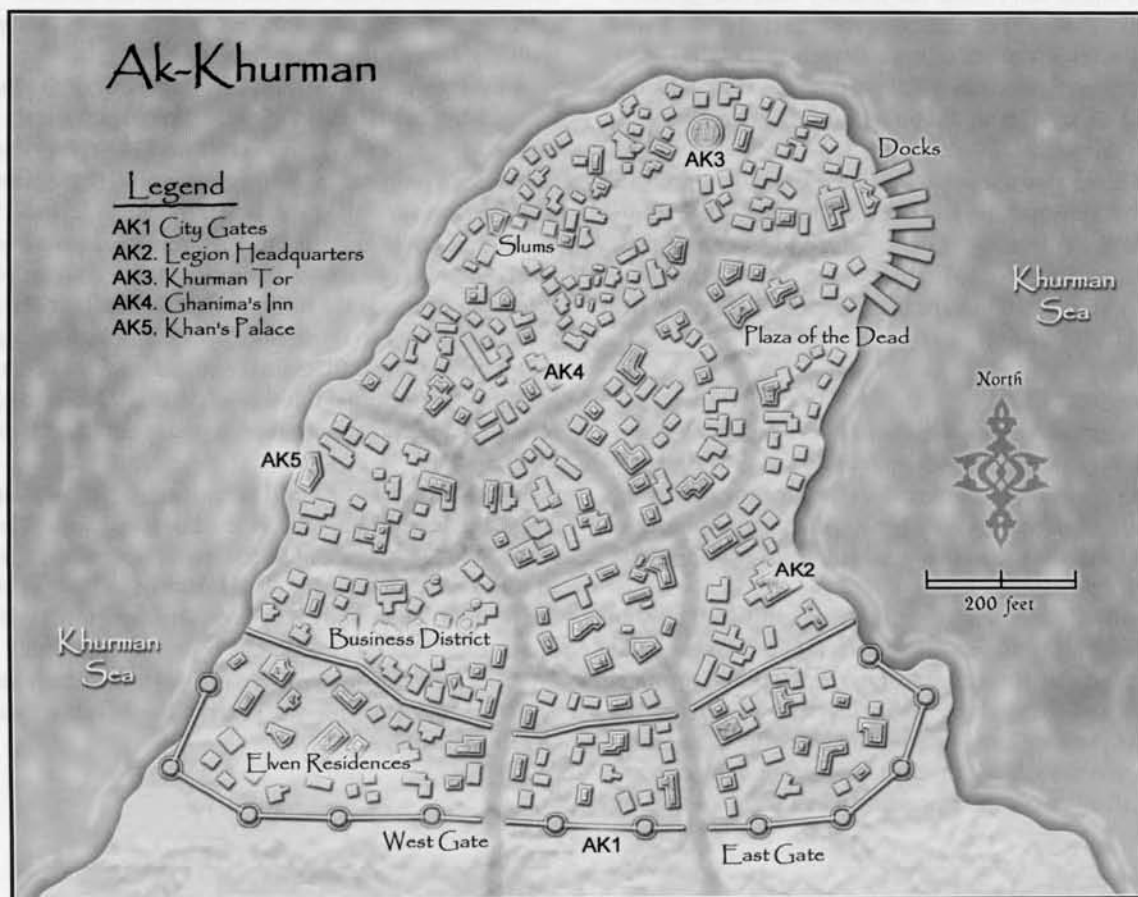
Nuitari: Waning, Waning Crescent (Position 9).

Note that on this day, all three moons are in conjunction at Low Sanction (known as a minor Night of the Eye). All Wizards of High Sorcery cast spells as if they were +1 caster level.

REUNION WITH THE MIKKU

The heroes have two choices at this point—continue on into the Burning Lands alone, or rejoin the Mikku as Alakar suggested. The Mikku camp is easily located. The map that Malat buried with the supplies clearly points out the site of the oasis and how to get there.

The journey to the oasis takes about a day, less so with horses, although the heroes may not have that option at this stage. A DC 14 Survival check along with a copy of the map will lead them straight to it. Use the same encounter tables from Chapter 2 to determine if the party encounters anything; the journey is otherwise uneventful.



As the sun crawls toward the horizon you see a stand of trees and boulders ahead of you. Nestled in the lap of a dune, the oasis looks more inviting than anything you have seen since you left the Mikku camp, and the colorful tents of the nomads seem just as welcoming as before.

The Mikku have set up their tents around a freshwater spring that bubbles up from the rocks. Tall and aromatic citrus trees, their leaves vividly green and fruit very nearly ripened provide a refreshing splash of color as well as shade. You can hear the sound of the tribe's children laughing as they run between tent and trees.

The Mikku have been here for no more than a day or two, and plan to stay for as long as a week before they continue north to Khuri-Khan. Alakar approaches and greets the heroes warmly; he is eager to hear all that they have to tell about the Ruins, the *shard*, and the visions they may have seen. Asmara also listens intently to what the characters have to say, nodding occasionally with understanding.

The heroes are told that they are welcome to stay with the Mikku and recuperate, if need be. You may also wish to provide further cryptic or mysterious insights from Asmara, especially now that the party has the *shard of light* and escaped Hurim.

The best assistance the Mikku can give the heroes at this point is supplies and a guide across the Burning Lands. The tribe as a whole can't make the journey with the heroes. It would take them out of their way and present considerable danger, but Alakar offers to send along a small party of skilled rangers and scouts if the party needs their talents. "Besides," he says. "It would be well for us to hear news from our friends in Ak-Khurman."

The Mikku give the party four days worth of water and dried food, replenishing any existing supplies. Their guides are a pair of experienced scouts, Kalid and Qatan (N male human Rgr4; Knowledge (nature) +8, Spot +8, Survival +12) who set out with the heroes when they are ready to continue their journey.

THE BURNING LANDS

Directly southeast of Ak-Khurman is a region known as the Burning Lands. This 40 square mile area is the largest salt flat in Ansalon. It encompasses the area from the ruins of Hurim to the base of the Ak-Khurman peninsula. The surface of the salt plain is covered with dust from the surrounding deserts.

Immediately following the Cataclysm, this region was a salt water lake. Over the next decade, the lake slowly sank into the sands, disappearing from view. Until the coming of Malystrix and the changes she wrought to this part of the world, the Burning Lands supported some life. The great lake beneath the salt flat reached the surface in places, forming small pools and providing a habitat to a range of

Southern Desert Encounters

d%	Encounter	EL
01-09	Allip* (see <i>Monster Manual</i>)	3
10-19	Azer smelting crew*	6
20-29	Fire elemental, large (see <i>Monster Manual</i>)	5
30-45	Monstrous scorpions, large (2, see <i>Monster Manual</i>)	5
46-59	Giant wasps (2, see <i>Monster Manual</i>)	5
60-69	Fire mystics*	5
70-79	Lost elven family*	N/A
80-89	Ogre zombies (2, see <i>Monster Manual</i>)	5
90-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

water fowl, including flamingos and herons. However, the changes the Red Marauder made to the Bay of Balifor boiled away the underground lake and now there is no trace of water to be found within the salt flats. This, combined with the surrounding desert, makes crossing the Burning Lands a fool's errand.

The territory supports no flora and little to no wildlife. The air is extraordinarily dry, which makes it perfectly clear, so much so that one can easily see the farthest extreme of the salt flat 40 miles away. However, this great visibility distorts the preception of distance.

A number of strange tales have come out of the Burning Lands. Most are attributed to hallucinations from the extreme temperatures that soar above 120 degrees during the day and plummet to near freezing at night. Some say that the fiery mountain cast down by the gods is still burning there. Others say that the Burning Lands are a mystical place. Followers of Sirrion claim that there is an unquenchable pillar of fire at the heart of the salt flats that can grant unlimited power to those worshipers dedicated enough to find it and follow it to its final destination. Needless to say, over the generations a number of Mikku tribesmen have found the bodies of a number of poor souls, lost searching for the pillar.

Other tales tell of an odd nomadic tribe of men and women that endlessly wander the Burning Lands. Those who have seen them, and lived to tell about it, say that the strange folk have coppery skin, a dwarf-like stature, and fire for hair. Their body is so hot that they burn anything they touch. This outlandish tale is usually met with a round of hearty laughter and a call for more ale. Whatever actually happens within the heart of the Burning Lands remains a mystery.

MAKING THE CROSSING

It will take 2 to 3 days to cross the Burning Lands, provided the group doesn't get distracted or lost. Going around the Burning Lands will take longer (a week of travel), but will be safer overall. If the characters do cross the Burning Lands, make sure you determine how much water they have and make regular checks for heat exhaustion (see Chapter 2).

RANDOM ENCOUNTERS

While traveling across the Burning Lands, there is a chance that the characters may stumble into a random encounter. Roll twice; once at midday (25% chance), and once at midnight (15% chance). If an encounter occurs, roll a d% and consult the following chart to determine the type of encounter.

ALLIP

Line of Sight Distance: 300 feet.

If this encounter is rolled, the characters see a figure on the horizon. It appears to be a burning man. The figure appears to be black and smoking. As it gets closer it is apparent that it is not a man, but a black spirit. The creature is the tortured soul of a Khur nomad who betrayed his wife and son to the Dark Knights as Legion spies. Mad with guilt, he walked out into the Burning Lands without protective clothing or provisions to die.

The allip is incapable of proper communication, but those who speak the Khurish language will be able to make out a few words in the midst of its babbling. "Forgive me, Hani," it cries. The creature attacks any who come within 30 feet, calling out, "Gods free me from the pain that I may be with my family again." If slain, the allip repeats these words and vanishes in a gout of fiery smoke.

☞ **Allip (1):** hp 26; see *Monster Manual*.

XP Award: If the heroes manage to free the allip from its undead state in some clever way, award them the full XP anyway. This might be accomplished with an *atonement* or *raise dead* spell, etc.

AZER SMELTING CREW

Line of Sight Distance: 300 feet.

The party spots a team of figures milling around on the horizon. As the characters come closer they can see that it is a group of dwarf-sized figures with flaming hair and beards. The azers are smelting metals from the salt flat. They are not aggressive, but will defend themselves.

☞ **Azers (6):** hp 11, 12, 12, 14; see *Monster Manual*.

Tactics: The azers do not feel they have much to fear from the PCs, but will respond appropriately if they are attacked. Two of the azers will seize their smelting equipment and flee, with the remaining crewmembers fighting to the death.

Treasure: 1200 stl worth of smelting equipment, raw materials, and gear; 6 *potions of endure elements (cold)*.

Development: If the heroes do not attack the azers and instead strike up a conversation with them, the azers begin as Unfriendly. They will tell the player characters to leave

them alone, not to touch their equipment, and promise the party's swift destruction if they are angered. Despite this blunt behavior, the azers do not want to harm the heroes and if treated fairly will offer them the six potions in their possession, saying "we don't need these on this visit. You may find a use for them."

XP Award: If the heroes manage to win over the azers, award them an EL 3 XP award. If they attack the azers or are themselves attacked and survive, the EL is 6.

FIRE MYSTICS

Line of Sight Distance: 300 feet.

If this encounter is rolled, the heroes meet a group of Fire Mystics traveling through the Burning Lands. They won't say why they are there, but hint at the fact that they are searching for something. They seem to be unaffected by the heat and will assist the characters if they are in need.

☞ **Fire Mystic Acolytes (4):** hp 5, 6, 7, 7; see page 166.

☞ **Fire Mystic Leader (1):** hp 28; see page 166.

Development: These mystics are searching for Sirrion's Pillar of Fire. They are confident that if they find it, they will be able to use its power to enhance their own mystic spells. The leader is a somewhat brash and hot-tempered fellow, while the others are more subdued if a little excitable. If the heroes present any kind of threat or challenge to the fire mystics, they won't hesitate to attack, but for the most part they are willing to help the party out of the Burning Lands.

XP Award: If the heroes convince the fire mystics to aid them, defusing any hot-tempered behavior, award them a standard XP story award and make a note that they have earned the dubious honorific of "Friends of the Fire."

LOST ELVEN FAMILY

Line of Sight Distance: 300 feet.

If this encounter is rolled, the characters discover an elven family near death and lost in the Burning Lands in need of assistance. The family consists of a man and a woman (NG male and female elf Com2) and their two children (NG male elf Com1), one of whom is in a critical state. *Cure* spells will keep the family alive, but they need proper rest, water, and shelter.

Following their rescue, the elves accompany the heroes to Ak-Khurman where their waiting relatives reward the characters with 500 stl each and many thanks.

XP Award: The heroes deserve a standard XP story award for keeping these elves alive.

AK-KHURMAN

Ak-Khurman is a bustling town on the shores of the Bay of Balifor. It is one of the largest port towns on the edge of the Khurman Sea. The recent activity of the minotaurs in Silvanesti lands has caused an upsurge in the amount of traffic the city normally sees. Elven refugees, the Legion of Steel, spies for the Knights of Neraka and minotaurs, Khurish traders, sailors, and displaced kender from the Desolation can all be found here conducting business and profiting the Mikku clan who own the city.

The crafty tribesmen began expansion of the city years before any trouble occurred, and their gamble paid off. The new buildings that once sat empty are now filled with merchants and new families. Silvanesti gold has paid for some and new merchants to the region have paid for others.

The Legion of Steel keeps order in the streets and keeps an eye out for anyone acting in a suspicious manner. Spies from Neraka and the minotaurs in the south caught trying to gather information on the city are dealt with severely. The value of the prosperous port city is not lost on the Legion, and they plan to keep it free and open, no matter what the cost.

THE TOWN OF AK-KHURMAN

Ak-Khurman was originally a small fishing village known as Palo-Ben. The village was founded shortly after the Cataclysm by local tribesmen. As the fishing village prospered they began taking on trade ships. A foreign sailor to their ports told them of the lighthouses other major ports used and the village decided they should have one as well. So they eventually had one built on the rock bluffs above their harbor.

The signal of Khurman Tor, the new lighthouse, served not only as a guide for their vessels but also to attract the attention of the Mikku tribe who had just claimed the southern reaches of Khur. Enchanted with the village, the Mikku tribe quickly made an offer the villagers couldn't refuse and used the port for their own endeavors. Ak-Khurman became a notorious pirate's den.

The enterprising Mikku began to expand on their new holding, looking to attract more business. Throughout the Age of Despair, the city's population ebbed and flowed like the tide. The village's narrow dirt streets and houses made of adobe and cactus wood were largely abandoned and a larger cityscape was planned. It eventually increased to the size of a large walled town by the time the Green Dragonarmies forced their way inside those walls.

The Mikku tribe took this opportunity to turn a profit from the invaders, which they did for a time. But the cost of keeping their "guests" was too high when the daughter of the Khan was killed by a Green Dragon for sport. From that moment on, the Mikku worked against the invaders and finally managed to expel them from their city.

From that day forth, the people of Ak-Khurman decided they would not bow down to anyone—that is, until the arrival of Malystrix. They felt compelled to allow the Legion of Steel into their walls. Shortly thereafter the Dark Knights appeared and made demands on the port city to work for them. If not for the presence of the Legion of Steel, things may have gone very differently. Instead, it was the Dark Knights who were sent packing. The Knights of Neraka attempt-

ed a number of times to prevent trade out of Ak-Khurman, but failed each time and eventually gave up, at least on the surface. Ironically, the Dark Knights began to resort to the same tactics used by the Legion of Steel in other cities, going underground and using guerilla tactics and sabotage to constantly bedevil the Legion.

Since then, Ak-Khurman has been expanding. Refugees from the Desolation and tribe members looking to escape dangers from the north spurred the Mikku to even more expansion. A second wall was constructed and new buildings were hastily erected to allow for another surge in their population. What they didn't count on was where the refugees would arrive from. Ak-Khurman was inundated with elven refugees and ships escaping the northern territories of Silvanesti. Now Ak-Khurman includes a Silvanesti district, elves that are forced to live in exile among "barbaric" humans. Life in Ak-Khurman has just become more difficult for everyone.

CITY STATS

• **Ak-Khurman (Small City):** Nonstandard; AL CG; 9,000 stl limit; Assets 871,800 stl; Population 9,876; Mixed (91% human, 5% elf, 2% afflicted kender, 1% half-elf, 1% other).

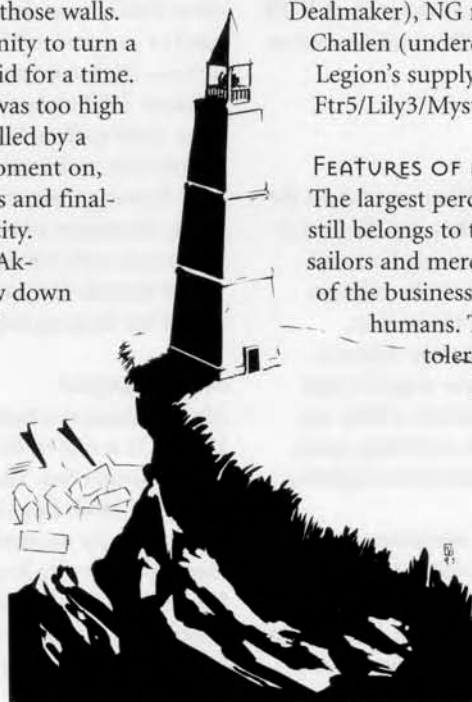
Authority Figures: Kenji Mikku (Khan of Ak-Khurman), N male human Rog7/Sor6; and Kenat Three-Lives (Commander of the Legion of Steel in Ak-Khurman), NG male nomad human Rgr6/Steel Legionnaire 3.

Important Characters: Raretsanc Summerhazel (Silvanesti merchant elflord), LN male elf Nbl6/Mar2; Chatomi Mikku (Leader of Silver Shadows and Daughter of the Khan), N female human Bbn2/Rog5; Lionel uth Dartan (Legion second-in-command and former Solamnic Knight), LG male human Ptr4/Crown4; Zoe Left-Hand (Mage of the Lighthouse), N female half-elf Rog2/Wiz4/Red Robe4; Rand Lucas (Broker and Dealmaker), NG male human Rog5/Mys3; Shandra Challen (undercover Dark Knight agent acting as the Legion's supply clerk), LE female human Ptr5/Lily3/Mystic3.

FEATURES OF AK-KHURMAN

The largest percent of the population in Ak-Khurman still belongs to the Mikku tribe and an exotic blend of sailors and merchants from across Ansalon. Nearly all of the business and shipping is handled by Khurish humans. The populace of Ak-Khurman is more tolerant of outsiders than most of the other Khurish tribes, given their experience of dealing with them on a regular basis.

Elves were once rare in the streets of Ak-Khurman, despite the proximity of their lands. Now they are a common sight. Most elves are seen in the harbor district working on sleek elven ships with names like *Southern Jewel* and the *Fair*



Wave. Unlike those in Pashin, the elves here have succeeded in carving themselves a niche into Ak-Khurman society.

The elves' arrival has not been entirely smooth however. There have been, and continue to be, disputes over territory and resources. The Legion of Steel does its best to quell problems and ease the transition while trying to remain vigilant of outside threats, but some days it can be an arduous task. However Lord Summerhazel, the merchant elflord, is paying an extraordinary amount of money to the Mikku tribe for the use of their facilities and has earned the grudging respect of the Mikku tribesmen for his business dealings. Most conflicts are settled peacefully.

OUTSIDE THE CITY

The city of Ak-Khurman is located at the end of a peninsula that extends out from the mainland of Ansalon to the northeast into the Khurman Sea. To the north, east, and south, the city is surrounded by water. Nearly due east across the Bay of Balifor is the ramshackle city of Port Balifor.

The Bay of Balifor and the Khurman Sea were once heavily populated with fish, allowing for a great number of fishermen to ply their trade along the coasts. Now, however, the water is always warm to the touch and stained a tint of red. Malystrixx raised a number of underwater volcanoes along the bay that stir up the red sands of the sea floor and continuously heat the water and release toxins into the moving waters. Now only the heartiest of fish can survive in the waters. Many fishing villages had to relocate to more prosperous locations. There are now only a handful of ships operating out of Ak-Khurman that troll the tepid waters for fish, and even they must contend with the massive and violent Desolation sturgeons that can punch holes in the side of a fair-sized vessel.

BUILDINGS IN THE CITY

The buildings in Ak-Khurman show the true expansion of the city. The harbor district is the oldest region. Some of the buildings surrounding the harbor are made of the original adobe and cactus wood used by the original settlers. The majority of these are shops and small offices for local merchants.

Farther out into the city are buildings made of a mixture of adobe and clay. Most buildings are run together creating crooked streets and few winding alleyways lined with a multitude of doors for stretches at a time. Many families live in each apartment and as families grow, rooms are added on top of the rooms that were already there creating some two and three story buildings. The walls of these apartment type dwellings are glazed and colored with paints in intricate designs. These buildings surround the palace of the Khan near the center of the city. An inner stone wall encloses the old city. Surrounding the outside of the wall are newly constructed buildings that do not match the city's older structures.

The buildings of this new section of the city are created by shaping slightly moistened loose dirt into walls, and then tamping or pounding it to form an extremely strong

Encounters in Ak-Khurman

Condition	Encounter Chance
Early Morning	5% per hour
Mid-Afternoon	10% per hour
Evening	25% per hour
Nighttime	40% per hour
Waterfront	+10%

Southern Desert Encounters

Day	Night	Encounter*
01-10	—	No Encounter
11-15	01-10	Elven Merchants*
16-25	11-20	Press Gang
26-55	21-45	Rand the Broker*
56-75	46-65	Lost Child*
76-85	66-75	Stampede!*
86-100	76-90	Legionnaire Patrol
—	91-100	Silver Shadows*

* All of these encounters are one-time only encounters. If the same result is rolled twice and if it is daytime, there is no encounter; if it is nighttime, there's a 50% chance it's a Legionnaire patrol and a 50% chance of no encounter.

earthen structure. These "tamped earth" buildings are extremely tough but it takes a lot of work to create each one. The entire city is then surrounded by a new, and stronger, city wall.

CITY STREETS

Much like the buildings of Ak-Khurman, the city's streets display the progress of city growth. Surrounding the harbor district, a few main streets lead directly to the piers, but most of the streets are narrow dirt alleys that wind between buildings, making the harbor district confusing to navigate for newcomers.

The remainder of the old city is a larger maze of streets. Many of these streets are made from packed earth laid with slabs of cracked stone. A simple sewer system was installed beneath the city that eventually carries debris and refuse into the bay. Gutters leading into the sewer can be found along the main streets and central to some of the larger neighborhoods.

The streets of the new city were laid out before buildings were added. These streets are paved with cobblestone and shale, and do not twist and turn but rather form a loose grid of thoroughfares and plazas.

POLITICS IN AK-KHURMAN

Despite the apparent slipshod attitude of the city's ruling body, Kenji Mikku, the Khan of Ak-Khurman is very much in control of his city. The Khan is a shrewd man. He regu-

larly pays his tithes to the Kakhan (or Grand Khan) of Khur to keep him out of his business, but owes him no allegiance. He is unhappy with the situation of the Dark Knights gaining a foothold in Pashin.

The Khan has a reputation as a scoundrel and a swindler with many outsiders, including the Dark Knights, but his canny understanding of politics has enabled him to maintain a close relationship with the Legion. The Legion knows him for what he is, and works closely with him to maintain their position in Ak-Khurman. They keep out of his affairs and in return, he keeps them informed of the shifting politics of the Khur tribes.

The Khan's daughter, Chatomi, is the leader of a small band of cut-throats and assassins who carry out his dirty work. To the public eye, she is a bored and spoiled slip of a girl, a ruse which couldn't be further from the truth. Her Silver Shadows, as they call themselves, are feared by the criminal elements who know better than to cross the Khan's business dealings in the city.

RANDOM ENCOUNTERS IN AK-KHURMAN

There is a good chance that once the heroes get to Ak-Khurman, they won't know where to go or what to look for. If the party seems to be wandering aimlessly, a random encounter might set them in motion again.

Once per hour in the city streets, there is a chance that a random encounter might occur. The chance of an encounter varies determined by the characters' actions while out in the city.

Elven Merchants (EL 2)

If this encounter is rolled, the party walks into a heated argument among three Silvanesti merchants. One of them has drawn his rapier while another, clearly contentious, is backing away with a handful of papers. A third is trying to get between the other two, unsuccessful so far in defusing the situation.

☞ **Elven Merchants (3):** hp 8, 9, 9; see page XXX.

Tactics: The rapier-wielding elf is intent on skewering the other, and will likely take a swing at the arbitrator in the process. If the heroes intervene, the elf will try to get one more rapier thrust in and then flee. He isn't reckless, but he's angry.

Development: If the heroes aid Rethied, the wounded elf, he thanks them profusely and explains that complications regarding the distribution of the market resulted in both he and the other elf competing against one another, something that Lord Summerhazel is strictly against. The competition meant that Rethied established a profitable arrangement with a Khurish trader and the other elf did not. This fact precipitated the argument. A DC 20 Sense Motive check will reveal that he is sincere.

If some of the heroes chase down the other elf, Pirealas, they will catch up with him three or four blocks away. A character with the Run feat or a speed of 40 feet or more will get to him even sooner. Pirealas brings up his rapier in the defensive but will surrender. He explains that Rethied stole a lucrative deal from him and that Ak-Khurman isn't big enough for both of them. A successful use of

Diplomacy or Intimidate to change his attitude from Hostile to at least Indifferent will encourage him to return with the party and patch up the disagreement.

The third elf, Immican, an executive assistant to Lord Summerhazel, wasn't able to properly defuse the problem with Pirealas and will suggest it be taken to Lord Summerhazel as a dispute. For their troubles, Immican writes the player characters a writ for 750 stl and tells them that the money will be good at any merchant in Ak-Khurman (but nowhere else, unfortunately).

XP Award: Award the party half a Story Award for helping Rethied and half for chasing down the fleeing Pirealas.

PRESS GANG (EL 6)

If this encounter is rolled, the party is approached by a press gang of sailors and thugs who are looking for able-bodied (willing or not) men and women to crew a ship. One of them will nod at the player characters and ask, "You ever work on a ship?" while the others slap clubs in their hands. It doesn't really matter what the heroes say in response—this gang is below quota and needs bodies.

☞ **Press Gang Thugs (varies):** hp 10 each; see page 166.

Tactics: There are two thugs, plus 1 thug for every member of the party. They strike to inflict non-lethal damage, but if the player characters choose to deal lethal damage (or kill) any of the thugs, all bets will be off. The thugs will use a combination of flanking and dirty strikes to bring down the party.

Treasure: The press gang has about 230 stl between them. They're not wealthy men.

Development: If the heroes overpower at least half of the press gang, the others turn and flee. If the party is overwhelmed, however, the press gang is set upon by Legionnaires who drive them off. Unconscious or severely injured characters will be taken to the Legion Fort for treatment (see site AK2)

XP Award: The party should get the usual XP for fending off and defeating the press gang thugs, even if they escape alive.

RAND THE BROKER (EL 5)

If this encounter is rolled, the party hears the sound of a scuffle down a side street (DC 15 Listen check). If they investigate, they see a tall, slim man with dirty blond hair and expensive clothes, being roughed up by a pair of half-ogres.

Note: If the heroes have already met Rand at his "office" (site AK4, Ghanima's Inn), ignore this encounter and either re-roll or assume that a "no encounter" result was obtained.

☞ **Rand Lucas:** hp 33; see page 166.

☞ **Half-Ogre Goons:** hp 13 each; see page 167.

Tactics: The half-ogres are occupied with roughing up the man, who loses consciousness with the next blow. If the heroes step onto the side street or interfere, the half-ogres drop the man and turn their aggression toward the player characters.

Treasure: Cloth bag filled with semi-precious stones (total value 330 stl), carved soapstone figurine (value 500 stl), 100 cp, 55 stl.

Development: Once the party dispatches the half-ogres, the man groans and rises, rubbing his head. He explains that his name is Rand Lucas, a “broker of deals”, and that he is in Ak-Khurman presently to see if he can make arrangements with the elves to bring their trade to Kalamand and points west. He “stepped on some toes”, however, and blundered into the wrong side of the city’s black market, hence the assortment of items (the bag of polished semi-precious gems and the figurine) and the roughing up.

Rand goes on to tell the heroes that he will gratefully assist them in any business dealings in Ak-Khurman, so long as they don’t involve ogres. He says he knows practically every businessman, merchant, and trader by face if not by name, and he also offers his services in acquiring passage across the Bay of Balifor if they need it. He seems sincere, if a little shifty (DC 20 Sense Motive check).

If the characters are interested, Rand takes them to his “office” (see site AK4) and begins to make arrangements.

XP Award: The party gets the usual XP award for defeating the half-ogres.

LOST CHILD (EL 4)

In this encounter, the party hears sobbing from behind a wagon or cart (DC 15 Listen check). Behind the cart is a little Khurish girl no more than six years old. She’s dusty, her eyes are red from crying, and when she sees the heroes she bursts into tears again.

The girl picks a random female character (or, in the absence of female characters, a relatively non-threatening or fatherly sort of male character such as a wizard or cleric) and immediately latches onto her. She can be calmed down with a few minutes of soothing, at which point she admits that she’s lost, doesn’t know where her parents are, and has no idea where she is.

Her story is actually more complicated. This is the youngest daughter of the Khan, Niesme Mikku. Frustrated by her life inside the Khan’s household, she occasionally steals out and wanders around the city, looking for exciting things to do. She never gets very far, since the Khan’s house guards usually stop her before she turns the first corner. This time, however, she eluded them completely—and no longer knows how to get back.

Careful use of Diplomacy will reveal information:

DC 15	She knows where her parents are but not where she is.
DC 20	She’s not supposed to be out, and she’s terrified her parents will be mad at her.
DC 25	She’s actually the Khan’s daughter.

Niesme will also volunteer her name, which any character with Sailor Lore or Bardic Knowledge or similar ability will be able to recognize if they beat a DC of 20. Also, if any of the Mikku scouts are still with the group, they will quietly point out that she resembles the Khan’s family.

As soon as the party has decided what to do with Niesme, or if you feel they’ve delayed long enough and need some more action, you can introduce the Khan’s House Guard into the picture.

☞ **House Guard (4);** see page XXX.

Tactics: The Khan’s household guards are all burly, dangerous-looking men with elaborate head-dresses and large clasps on their cloaks in the image of a bear. Their first instinct upon seeing Niesme with the player characters is to separate them from her. They charge in and attempt to deliver non-lethal blows with their maces. Resistance on the part of the heroes will of course stir up more trouble.

Development: If the heroes don’t put up a fight and allow the guards to protect Niesme, they have a chance to talk their way out of it. The guards are Unfriendly, and successful use of Diplomacy or Bluff may get them out of hot water. Once the guards realize what happened, they will demand that the heroes accompany them to the Khan’s residence (see site AK5) so that the Khan may reward them.

XP Award: If the heroes manage to avoid being branded kidnappers and convince the Khan’s guard that they don’t mean any harm to Niesme, award them the usual XP for defeating the guards.

STAMPEDE! (EL VARIES)

If this encounter is rolled, the party finds itself in the path of a stampeding herd of livestock! The animals are charging from the Kema el Nan, or the Plaza of the Dead, the largest marketplace in Ak-Khurman, and a number of helpless locals are also caught in the path of the animals.

Tactics: The herd occupies a space 15 feet by 15 feet, and has the stampede quality. It consists mainly of llamas, goats, and camels. The herd can only affect creatures of Medium size or smaller. The stampede deals 6d8 points of bludgeoning damage (Reflex DC 16 half) to anything it charges over, but will disperse after charging for 60 feet.

The party will have time for a standard action before they are trampled. They can use their action to move out of the way or protect one of the locals. There are 1d4 locals (Com1, hp 4) within 5 feet of the party who might be dragged to safety (DC 16 Strength check) or covered by a brave soul willing to shield them from the charging camels and goats. A hero who volunteers to shield a local has a -4 penalty on his Reflex save, but will have prevented the local from taking any damage.

Development: If the heroes manage to save the hapless locals from being killed, they will be amply rewarded! Each local is either family of a shop owner, or owns his own booth in the Kema el Nan. For each local saved, the party is rewarded with 100 stl worth of goods at standard prices from any single category of goods and services (clothing, adventuring gear, transport, weapons & armor, etc).

Heroes who saved themselves and did not save any locals will be remembered in the Plaza. Goods and services will cost an additional 50% more than their listed prices.

XP Award: For their heroism, award the party XP equivalent to an EL of 2 plus the number of locals they save from the stampede.

LEGIONNAIRE PATROL (EL VARJES)

This encounter serves to remind the party that the Legion is keeping close attention to the goings on in the city.

Whenever this encounter is rolled, a Legion patrol walks by and assesses the party's current activities, members, and their location. Their aim is not to pick a fight with anybody, but they will certainly address any outstanding problems (such as anybody openly carrying any bladed weapon larger than a longsword, casting spells, harassing locals, etc.)

☞ **Legion Patrol (4):** hp 11 each; see page 167.

Tactics: The Legionnaires are no-nonsense fighters with a good grasp of teamwork. Anybody who starts a fight with them will discover that the daily training in front of the Legion of Steel Fort has paid off. Each patrol breaks into two pairs of Legionnaires who fight alongside each other, use the Aid Another action frequently, flank opponents, and so on.

Treasure: Each patrol carries 3d6x10 stl with it at any time. Their weapons and armor are masterwork items, but of course taking these from them brings a lot more trouble than it is worth.

Development: If the heroes want to take the opportunity to ask the Legion patrol for information, go ahead and let them use the patrol as a resource. Also, if the characters have somebody with them who needs attention, medical or otherwise, the Legion will accompany the party to the Fort and provide assistance from mystics present.

If you would like to spice up any evening Legion patrol encounter, have them approach the PCs and ask them for any information the party has on Dark Knight factions in the immediate area, i.e., have they seen any, have they heard of anything suspicious, etc. At that moment, have the PCs roll Spot checks (DC 20); those who make it see a band of robed Dark Knights in the shadows of a nearby street entrance, preparing to attack the Legionnaires. The heroes can aid the Legion in trouncing the Dark Knights and improve their own reputations locally.

☞ **Dark Knights (8):** hp 8 each; see 167.

The Dark Knights throw aside their cloaks and robes and run at the Legionnaires and the party. The Legionnaires obviously side with the PCs, but if the PCs flee it won't look good for the Legionnaires.

XP Award: Dealing with the Legion doesn't provide any XP in and of itself, but stopping a Dark Knight ambush might. Remember to include the Legionnaires when dividing up XP awards, each of which gets half the standard award (much like a cohort). For example, if the party consists of 4 characters, divide the award by 6 instead of 4 (4 characters plus half of 4 equals 6).

SILVER SHADOWS (EL 6)

If this encounter is rolled, the party gets a glimpse into the dangerous underworld of Ak-Khurman and the extent to which the Khan controls his interests.

The heroes are walking along an empty side street near a residential area when a body falls from a second floor window, landing in front of them. A DC 14 Spot check reveals

a face at the window above with its features wrapped in gray cloth. Once the individual has been spotted, it vanishes momentarily and then three figures leap from the window into the street, scimitars drawn.

These are three of the Silver Shadows, Chatomi Mikku's band of assassins and spies. They are wrapped from head to toe in gray robes, cowed and soft-shoed, with white sashes around their waists. Each is armed with a scimitar and a light crossbow. Two land in front of the party and one lands behind them, surrounding the heroes.

The body is that of an overweight yet aristocratic-looking foreigner, possibly from the far north near Nordmaar or Estwilde, dressed in expensive clothes and wearing many jeweled rings. His throat has been cleanly cut, and he must have died instantly.

One of the Shadows speaks in thickly accented Common, "You are unfortunate. None may see our work and live to tell of it. Here in the dark, we dance in Torghan's avenging light."

☞ **Silver Shadows (3):** hp 16; see page 167.

Tactics: The Silver Shadows are ruthless and, apart from the initial speech, silent. They attempt to catch the heroes off guard, flanking them, or using feints to open them up to sneak attacks. They do not surrender, preferring death to flight.

Development: If the heroes have already met Chatomi, she emerges from the shadows and tells them they must leave and say nothing of what they have seen. She lets them go, having already seen enough of what they are capable of. If asked, she will explain that the dead man was a wealthy trader who was preparing to turn over information about her father's operations to the Dark Knights of Neraka, and therefore needed to be silenced. If she is attacked, she flees into the shadows again, and the players will become targets of the Silver Shadows for the remainder of their time in Ak-Khurman. (Treat every random encounter as 3 more Silver Shadows.)

If the heroes have yet to meet the Silver Shadows' leader, she merely watches them from a distance and takes a mental note. All evidence is mysteriously stolen away once the heroes leave—her influence is enough in the area that even the Legion won't exert much effort in looking into the reports of a dead man dropping from a window.

XP Award: The party should receive the standard XP award for defeating the Silver Shadows.

SITES IN AK-KHURMAN

Ak-Khurman is a city full of locations, buildings, and places to see, but only a few that are important to the adventure are given here. It is several times the size of a town like Pashin, with every kind of market or store imaginable. Most of the businesses and shops cater to sailors and warriors, but as Ak-Khurman is a very cosmopolitan city one can probably find anything within its walls, for a price.

AK1. CITY GATES

The shining waters of the Khurman Sea are a welcome sight after the Burning Lands, and like a rough diamond in a beggar's crown, the fortified city of Ak-Khurman squats at the end of the peninsula that extends into them.

The gates to the city are tall, iron-bound wooden portals twice the height of a man, set into the twenty-foot stone wall that surrounds the city proper. Knights of the Legion of Steel, dressed with flowing robes around their breastplates, stand before the open gates stopping those who come and go, or walk as sentries along the walls.

Elves in elaborate turbans, Khurish sailors bare-chested and sun-bronzed, the occasional gnome with a broad-rimmed hat, and endlessly milling traders and townspeople can all be seen beyond these most impressive of gates. Ak-Khurman is truly a cosmopolitan city, a marvel in this age of distrust and isolation.

Ak-Khurman has two main gates, the West and the East Gates, but both are situated on the south-facing wall separating the city from the peninsula, 300 feet apart. To say that the wall surrounds the city is something of an exaggeration—the majority of the city is shielded by dangerous shoals and rocks in the Bay of Balifor and the Khurman Sea.

• **City Wall (Fortified Stone):** 5 feet thick, hardness 8; hp 450; AC 3; Break DC 60; Climb DC 30.

• **City Gates:** 4 inches thick, hardness 5; hp 40; Break DC 23.

Six Legionnaires are assigned to each gate, three in front and three just inside the gate. The wall itself is patrolled by another six Legionnaires on each shift. They operate in pairs walking up and down the wall from east to west.

☞ **Legion Patrol (6):** hp 11 each; see page 97.

The party, like everyone else, will be stopped as they approach the gate. Legionnaires will give them a quick once-over, and will request that any two-handed bladed or piercing weapons be checked in with the Legion for the duration of their stay. Convincing the Legion to allow such primitive weapons as spears will require a DC 25 Bluff or Diplomacy check, or some evidence that the heroes have Legion connections (very possibly from Klaudia Lorn in Pashin).

A starjewel will let the heroes pass on through the gates to the city without even being stopped. If any characters resist or cause trouble, the Legionnaires will not hesitate to arrest them and keep them in one of the watchtower cells until they agree to hand over their weapons.

AK2. LEGION HEADQUARTERS

What appears to be a heavily fortified converted warehouse occupies pride of place along

side the eastern waterfront. The standards of the Legion of Steel are mounted on brackets above the entrance, snapping in the stiff breeze coming in from the bay. Legionnaires flank the entrance, while others stand around the open plaza in front of the fort, engaged in drill practice or just idle conversation.

The headquarters of the Legion of Steel in Ak-Khurman is exactly as it appears to be—a former shipping warehouse reinforced with additional walls and iron doors, and with space cleared in front of it. Despite these humble origins, it is the center of all Legion activity in the city and constantly guarded.

☞ **Legion Patrol (6):** hp 11 each; see page 167.

The party may come here for several reasons. They may have been injured in an attack by press gangs or Dark Knight spies, arrested by the Legion for disorderly conduct, or they may seek the Legion's help in getting to Port Balifor.

Kenat Three-Lives, the Legion commander in Ak-Khurman, is not in the city for the duration of this adventure. He is farther north, establishing connections with Legion cells in other Khurish cities. His second-in-command, a former Solamnic Knight named Lionel uth Dartan (LG male human Ftr4/Crown4) is available to answer any questions or address any problems the characters may have regarding the Legion.

Sir Lionel is unable to help the party with a ship, although he can recommend a captain (Lothar Claes, former captain of the *Narwhal*, now the *Swift Arrow*). Legion funds don't extend to granting passage to others, unless they're Legion members. If any of the heroes are members, Sir Lionel offers to cover half of the rates out of the coffers, if they take a message to an old associate of his—the Kagonesti elf Elijayess in Port Balifor. Sir Lionel's message is just a routine report on activities in the area. Sir Lionel is unable to deliver it himself due to his obligations in Ak-Khurman, and Nerakan-occupied Port Balifor is no place for another Legionnaire.

AK3. THE MAGE OF KHURMAN TOR

Easily the most noticeable landmark in Ak-Khurman, the lighthouse of Khurman Tor is 200 feet tall, the bulk of it being natural rock. Its lamp operates from dusk until dawn, guiding in sailing vessels. What is most surprising is the wood-and-sandstone building clinging to the rock the base of the Tor. A short flight of rickety steps leads to a door, above which hangs a sign that reads "Zoe Left-Hand—Mage Goods, Amulets, Wizard Testing" above a stylized red crescent.

The lighthouse has had many keepers over the years, and sometimes no keeper at all. The most recent individual



to have the honor is Zoe Left-Hand (N female half-Qualinesti elf Rog2/Wiz4/Red Robe4), the so-called Mage of Khurman Tor. She was given the responsibility as a condition for her operation as the city's resident Wizard of High Sorcery. Zoe was instructed by Jenna of the Red Robes to handle the review and Testing of young wizards in this part of the world, and has done so for almost four months.

Characters may be directed here if they ask around for somewhere to make contact with the recently revived Orders, for magical items and appraisals, or anything else that involves magic. Zoe's residence in the Tor doubles as a mageware shop, and she will be able to supply anything a mage might need (scroll cases, paper, most inexpensive components, etc) as well as minor magic items. Zoe usually keeps a good stock of potions, scrolls, and wands priced less than 2000 stl, but has nothing more costly than that. Her services are available for the usual costs listed in the *Player's Handbook* and *Dungeon Master's Guide* with an additional 20% surcharge.

A wizard who has enough experience to advance and who wants to take the Test of High Sorcery will find Zoe quite willing to administer it. She does not charge for the Test (indeed, she isn't allowed to) but does take the time to warn people that it is often fatal, very dangerous, and not to be undertaken unprepared. (See the Appendix for more information about taking the Test of High Sorcery in this adventure).

AK4. GHANIMA'S INN & SMOKEHOUSE

In the shadow of a number of larger buildings, this unassuming split-level sandstone inn is nonetheless a fixture of the city. The warm and heady scent of smoke, spices, and peppers wafts from its windows, and above the street level residents and patrons lean from wooden balconies cradling bowls of wine and trading insults with each other. The sign above the door reveals this as Ghanima's Inn and Smokehouse, food and lodging all in one welcoming location.

Ghanima's isn't the best inn in Ak-Khurman (that's the Kargath's Arms), nor does it have the best wines (the Flowing Flagon tavern bears that distinction). What it does have is Ghanima (CG female human Exp4/Rog1), an exquisitely lovely former dancer and courtesan who outlived numerous husbands, one of them a sausage merchant. She offers reasonable rates (2 stl a night for a 3-bed room, or 5 sp for space on the roof), passable wine (5 stl for as much as you want at dinner), and the best cured meats in all of Khur (6 stl feeds a table of four).

Also of note at Ghanima's is Rand Lucas, the broker, who has adopted Ghanima's for the duration of his stay in Ak-Khurman. Rand is a very clever, if unlucky, entrepreneur and deal-maker who has quickly learned how to negotiate with the locals. He will approach any likely char-

acter that comes into the inn, offering his services for a nominal 10% commission. Rand's specialty is pulling together goods and services for a good discount—usually 15% off the standard price. He'll also recommend a ship to get to Port Balifor (the *Levinbolt*, captained by Yassim Imir), included in his network of contacts.

If the PCs encountered him as a result of a random encounter, this is where he brings them, paying for a night's lodging and food in gratitude for helping him out. Rand will also suggest that if they plan on going to Port Balifor, to be very sure of what they intend to do there. If they tell him of their need to get to the Desolation, Rand suggests they talk to an afflicted kender in Gloom Town named Kronn Thistleknot.

AK5. THE KHAN'S RESIDENCE

Located on the western shore of the city and surrounded by high walls is a well-maintained palatial residence. From the street, palm trees and olive trees can be seen, as well as a number of somewhat small yet impressive minarets. This is the residence of the Mikku Khan, leader of the Mikku tribe in Khur, and the substantial number of house guards in colorful sashes makes it clear that he is a well-protected man.

There are only two reasons the players will come here: they are bringing back Niesme Mikku, the Khan's lost daughter (from the random encounter), or they are seeking an audience with the Khan himself. Kenji Mikku is a cunning and clever man, but he is also justly suspicious of nearly everybody he meets. For this reason, the players will never see him.

For the purposes of this adventure, however, they will get to speak with his eldest daughter, Chatomi (N female human Bbn2/Rog5). During the day, she is given the task of entertaining visitors (albeit with many armed guards present) and handling minor matters that the Khan would otherwise not bother himself with. Chatomi affects a bored, uninterested demeanor much of the time that is somewhat off-putting to the characters.

During the evening, however, Chatomi is the leader of the Silver Shadows. If the PCs have already encountered the Silver Shadows, she will know them by sight. She will be interested in having them leave the city as soon as possible, so any inquiries as to acquiring a ship or seeking passage across the Bay will be met with approval. Chatomi recommends a captain (Turin Khima, captain of the *Perinchief*) and gives the heroes a writ that will give them a 20% discount from the rate.

Characters who have not yet encountered Chatomi's organization will be met with her usual aloof behavior. If they rescued Niesme, she passes on the gratitude of her father but seems clearly annoyed by her younger sister's escapades. The Khan has instructed Chatomi to offer the heroes discounted passage across the Bay, if that is what

Ships, Captains, and Ratings

Ship	Captain	DC	Rate
<i>Levinbolt</i>	Yassim Imir	22	70 stl
<i>Perinchief</i>	Turin Khima	20	90 stl
<i>Swift Arrow</i>	Lothar Claes	18	100 stl

*Characters can earn a single +2 bonus to their Bluff or Diplomacy check by offering to pay for another passenger not in their own party.

Each captain should be considered a 6th-level mariner with masterwork equipment. Most of their wealth is tied up in their ship.

they desire—otherwise, their lodging at any inn in the city will be paid for up to a week, including food.

GETTING ACROSS THE BAY OF BALIFOR

Once the players have had enough of the sites and sounds of Ak-Khurman, or if they move quickly to seek passage across to Port Balifor, they can make their way to the docks and try to secure a vessel.

Ak-Khurman's docks are always busy, and sailing vessels are at a premium. Without knowing a captain or a vessel, it can be difficult to find any berths or even the corner of a hold. Potential passengers are lined up in front of ships, arguing with each other, and occasionally getting into fights. A Legionnaire is present to break up any disturbances, but he is often distracted.

If the heroes haven't already been given a recommendation or reference from a local, such as the Khan, Rand Lucas, or the Legion, they can try to compete with the other travelers for space on one of three vessels. Each vessel's captain drives a hard bargain and encourages passengers to bid against each other, which can be frustrating for those who aren't familiar with the custom.

A DC is provided for each captain along with the cost of a one-way trip to Port Balifor for a single individual. The DC is the target of any Bluff or Diplomacy check made to convince the captain to take the characters on as passengers. This check isn't needed if the characters have a reference, but they still have to cover the cost of the trip (minus any applicable discount).

A ROUGH JOURNEY

Once the party acquires a ship, they are told that the vessel will leave the docks at first light on the following day. None of the captains is willing to make the trip overnight, given the additional dangers. The ship leaves whether the heroes are there or not, so any characters who find themselves locked up in the Legion Fort or otherwise incapacitated may find that they need to get another ship.

The journey itself takes a full day, with the character's vessel getting into Port Balifor soon after nightfall. Check twice throughout the day for random encounters at sea. There is a 25% chance of running into some obstacle or another.

Regardless of whether any encounters occur, the journey is difficult and the sailing conditions are far from perfect. The Bay of Balifor is not the easiest body of water to cross in the best of times; on the day of the party's crossing, the waves are choppy and the wind is rough.

Each character should make a DC 16 Fortitude save to avoid becoming nauseated for 1d6 hours from the constant bucking and rocking of the ship. Mariners, who are used to this weather, gain a +4 bonus on the save. Combat on board the deck proves difficult, and anyone who moves faster than their base speed on the tilting deck during a fight must make a DC 15 Balance check to stay on their feet. In addition, spellcasters may require Concentration checks at the DM's discretion (DC 10).

Bay of Balifor Encounters

d%	Encounter	EL
01-19	Scrag (marine troll, see <i>Monster Manual</i>)	5
20-39	Sea cats (2, see <i>Monster Manual</i>)	6
40-59	Water elemental, large (see <i>Monster Manual</i>)	5
60-79	Lacedons (marine ghouls, see <i>Monster Manual</i>)	5
80-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

PORT BALIFOR

Located across the bay from Ak-Khurman, Port Balifor is a town in hiding. The ravages of the Red Marauder and her minions caused the town to buckle under years ago. Now, only a small percentage of its former population remains. Those individuals too poor, too stubborn, or in the sort of business where they need to remain out of sight are the only ones left in Port Balifor. Smugglers, cutthroats, pirates, craftsmen, traders and a throng of afflicted kender make up the bulk of Port Balifor's population.

Unlike Ak-Khurman, Port Balifor has no other ports with which to trade. Other than Darkhaven to the north and scattered fishing villages along the southern coastline of the Desolation, there are no other communities in the region. The creation of the Desolation prevented the possibility of any trade from the east. The meager existence the townsfolk do manage to make for themselves is leached away by the Dark Knights in tribute to the dragons that remain in the Desolation. Although the citizens of Port Balifor are hopeful, they understand that just because Malystryx is gone it does not mean their life of oppression has ended. The Dark Knights continue to collect, with or

without the dragon overlord, and the populace has no one to defend them.

TOWN OF PORT BALIFOR

Port Balifor began as most great cities or towns do, as a small village. After the Cataclysm, refugees from a number of different communities gathered together at the ruins of what must have been a kender town, but was now deserted. The fishing village located below the cliffs began to grow and expand as Khurish nomads from the north began to use the port to send goods to tribes in the east.

As the village grew into a large town, it reached the limits of the available space onshore, so the residents began to build out over the tidal flats in the bay. Before long, half the city was perched atop a varied assembly of pilings, docks and wharves. A collection of pirates, smugglers and rogues made Port Balifor their home and traded in a number of illegal goods from all across Ansalon.

Throughout the town's history, it has been occupied, invaded, and attacked by the Dragonarmies, the Knights of Takhisis, and the ogres and dragonspawn of Malystrixx. Each time, the inhabitants attempted to live under the rule of these occupying forces, but the town suffered for it.

Malystrixx especially was a source of much ruin for the town. She or her minion dragons would fly over and either stomp the town flat or burn sections to the ground. Unwilling to let the dragons win and sick of rebuilding every few months, the tenacious inhabitants changed tac-

tics. They discovered massive sea caves in the cliffside, including some with fresh water springs. Eventually, fully half of the town was moved into these caves. Now that Malystrixx is dead, the people are accordingly much happier, although the Dark Knights are still in control of the town.

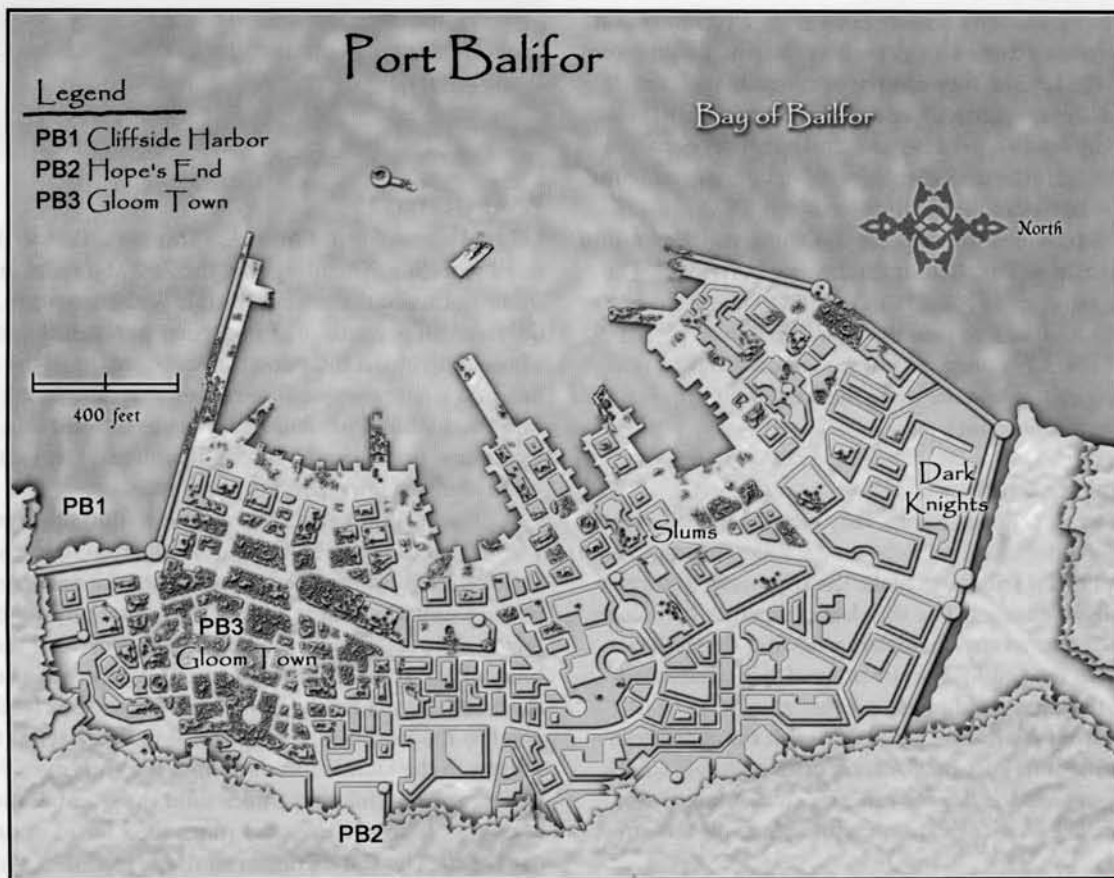
• **Port Balifor (Small Town):** Nonstandard; AL CN; 1,500 stl limit; Assests 143,300 stl; Population 1,764; Isolated (64% human, 29% afflicted kender, 5% dwarf, 1% elf, 1% other)

Authority Figures: Renshar Morgenes (Prefect of Port Balifor), N male dwarf Ftr7, and Ulric Kes-Morn (Dark Knight Commander), LE male human Ftr6/Lily3.

Important Characters: Harlowe Barstool (High Sheriff of the Watch), NG male afflicted kender Ftr4/Rog3; Mintra Seabreeze (Owner of Hope's End), CG female half-elf Brd3; Helsfar Stonesplitter (Owner of the Underground Inn), LN male dwarf; Kronn Thistleknott (Leader of afflicted kender), NG male afflicted kender Rng5/Rog7; Blight Thistleknott (Son of Kronn Thistleknott), CG male afflicted kender Rng5/Rog3

FEATURES OF PORT BALIFOR

The majority of the population in Port Balifor is composed of pirates and smugglers. They use Port Balifor as a pickup point for the type of cargo that cannot be passed through other ports. The good people of Port Balifor tend to turn a blind eye to the dealings. They know it has been going on



for years, but have their own problems. The citizens of the town ply their trades and do their best to get by with what little they can make or produce. A few brave souls have turned to investigating the volcanic Goodlund mountain range just east of the city, where forests of ashwood trees were created when the ranges formed. The wood is remarkably tough and highly resistant to fire. Buildings built of ashwood would be useful in a location like Port Balifor.

Afflicted kender make up nearly 30% of the population of Port Balifor. The non-kender races have grown to tolerate them as most of the kender keep to themselves. The jumble of broken-down buildings and piers they live in makes for a very defensible village. To the kender, the village is known as Retreat but the locals always refer to it as Gloom Town. Led by the grizzled Kronn Thistleknott and his eldest son Blight, the kender of Retreat have been mapping the Desolation. They have been hoping for a day when their maps can be used to strike at the evil forces of the Desolation that have taken their lands. Maps from Retreat are not easy to get, however, because outsiders are not readily trusted.

A small portion of the population is made up of dwarves. These committed dwarves of the Stonesplitter clan are the main reason Port Balifor wasn't wiped off the map. Their resolute dedication to the town and its people helped unify the citizens against the minions of the Desolation. It was their discovery of the sea caves and subsequent plans to move the city beneath the cliffs that helped save the city on more than one occasion.

The Dark Knights and the Legion of Steel both operate within Port Balifor. Of course, the Dark Knights operate openly and the Legion of Steel maintains its existence as a secret. The Dark Knights regularly send patrols from Darkhaven to collect tribute, looking for signs of rebellion and claiming any property they wish for themselves or the Dragonlords of the Desolation.

The ruins of Port Balifor that extend over the tidal flats are known as the Slums. The entire area is broken into territories and ruled by gangs. Illegal trading, gambling dens, houses of ill repute and other seedy establishments can all be found here. The area was once the location of frequent dragon flybys. The citizens finally got tired of rebuilding after each visit.

OUTSIDE THE TOWN

Port Balifor rests along the banks of the Bay of Balifor in the shadows of the Goodlund Range. Their location on the west side of the mountain range is something they are thankful for, given the number of terrible creatures located

in the Desolation on the other side. To the north along the mountains lies the fortress of Darkhaven, the Dark Knights' base of operations in the Desolation. Beyond that to the North is the ramshackle town of Flotsam.

Ak-Khurman lies across the bay to the west. Port Balifor once rivaled the Khurish city in trade, but has only a fraction of the traffic now. Along the southern reaches nestled in the foothills of the Goodlund Mountains are a series of small kender villages, and farther south where the volatile waters of the bay empty into the Southern Courrain Sea are a string of fishing villages inhabited by plainsmen and groups of afflicted kender.



BUILDINGS IN THE TOWN
Most inhabited buildings of the town are built cliffside, huddled against the security of earth and stone. These buildings range in construction from one to the next, the majority cobbled together from the remnants of the buildings that used to exist along the pier. Many of them are of wood construction with clay and hardened mud packed into any crevasses and gaping holes. They are then covered with a thin layer of glaze in an effort to help stave off sparks from fires. Wealthier individuals can afford to build more fire-resistant homes of stone and brick.

Some buildings are actually carved into the cliff face. These structures are almost universally crafted by the Stonesplitter clan. The Stonesplitters have also made sure that every building along the cliff has its own passage leading to underground caverns beneath the cliffs. The retreats have been set up to hide locals from dragon attacks.

The Slums are a collection of rundown one-story buildings, constructed out of the remains of burnt-out or ruined waterfront properties. The region of the city to the south that took the most damage is comprised of fallen buildings and dried-up jetties. This is the location of Gloom Town, where the kender live in the skeletons of buildings, surrounded by a network of carefully laid traps.

TOWN STREETS

There is one main street in Port Balifor that runs the length of the buildings along the cliffside. It is paved with uneven slabs of stone harvested from the damaged buildings in the Slums. There are a small number of dirt side passages and alleys along the Cliffside.

The Slums have a larger number of streets—each one containing holes and ruts. Gloom Town on the other hand has no completed streets. The afflicted kender in the town kept the destruction as it was, not wishing to point out their location to the dragons. Travel through Gloom Town is possible only through a complex maze of rubble.

POLITICS IN PORT BALIFOR

Renshar Morgenes was given the title of Prefect by the Dark Knights and entrusted with the day-to-day activity in the town, which more or less involves keeping out of Nerakan business and coordinating the distribution of the port's meager resources. He is aided by Harlowe Barstool, a particularly intimidating afflicted kender who has cut a number of people down to his size in his role as High Sheriff. Harlowe's chief function appears to be keeping the seedier and more larcenous inhabitants from bothering the other residents, but he doesn't lift a finger to protect outsiders or Dark Knights.

Knight Commander Ulric Kes-Morn is a surly, dark-skinned Ergothian man who is never seen without his armor. He carries out his duties in Port Balifor with barely concealed disgust, and is especially hard on other Ergothian residents and visitors. He is content to leave the afflicted kender in Gloom Town alone, as he fully expects not to be in Port Balifor any longer than he has to be.

RANDOM ENCOUNTERS IN PORT BALIFOR

Port Balifor is small, sparsely populated, and inhabited mostly by wary locals and ne'er-do-wells who conduct their business in the Slums and the dockyards. For the purposes of this adventure, however, the only random encounters the party is likely to run into are Dark Knight patrols.

Every hour the party moves around in the town during daylight, there is a 30% chance that they will run into a patrol of Knights of Neraka. At night, this drops to 20%, as the Dark Knights are directed by Knight Commander Ulric to keep close to the compound and not wander away.

The knights will approach the party and ask their business. They are accustomed to all manner of seedy and evasive answers, but can be convinced of the party's innocence with a successful Bluff check (DC equal to the knight's Sense Motive check). However, this will prove very difficult indeed if the party includes minotaurs, elves, undisguised clerics of the Holy Orders of Light, individuals matching the general description of Legionnaires or Solamnic Knights, or other noted opponents of the Knights of Neraka.

☞ **Dark Knight Patrol**

(6): hp 8 each see page 167.

☞ **Dark Knight**

Patrol Leader: hp 19;
see page 167.

Tactics: If engaged in combat, at least one patrol member will attempt to sound his horn, alerting other nearby patrols of trouble (see the Dark Knight Horn Alerts sidebar in Chapter 1).

In Port



Balifor, the knights' primary objective when dealing with criminals (or those they view as criminals) is to dispatch them quickly. Ulric has no time for such things like interrogation or investigation, unless the criminals are clearly up to something altogether different from Legion activity or afflicted kender "antics". If the heroes make themselves too obvious, for example, Ulric will want to know why they are in Port Balifor and who they work for. Otherwise, he has instructed his knights just to "take care of the evidence."

Treasure: Patrol members are only carrying the possessions listed in their entries in Appendix 2.

Development: Attacking a Dark Knight patrol in Port Balifor is simply asking for trouble. If the heroes manage to defeat the patrol and escape, double the chance of a random encounter for the remainder of their time in town as Ulric steps up the patrols in hopes of finding the perpetrators. If the heroes come into conflict with the Dark Knights, and escape, you should lead directly to *Discovered by the Kender*, later in this chapter.

SITES IN PORT BALIFOR

There are a number of sites in Port Balifor that the characters may find useful during their stay in the ramshackle town. The following pages detail a few of these places. Feel free to expand upon the locations if the adventure calls for the characters to more thoroughly explore the port town.

PBI. CLIFFSIDE HARBOR

While most harbors are open to the air and the elements, Port Balifor's harbor is not. The remnants of jetties and dockyards from a previous age lie rotting in the bay covered in what look like lean-tos and slums, but your vessel glides past these and into what can only be described as a large sea-cave set into the side of the cliff.

Under cover of the cavernous chamber, new wharves and freshly-painted warehouses line a short but densely-packed waterfront. Lanterns hang along the boardwalk, giving light in the gloom and casting odd shadows over the few other ships anchored in the cave-harbor.

Port Balifor's protected wharves are indeed recent, but already showing signs of use. Despite the lack of adequate trade in the region, the port remains a popular destination for pirates and agents of the black markets, and the Dark Knights themselves make the most use of the docks.

As the heroes' ship arrives, calls go out along the dock to various harbor crews and sailors who throw ropes and ready boarding ramps. A DC 15 Spot check reveals that no Dark Knights are in sight, but a lone kender wearing a black coat watches from a landing across the way. This is Harlowe Barstool (NG male afflicted kender Ftr4/Rog3), who makes a note of the player characters but does nothing unless they cause trouble.

The harbor is a good place to get one's bearings, but the captain of their vessel informs the player characters that it won't be long before a Dark Knight patrol comes along. He recommends they find somewhere to stay and keep out of sight, and suggests Hope's End as a good choice.

PB2. HOPE'S END

Quite at odds with the squalor and nervous atmosphere of the town, this tavern at the end of Main Street seems to radiate warmth and hospitality. Scoundrels and rogues of every stripe linger at tables within and dally in the doorways and benches without, singing along to the music that rings out from the common room. This is Hope's End, perhaps aptly named in a town that persists under a cloud of unease.

Mintra Seabreeze, the owner and operator of Hope's End (CG female half-elf Brd3), does her best to keep the atmosphere light, airy and welcoming in her tavern. She offers out-of-towners a drink on the house, clears a table, and makes suggestions on what they may enjoy (her specialties are eel pie and sand crab stew). A meal runs about 3 stl per person here, but the food is delicious and filling.

If the party spends any length of time here, observant PCs may spot Sheriff Harlowe Barstool once again with a DC 15 Spot check. He's casing the tavern, trying to determine what the party's intentions are.

☞ **Harlowe Barstool:** hp 47; see page 168.

Harlowe is an afflicted kender with a scar over one eye and short, spiked yellow hair. He dresses in a black overcoat and carries a hefty serrated falchion in a scabbard on his back.

If the characters call attention to themselves, he will approach and suggest they keep a low profile. If they ask about Kronn, Elijayess, or even mention going into the Desolation or traveling to the Peak of Malys, he will lower his voice and give them directions into Gloom Town. "I'll even keep those knights out of your business," he says grimly. "But don't be staying here. We're fine as we are and don't need your type muddying the waters." Harlowe whispers something to Mintra as he leaves, and the half-elf tops off their glasses again—Harlowe's treat.

If the heroes remain in the tavern for more than an hour after Harlowe's warning, a Dark Knight patrol will show up at Hope's End, following some leads about outsiders. At this point, if the party escapes out the back, they will be met by representatives of the afflicted kender (who had been tipped off by Harlowe) and swept off to Gloom Town. See *Discovered by the Kender*, later in this chapter.

PB3. GLOOM TOWN

This area of Port Balifor looks as if a malicious giant had picked up a waterfront neighborhood and thrown it down in a tempertantrum

upon the tidal flats. The burned-out shells of buildings and crumbling sections of paved streets and walls stick out at crazy angles to each other, with wooden planks crisscrossing between them. Wharf pilings, sea chests, the hulls of wrecked ships and boats, and even stacks of barrels bound with thick rope, litter the remains of this seaside district.

Gloom Town Traps

d%	Trap
01-45	Swinging Arm Trap
46-75	Collapsing Walkway Trap
76-90	Triggered Swinging Arm Trap*
91-100	Triggered Collapsing Walkway Trap*

*Coming across a triggered trap will allow any character with ranks in Disable Device to spend 10 minutes examining the trap's workings, gaining a +2 circumstance bonus to future Search and Disable Device checks to find and disarm that particular trap.

[a] **Swinging Arm Trap:** CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

[a] **Collapsing Walkway Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Gloom Town, as the locals call it, is claimed by the afflicted kender of Port Balifor. The Dark Knights never come here, and neither does anyone else. Picking the way through the maze of ruined buildings and debris requires patience and a keen eye, for not only are the streets barely visible but the afflicted kender have set up traps to discourage visitors.

Two kinds of trap are common, and anybody moving through Gloom Town without a guide stands a 40% chance every 5 minutes of stumbling into one (see sidebar). Getting from one end of Gloom Town to the other takes 40 minutes, which amounts to 8 potential trap encounters.

There are only a few reasons why the players would come to Gloom Town. They may have been directed to deliver a message to Elijayess from Sir Lionel uth Durstan of the Legion of Steel, or the broker Rand Lucas may have suggested they seek out Kronn Thistleknot. There are many afflicted kender homes, most of them lean-tos or temporary shelters underneath fallen walls or beams. Any one of the afflicted kender inhabitants, if treated well, will be able to direct the heroes to Elijayess or Kronn (DC 15 Gather Information check, or DC 20 Diplomacy check).

Whatever the circumstances, any group of player characters that spends more than an hour looking in Gloom Town for information will bring the attention of Kronn's crew. Continue on to *Discovered by the Kender* for details.

DISCOVERED BY THE KENDER

This event can occur under several circumstances, but it should happen at some point, regardless of what the PCs do. The means by which it is triggered can have a bearing on how the party handles it, but it serves to move things along and get the heroes back on track to the Desolation and their mission.

Like gray ghosts in the darkness, you are suddenly surrounded by almost a dozen short, hooded figures, some of whom have short swords drawn, others merely standing on nearby barrels with hands on their hips.

“You’re in danger,” one says in a faintly high-pitched yet clipped voice. “There are Dark Knights everywhere.” The speaker throws back his hood, revealing the face of a kender with tattoos along the lower half of his face that seem to cover scarring of some kind. It gives him a strange, savage look, quite at odds with the wide eyes and gently pointed ears.

The other kender look around, as if listening for something, and then the leader lifts his chin. “My name is Blight Thistleknot. You should come with us.” With that, he and his gang begin to slip away into the shadows.

Blight’s job in Port Balifor is to keep an ear to the ground and accompany any interesting or potentially helpful individuals to Gloom Town so that Kronn can try to recruit them to his cause. Blight is young and dedicated, although he doesn’t have anywhere near the passion and grim determination of his father. He maintains a good working relationship with the Sheriff, Harlowe Barstool, and thus can usually learn about visitors through him.

The heroes may want to ask Blight questions about the town, about his father, or Elijayess. They may even want to know about the Desolation. Blight simply shrugs and tells them his father will tell them everything they need to know.

Blight leads the heroes into Gloom Town (see PB3) and around any traps or ambushes. If the heroes are already in Gloom Town, he leads them off in the right direction and tells them they were “hopelessly lost.” Eventually, they’ll arrive at Kronn’s expeditionary headquarters—the upside-down hull of a massive sailing ship with a great hole in the side, propped up between piles of crates and stone blocks. This is the *Peryton*, a once-great merchant ship wrecked in the bay and carried ashore by the boiling waters.

You are led by the kender, climbing over fallen planks and timber frames, through the hole in the side of the shipwreck. Within, lanterns and hanging sheets of canvas form a sort of warren of dimly lit rooms and offices, where other kender sleep, throw dice, carve scrimshaw, and converse over maps and charts. The largest of these makeshift rooms boasts a magnificent view of the

bay through a series of portholes, and a desk made from a brightly painted wooden door supported by barrels.

A grizzled, serious-looking kender with iron-gray hair looks up from a bundle of hand-drawn maps. Beside him, a well-muscled Wilder Elf in a red cloak looks on silently.

“So,” says the kender, removing a lit cigar from his teeth and exhaling smoke. “Are ya here to join the cause?”

This is Kronn Thistleknot, veteran of the War of the Lance and survivor of the attack on Kendermore by Malys. The years have hardened him and he now treats nearly everything as part of a larger operation—the eventual freedom of the Desolation from the minions of the Red Marauder. Malystrix’s death did nothing to slow Kronn’s efforts in the region; indeed he has stepped up his plans to map out all of the lairs and haunts of Malys’ servants for the eventual liberation of the land.

To this end, he has enlisted the help of Elijayess, a Kagonesti elf who has recently arrived in the area (see his NPC details in the Appendix). Every week, Kronn sends the elf out with a small group of afflicted kender to scout targets and meet with kender from some of the communities south of Port Balifor. The elf, and Kronn’s son, Blight, have impressed upon Kronn the need for caution and have managed to prevent the older kender from going out on missions himself. For now.

Kronn asks the party what their intentions are, and what they’re doing in the region. If they tell him anything about their goal, even if it’s just “we’re going into the Desolation,” Kronn will ask them if they’ll do their part to further the liberation of the area. So long as they give him some affirmation of this, he tells them that he can spare Elijayess and two weeks’ supplies for their journey.

The Kagonesti nods his approval of this plan, and spends the next half-hour gathering together the supplies. If they have given the elf Sir Lionel’s message, he simply nods and tucks it away into his belt and carries on with his preparations. “You’re in good hands with Elijayess,” Kronn tells them. “Fella’s got something on his mind, but he ain’t been lettin’ it get in the way of the cause.”

The heroes will be given two weeks’ worth of dry food, water, a pair of tents, bedrolls, and other supplies as needed. All of it has seen better days, but it is serviceable. Kronn also suggests the heroes get a good night’s sleep in Gloom Town, and leave before dawn so that they’re not seen by the Dark Knights.

LEAVING PORT BALIFOR

When the heroes are ready, Elijayess packs the supplies into three rucksack bundles and shoulders one of them.

Without delay he leads them out of Gloom Town, skirting the shoreline briefly and then up the slope to the desolate wilderness beyond.

CHAPTER FIVE

FAR LESS KENDER

In this chapter, the characters will travel across one of the harshest landscapes on the continent—the Desolation. Their quest for answers leads them toward the ruins of Kendermore, the home of the kender before Malystrix destroyed the city and wiped out many hundreds, if not thousands, of kender. While destroying the city and much of the forest it resided in, the Red Marauder utilized her powerful magic and focused it through her *skull totem*, warping the land to suit her temperament and personality. Thus, the once fertile landscapes and forests of the Goodlund Peninsula became a barren wasteland, filled with treacherous crevices, towering peaks, volcanoes that fill the sky with an ever present cloud of soot and fire, and rivers of lava that flow sluggishly as they continue to reshape the land. Truly, this peninsula has become one of the most desolate realms on the continent.

The quickest route from Port Balifor to Kendermore runs through the Goodlund Mountains and straight across the Desolate Desert. Without an experienced guide such a journey could spell the doom of the characters. However, Elijayess is one of the most experienced guides working with Kronn Thistleknot. The guide is a wandering

Kagonesti who has witnessed much of the changes the land has undergone over the last eighty years.

Kendermore is located approximately 80 miles northeast of Port Balifor, requiring the characters to travel along a winding trail through the mountains before crossing over the desert. The journey through the mountains will take about 2 days, merely because of the twists and turns of the trail. Crossing the desert itself will be the difficult part, as the characters should only travel at night. The journey across the desert will take between 3 days to 5 days, not taking into account any delays (such as random encounters, the characters taking a side path, etc.).

Current Date: 3rd day of Rannmont (Winter), assuming the characters spent 2 days in Port Balifor. Otherwise, adjust the dates and moon phases accordingly.

Phases of the Moons:

- ☾ **Solinari:** New Moon (Waxing), Low Sanction (following Position 15 on the chart)
- ☾ **Lunitari:** Waxing Crescent, First Quarter (Position 3 on the chart)
- ☾ **Nuitari:** New Moon (Waning), Low Sanction (Position 16 on the chart)



As you head out of the battered town of Port Balifor, you see Elijayess waiting for you where he said he'd meet you, with the supplies that Kronn agreed to provide. He glances up as you approach, his eyes narrowing as he looks you over.

"Ready to go?" the Kagonesti inquires in his deep voice. "Make sure you have everything that you need. There are no towns between here and Kendermore."

Once he's satisfied that you're fully prepared, Elijayess shoulders one of the rucksacks, turns and starts heading to the west, toward the mountains that form a barrier between Port Balifor and the desert of the Desolation.

When the characters leave Port Balifor, they will head due west for about 8 hours before reaching the passage cutting through the towering peaks of the Goodlund Mountains.

Most animals cannot easily navigate the treacherous mountain paths. For characters with mounts, Elijayess will advise them to either sell their mounts, to pay to have them stabled until the characters return, or to set them free.

There is a 10% chance per hour of travel that the characters have a random encounter. Use the encounter table offered below.

Once the characters reach the edge of the mountains, Elijayess will call a halt, pointing out a small spring of fresh water and a place to build a camp, allowing the characters to rest for a short while.

Elijayess walks a short perimeter, his sharp gaze keeping an eye out for predators. After a few minutes, he gathers dried brush and stones, heading off to the side to construct a small fire pit.

As he works on building a small fire, he looks up, "Everything that you have heard about the Desolation is true. As a matter of fact, you probably have not heard the worse. Even with the Red Marauder dead these last six months, the



Desolation has not changed. The mountains still spew their bile, the earth still shakes in pain...it's a tortured land."

Elijayess sighs softly, his gaze turning toward the fire as he stares into the past, "In a way, it is worse than when the Silvanesti Forest was caught in the grips of Lorac's Nightmare. There was something to fight against, some hope to hold on to... here in the Desolation, however, there is nothing."

Gazing up once more, Elijayess offers a small, sad smile, "But that is neither here nor there. We have a long journey ahead of us. Get some rest; we shall leave before dawn. Luckily, it is still winter, so we shall only travel for a few hours before the heat gets too bad and we have to find shelter. After the heat has passed, we will then travel some more until nightfall. Unfortunately, it is too dark to traverse the mountains at night. Once we get to the desert, however, we will travel only at night. Although more creatures come out at night, they are less dangerous than the desert heat."

Allow the characters to rest for at least 8 hours in peace, without any random encounters. Their journey through the mountains will be difficult enough.

PASSAGE THROUGH THE MOUNTAINS

About an hour before dawn, the Kagonesti awakens each of you. "Prepare yourselves as swiftly as possible. We do not want to spend too much longer tarrying here."

As you ready yourselves, he quickly puts out the small fire, covering it with sand before scattering the rocks. Within minutes, any sign of the campfire has been eradicated. Elijayess motions you to follow, pointing ahead toward the trail barely visible beneath the moonlight, before he heads off once again.

Elijayess takes the characters through a small pass that winds its way through the mountains. The journey through the mountains will take 2 days, although it may take longer if the characters take time to rest after confronting any random encounters that occur.

The terrain of the Goodlund Mountains is forbidding, with steep slopes, numerous cliffs, and very little undergrowth. Even the path the char-

acters are taking is covered with scree, the shifting gravel doesn't affect speed, but can prove to be treacherous on slopes. The scree increases the DC of Balance and Tumble checks by 2 on a gradual slope and by 5 if there's a steep slope. The DC of Move Silently checks increases by 2 if scree is on a slope of any kind. See the *Dungeon Master's Guide* for details on Mountain Terrain Features.

THE DESOLATION

Finally, you crest a hill, and there, spread before you, is the Desolation.

The desert sands are black and crimson, a field of soot seemingly stained by the blood of every living creature that has died upon the harsh sands. The sky is stained by the black shadows of smoke belched from the volcanic peaks scattered throughout the Desolation.

Even across the great distance separating you from the Goodlund Mountains and Kendermore, you can see the infamous Peak of Malys towering high in the distance, a dark shadow illuminated by the rivers of lava spilling from its lip. Kendermore sits in the shadow of the Peak, a journey of many days across some of the most unforgiving land in all of Ansalon.

Once you've had a few moments to absorb the awesome task in front of you, Elijayess steps up, looking fierce as he shadows his eyes with his hand and gazes toward the Peak.

"That is our destination. Kendermore is not far from the base of the Peak. From here on out, we shall travel by night. It's only slightly less dangerous than traveling during the day. Get some rest and be ready at dusk. We leave then."

The Desolation lies between Port Bailfor and the Wendlewrithing River, although many have taken to calling the entire peninsula by the title. Much of the Desolation is comprised of jagged fields of sharp stones, hills cracked and bleeding hot lava, treacherous chasms, and vents of hot ash and steam separated by tracts of arid desert. Earthquakes are commonplace and the ground can split open underfoot without warning.

In contrast, the coasts of the north and south are somewhat habitable, made so by sea breezes cooling the scorching heat of the desert. Farther inland, however, the Desolation is nearly unbearable. The once-fertile lands have been drained of vitality, fueling the dark magics of Malystrix. The magic Malystrix used leached away the life of the trees, plant life, and animals, as well as affecting the other inhabitants of the land. A sickness came over the Kenderwood and animals were horribly mutated or died. Even the normally fearless kender, so tightly connected to their homeland, were affected and began to feel fear.

Since Malystrix's death during the War of Souls, the landscape has become slightly less inhospitable, but only

just. No one is sure why the land has yet to begin its healing process, for already the lands of Beryllintranox and Khellendros have begun to restore themselves to their natural homeostasis. Scholars believe even without the *skull totem* or the presence of the Dragon Overlord, something within the Peak of Malys has kept Nature from regenerating and repairing the damage the evil dragon wrought upon the land.

DESOLATION FEATURES

The wildlife of the Desolation is as untamed and diverse as the different territories within the unforgiving land. Much like the other living beings of the region, the flora and fauna has been mutated by the touch of Malys. Only the strongest creatures and plants were able to withstand the transformation and the malign magic tainted each and every one of them. New species can be discovered almost daily as they continue to evolve to survive the harsh conditions of this tortured land.

FAUNA

One thing that can always be found in the Desolation is a plethora of animals, monsters and other twisted and mutated creatures. Most Desolation animals have evolved to adapt to the excessive heat and water problems of the environment. A fair amount of hunting is done by the inhabitants of the Desolation as farming is scarce. The dire boar, also known as the Desolation Boar, has become the main staple of meat for not only the major civilizations, but also for dragons that consume the massive beasts in great quantities. Hundreds of thousands of small herds roam the Desolation eating anything they can find. Beyond the great boars are a wide variety of other treacherous creatures, both dangerous and wild. From most to least plentiful, the most common beasts in the Desolation are dire boars, mule deer, mountain lions, gravel wolves, prong-horns (antelope), elk, rabbits, gray fox, wild dogs, wood rats, bobcats, and mountain rams.

A number of birds make their home in the Desolation. The most numerous avians are turkey vultures, ravens, red-tailed hawks, owls, whippoorwills and nighthawks. Vultures and ravens are the most populous birds; flocks of them can regularly be seen circling high in the air, and wise travelers steer clear of them. There is no doubt, however, that the dragons who have remained in the Desolation rule the skies, and sometimes their coming can be preceded by a flock of frantic birds.

Insects are everywhere and the Desolation is no exception, although it tends to produce more than its fair share of large and poisonous bugs, with giant scorpions the most prevalent. The armored, ill-tempered beasts are found all over the Goodlund peninsula now. The local barbarian tribes, the Khotai, make it a habit to check their dwellings once a day for dangerous insects and uninvited guests.

The heat of the region draws a good number of reptiles that can be found sunning themselves on rocks and skittering across the burning sands. Lizards and snakes are plentiful and, more often than not, poisonous. The silt snakes of

the Sea of Cinders are treacherous constrictors that drag their prey under the silt, suffocating them in a sea of ash and black sand.

The majority of mammals are more active at dusk and dawn and some creatures are strictly nocturnal. Many of them have adaptations like the desert rabbit. The enormous ears of the desert rabbit, with their many blood vessels, release heat when the animal is resting in a cool, shady location. Desolation animals tend to be paler in feathers, fur, scales or skin than their relatives in more moderate environments. Pale colors not only ensure that the animal takes in less heat from the environment, but help to make it less conspicuous to predators in the bright, pallid surroundings.

FLORA

The Desolation was once one of the greenest locations on Krynn. The Goodlund peninsula was covered by the vast forest of the Kenderwood, with speckles of savanna in the Laughing Lands and lush green grasses carpeting the Dairly Plains. Now the only green in the peninsula is located around the fringes of the Desolation. The Kenderwood, the Jade Coast, and Dairly Plains are just a shadow of the great wilderness that once thrived here. Among the birch and willow of the coasts, new species of trees have emerged that are not found across the rest of Ansalon.

The Desolation itself supports little plant life beyond those tenacious ground shrubs that hold on jealously to their patch of soil and have enough protection to keep predators from pestering or destroying them.

Ashwood: The largest trees in the Desolation are the rugged ashwoods. Capable of growing up to 75 feet tall, they can be found in clusters throughout the Goodlund Mountain Range.

The bark turns a dark grey and crumbles easily as it dries out. Touching the bark leaves ones hands with a fine grey power on them. When dead bark is peeled away, it reveals a hard, dark, brown wood. Branches run in halos around the trunk with the largest branches at the bottom, becoming smaller near the top. Like a pine tree, the branches are covered in clumps of dark blue-green needle-like leaves.

The Ashwood is rarely harvested, the most likely reason being their location so close to the dragons and other hazards of the mountain range. The wood itself is exceptionally strong and highly resistant to fire, which makes it ideal for resisting the numerous lava flows and landslides.

Black Haw (DC 30 Survival to find): This shrub found in the volcanic soil surrounding the Desolation and Burning Lands can reach almost 16-1/2 feet in height, with branches that spread upward. The leaves are dull-green colored, finely toothed and nearly 3 inches long. The flowers are quite noticeable, somewhat large, and appear in nearly-topped heads between 3 and 5 inches in width. Bright red berries appear in the summer months.

The berries of the black haw can be dried and crushed into a fine powder. When properly prepared the powder can be used to create a substance known as serene. Serene

is primarily used as a muscle relaxant. Imbibing one dosage of the powder reduces fear effects by one category. The effect is not cumulative with multiple doses (Alchemy DC To Create: 15 Market Value: 55 stl).

Oddly enough, serene has an adverse effect upon kender similar to that of arsenic (Ingested poison, DC 13, initial 1 Con, secondary 1d8 Con).

Dragon's Claw (DC 20 Survival to find): Dragon's claw is a plant that grows around the roots of trees in the Kenderwood. The branched, toothed, coral-like underground roots send up thick green stalks that bear flowers in the late summer to early autumn months. The hood-shaped flowers are reddish or purplish on the outside, paler and flecked with purple lines on the inside. The petals of the flower are shaped like a talon.

The thick stalks of the dragon's claw contain a viscous fluid that can be mixed into a thick tacky poultice called spidergum. The paste can be applied to a person's hands providing a +2 alchemical bonus to Climb checks. It also decreases the chance of a person loosing the grip of their weapon. The effectiveness of the spidergum can be neutralized with sand or by removing it with wine or alcohol. The effect of spidergum last one hour before it dries up. (Craft-Alchemy DC To Create: 25; Market Value: 50 stl.)

Eyebright (DC 15 Survival to find): Along the riverbanks of the Wendlewrithing River grows a wild, scrub foliage known as eyebright. It is a delicate plant, growing anywhere between 2 to 8 inches tall. It is commonly found in dry pastures, especially in chalky soil. In the summer months it produces tiny purplish-red or white-and-yellow flowers.

The traditional use of eyebright is to create a compress made with a spoonful of the dried herb combined with water and boiled for ten minutes. The undiluted liquid is used after cooling for the treatment of eyestrain, eye inflammations, stinging, tearing, and other ailments of the eyes. Eyebright can also be processed into an ointment known as eyeguard. Applying eyeguard to the eyes grants a +2 alchemical bonus vs. gaze attacks. The effect of one dose of eyeguard lasts 1 hour. (Craft-Alchemy DC To Create: 25; Market Value: 45 stl.)

Forgeroot: This thick, grizzled, ground shrub survives more below ground than above. Bunches of long grey-green strands of leaves jut up from the volcanic soils. Year round, clusters of dark hardened berries can be found in the center of each cluster. But the forgeroot is better known for its extensive root system. One forgeroot can cover up to an area of ten feet in diameter. Digging through this plant can be extremely difficult as the root system is incredibly dense. Some animals will build nests below the hardy plant. The berries can be boiled and eaten to sustain a weary traveler.

Stinging Nellies: Found throughout the Desolation the stinging nellies have stems and leaves that are covered with tiny, pointed, glass-like, stinging hairs. If you touch them, they break off, and penetrate the skin, releasing a complex mixture of chemicals that causes an irritating rash. There are even some species of this plant that are poisonous and

can make a creature ill for a number of days. These stings are designed as a defense mechanism against the grazing creatures of the Desolation.

Stinging Nellie paste: Injury DC 16, initial 1d2 Con, secondary 1d4 Con, 225 stl.

Tangleweeds: Found mostly in the crevasses of the rugged hills and mountains of the Desolation, tangleweed is a pain to both travelers and inhabitants of the broken lands. A single plant of tangleweed can cover up to an acre of ground. Broad, waxy, saw-toothed leaves, stalks and thorny vines are uncomfortable to the touch and slightly acidic. Long vines of tangleweed easily get snagged on clothing and fur, making travel through the regions painfully slow (treat as heavy undergrowth).

DANGERS OF THE DESOLATION

As dangerous as the creatures and the dragons of the Desolation are, it is the weather and natural hazards that make living in this land nearly impossible. Scholars theorize that the treacherous landscape and the unpredictable weather has accounted for more deaths in the region than Malystryx and her minions combined.

The corrupt magic of Malystryx's *skull totem* has perverted and twisted the once lush woods and savannahs of the Goodlund peninsula. Now the earth shakes with wracking pains, bleeds lava from crevices scarring the land, scalding steam erupts violently from deep within the earth, unexpected chasms open up underfoot, and sulfuric rain falls from the skies. In the silent extended stretches of jagged rocks, the sun beats down mercilessly and lays low the weak and those ill-equipped to deal with the dangers of the Desolation.

Winter is nearly unknown in this region. The heat of the Desolation drives off any chance for cool breezes and snow is quickly transformed into black, poisonous rains. Only the coastlines and the remaining stretch of the Kenderwood to the north offer any true respite from the withering heat. To the east, across the Maw and Windspire Cove, the remains of the Dairly Plains are temperate and habitable. Winds from the east of the continent carry the ash and smoke of the burning lands into the Sea of Cinders.

Survival in the Desolation is difficult, but it is not impossible. It is a daily battle to scrape out enough of a living for many who live in the land. This kept those who dwelled within the Desolation under control when Malystryx ruled from atop her volcanic peak. Many have learned to adapt to the more predictable hazards and are prepared for those unexpected disasters, but the merciless lands of the Desolation still claim countless lives every day.

DEHYDRATION

In hot climates, characters need two to three times as much water than they normally would in order to stave off dehydration.

Characters can go without water for 1 day plus a number of hours equal to their Constitution scores. After this time, characters must make a Constitution check each hour

(DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of water are fatigued. Fatigued characters cannot run or charge and take a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. Exhausted characters move at half speed and have a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. Nonlethal damage from thirst cannot be recovered until the character gets water—not even magic that restores hit points (such as *cure light wounds*) heals this damage.

HEAT EXHAUSTION

During the day, the temperature in the desert can easily reach more than 100° F. Prolonged exposure can rapidly wear down a character, potentially causing death by heatstroke.

Characters in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see Survival skill in the *Player's Handbook*). Characters reduced to unconsciousness begin taking lethal damage.

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage taken from the heat.

As it is currently "wintertime," the temperature only reaches dangerous levels for about 2 hours (from 1 hour before high noon through 1 hour afterwards). If the characters seek shade or shelter during these hours they will be spared from the effects of heat exhaustion.

SANDSTORMS

A sandstorm reduces visibility to 1d10x5 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, chafing skin and contaminating carried gear and supplies, including food.

EARTHQUAKES

All creatures within the area of an earthquake must make a DC 15 Reflex save or fall down. There is a 20% chance for each creature of falling into a fissure in the ground. A successful DC 20 Reflex save must be made to avoid the fissure. If the save was failed, the creature falls 1d4 x 10 feet and receives 1d6 points of damage for every 10 feet.

POISONOUS VAPORS

Unexpected eruptions of poisonous gases can affect anywhere from one to ten targets at the same time. First, a DC

15 Reflex save must be made to avoid the gas pocket. If the save is successful, the target avoids the vapor. If the target fails, he needs to make a DC 16 Fortitude save or suffer 2d12 hp. One minute later, a second DC 16 Fortitude save must be made or the target suffers a loss of 1d6 Con. The Con points return at a rate of one point every two hours.

ΑΒΑΛΑΝΧΕΣ ΑΠΔ ΛΑΠΔΣΛΙΔΕΣ

The typical landslide has a width of 1d6x100 feet from one edge to the other. The bury zone is in the direct center of the landslide. The party's location will be 1d6x20 feet from the bury zone of the landslide. An avalanche advances at a rate of 500 feet per round and a landslide at 250 feet per round. The damaging effects of avalanches and landslides are described in Chapter 3 of the *Dungeon Master's Guide*.

ΛΑΒΑ ΣΠΕΥΣ

Climbing the mountains and volcanic regions of the Desolation will almost certainly mean encountering lava. Lava spews occasionally will erupt from the ground or mountain face. Those creatures within a 10 foot radius of the eruption must make a DC 15 Reflex save or receive 2d6 points of fire damage. The save must be made each round they remain within the area, or they will continue to receive 2d6 points. Even after leaving the area of eruption, damage continues for 1d3 rounds after exposure ceases, but this additional damage is the aftereffect of the damage dealt during actual contact.

The lava spew can usually be avoided by listening for a preceding underground rumbling with a successful DC 18 Listen check. A character with at least 5 ranks in Survival may add a +2 synergy bonus to this check for himself and those around him. The damaging effects of lava and catching on fire are described in the *Dungeon Master's Guide*.

ΣΤΕΑΜ ΒΕΝΤΣ

In some regions there are areas of hot springs and pockets of super underground heat. In these places, scalding steam can spring up in geysers. Those creatures within a 5-foot radius of the eruption must make a DC 15 Reflex Save or receive 2d6 points of scalding water damage. The geyser can be avoided by listening for a preceding underground rumbling with a successful DC 18 Listen check. A character with at least 5 ranks of Survival may add a +2 synergy bonus to this check for himself and those around him.

ΒΟΛΚΑΠΙΚ ΓΑΣΕΣ

Hot smoking volcanic gases escape from underground vents under the Desolation and along volcano walls. The smoke can cause terrible fits of coughing and choking. While crossing an area steeped in volcanic gases, a character must make a Fortitude saving throw each round (DC 15 +1 for each previous check) or spend that round choking and coughing. For every 2 rounds of sustained coughing, the character suffers 1d6 points of nonlethal damage and has his speed reduced to half his normal movement.

The smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Desolation and Mountain Encounters—Day

d%	Encounter	EL
01-04	Acid Rain Storm/Silt Storm	+2
05-15	Phaethon Scouts*	
16-25	Dire Boars (2, see <i>Monster Manual</i>)	
26-35	Nomad Hunting Party*	
36-45	Flamestone Panther	
46-55	Monstrous Trapdoor Spiders	
56-65	Dark Knight Patrol*	
66-75	Desolation Giant	
76-85	Earthquake	
86-95	Slig Scouts	
96-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

Desolation and Mountain Encounters—Night

d%	Encounter	EL
01-04	Acid Rain Storm/Silt Storm	+2
05-15	Kender Bandits*	
16-25	Dire Boars (2, see <i>Monster Manual</i>)	
26-35	Gnoll Hunting Party	
36-45	Flamestone Panther	
46-55	Monstrous Trapdoor Spiders	
56-65	Phaethon Scouts*	
66-75	Desolation Giant	
76-85	Earthquake	
86-95	Slig Scouts	
96-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

ΠΟΙΣΟΝΟΥΣ ΒΑΤΕΡ

Many of the springs, creeks and small rivers of the Desolation have been spoiled by Malys' evil touch. This can easily be determined by any druid or experienced traveler of the Desolation. Any creature ingesting the tainted water must make a DC 13 Fortitude save or take 1 Con damage. One minute later, the creature must make a second Fortitude save or take 1d6 Con damage. The Con returns at the rate of one point for each hour of rest. The impurities of the water can be boiled out to purify it.

ΒΕΑΤΗΕΡ

As deadly as the land of the Desolation can be, the weather in the region makes it all the more dangerous. Weather is covered in great detail in the *Dungeon Master's Guide*, but there are a few differences in the Desolation that are covered in detail below.

Acid Rain: When rain falls on the Desolation, it is neither cool nor refreshing. The effects of precipitation and

different types of storms are described in *Dungeon Master's Guide*. However, when it rains in the Desolation, there is a 25% chance that the rain is acidic.

The black acid rain of the Desolation is laced with volcanic dust and volatile gases. In addition to the -4 penalty to Spot, Search, and Listen checks, the acid rain of the Desolation eats away at equipment and irritates skin. Each round spent in the rain the character must make a DC 13 Fortitude save or take one point of acid damage. Magic items must also make saves or suffer damage as well. Normal items begin to weaken and eventually disintegrate if left out too long.

Electrical Storms: There are very few rain storms on the Desolation, but there are plenty of electrical storms. The dry heat of the Desolation fuels wicked lightning storms above the broken lands. During a day when an electrical storm occurs, each storm lasts 4d10 minutes, with a lightning bolt striking approximately once each minute. There is a 10% chance that a bolt from that storm will affect the party on the ground, increasing by 2% for each character in medium armor and 5% for each character in heavy armor. Roll randomly to determine which character is the center of the strike. Any affected character is allowed a DC 15 Reflex save to take only half damage.

Silt Storms (CR 3): The Sea of Cinders often has terrible silt storms that can be deadly if they catch one unaware. A silt storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Silt storms are accompanied by severe winds (ranged attacks and Listen checks are at a -4 penalty). However, most silt storms in the Desolation (75% chance) are accompanied by windstorm-magnitude winds (Ranged weapon attacks are impossible, siege weapon attacks have a -4 penalty, and Listen checks are at -8 due to the howling of the wind). These greater silt storms deal 1d4 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see *Drowning in the Dungeon Master's Guide*—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 x her Constitution score). Greater silt storms leave 2d3-1 feet of fine silt in their wake.

RANDOM ENCOUNTERS

There are two major regions that the characters will be crossing over on their journey between Port Balifor and Kendermore—the Goodlund Mountains and the Desolate Desert.

In the Goodlund Mountains, the chance of random encounters is 10% each hour during the day and 15% each hour during the night. In the Desolation, the chance of a random encounter during the day is 15% and 35% chance each hour at night.

ACID RAIN STORM

If the characters are in the mountains, then they will encounter an acid rain storm, which will force them to seek

shelter in nearby caves; otherwise they will suffer the full effects of the storm. Unfortunately for the characters, there is a 25% chance that the caves they seek shelter in are already occupied (roll again on the appropriate table above).

If the characters are in the desert during the day they will only have to deal with a silt storm without any shelter near at hand. Under cover of the silt storm, the characters will have another encounter (roll again on the appropriate table above).

At night in the desert, the characters find themselves dealing with another encounter (roll on the table above), when an electrical storm strikes.

Note that when the storms strike, they will adjust the difficulty of any other encounter by +2 EL.

DARK KNIGHT PATROL (EL 4)

Line of Sight Distance: 50 feet in the mountains, 200 feet in the desert.

As the characters are traveling during the day, they come across a wounded Dark Knight patrol, which has been lost in the Desolation for three days. The patrol is from the Dark Knight fortress, Darkhaven, to the north (in the valley leading between the Desolation and northern Khur). They are about two days hard travel away from Darkhaven, but they are already just about out of supplies and have gotten completely lost due to a silt storm.

When the characters spot the Dark Knights, they are carrying their leader, Lord Crager Bloodholt, on a stretcher. He had been wounded in an earlier encounter with a gnoll hunting party and most of their supplies were stolen.

☞ **Dark Knight Guards (8):** hp 8 each; see page 170.

☞ **Lord Crager Bloodholt, Dark Knight Leader:** hp 35; see page 170.

Tactics: The Dark Knights actually wish to avoid an encounter. They just want to get their wounded leader back to Darkhaven. They have few supplies and odds are that they will not make it alive. If pressed into a fight, the guards will form a protective barrier between themselves and their leader, willing to defend him unto death. Lord Crager cannot get up, but he does have a loaded heavy crossbow and 10 iron bolts remaining, which he has on his lap.

Development: If the characters aid the Dark Knights, offering them healing or supplies, the Dark Knights will be thankful, although wary of betrayal. A successful DC 15 Survival check will point the Dark Knights in the right direction. If the characters aid the Dark Knights, they will run into Lord Crager again and he will remember their assistance. If the characters attack and slaughter the Dark Knights, they will have lost a potential ally in the future.

Treasure: Most of the Dark Knights' equipment has been stolen, except for their armor and weapons, and half a day's supply of water and rations. They are out of healing potions or any other magical equipment, hence they have been unable to heal Lord Bloodholt.

XP Award: If the characters assist the Dark Knights, award them full experience for the encounter.

DESOLATION GIANT

Line of Sight Distance: 75 feet in the mountains, 300 feet in the desert.

One of the insane, twisted experiments of Malystryx's ego, the Desolation Giants were once humans who have been permanently transformed into terrifying giants.

The Desolation Giant, upon spotting the characters, will bellow with rage and attack mindlessly, throwing himself at the characters with swinging his massive club.

☞ **Desolation Giant:** hp 85; see page 170.

EARTHQUAKE

Line of Sight Distance: 0 feet.

An earthquake strikes as the characters are traveling. If the characters are in the mountains, they not only have to deal with the earthquake itself but also an avalanche.

If the characters are in the desert, the earthquake has its normal effects without triggering a landslide, but would still shake the characters up.

See the earthquake and avalanche entries above for how to deal with the effects.

FLAMESTONE PANTHER

Line of Sight Distance: 25 feet in the mountains, 100 feet in the desert (double distances at night).

Flamestone panthers are abominations spawned by Malystryx's twisted magic. Creatures of raw magma, wrenched from the depths of the earth, they are capable of burrowing underground where they will lie in wait for prey to approach. Allow characters a DC 18 Spot check to notice the strange formation on the ground indicating a flamestone panther's presence, though it resembles little more than a magma bed with the strong reek of sulfur in the air.

☞ **Flamestone Panther:** hp 37; see page 152.

Tactics: The flamestone panther will seek to attack the characters from behind, waiting for them to pass before striking. It will attempt to use its breath weapon before it leaps into the battle.

GNOLL HUNTING PARTY

Line of Sight Distance: 50 feet in the mountains, 100 feet in the desert.

The gnolls of the Desolation have risen to become one of the dominant species in the Age of Mortals. Quickly forming alliances with the Red Marauder, they served her by hunting down and killing kender.

The gnolls of the Desolation resemble jackals more than they do hyenas. They have dark fur and narrower heads but they are just as fierce as their hyena brethren.

☞ **Gnoll Warriors (3):** 13, 11, 10; see *Dungeon Master's Guide*.

☞ **Ragniiir, Gnoll Ranger:** ; see page XXX.

Tactics: The gnolls will attempt to lay an ambush for the characters, patiently waiting for the characters to enter an area where the gnolls will hold the advantage (such as on a narrow slope covered with scree in the mountains, or surrounding them in a small gulley in the desert).

KENDER BANDITS

Line of Sight Distance: 50 feet.

A group of afflicted kender have resorted to savagery in order to survive the Desolation, utilizing brutal tactics in order to survive.

They will attack whomever they come across, seeking to steal food, water, and other necessities. While treasure is important for barter, these kender are more interested in survival.

☞ **Kender Bandits:** hp 7 each; see page 171.

☞ **Fiera Blackbrand:** hp 31; see page 171.

Tactics: The kender bandits will seek to ambush the characters. Allow the characters resisted Spot checks against the kender Hide checks (1d20+8, 1d20+8 for Fiera). The kender bandits dress completely in shades of brown and black, giving them a +2 circumstance bonus to their Hide checks in the desert or mountains of the region.

Ideally, they will wait for the characters to camp, stalking them from afar. If they can attack during a silt storm, they will do so, wearing cloths over their faces to protect them from the choking sand while using the cover provided to strike swiftly.

Development: These kender are perfectly willing to lie, cheat, and resort to dirty tactics in order to win. It is possible, however, to parlay with them, by speaking with Fiera.

Fiera's initial reaction will be Hostile. She and her companions will leave the characters alone on a result of Indifferent (DC 25), even offering them advice on dangers to avoid in the area. On an Unfriendly result (DC 20), she will call off her companions and warn the characters to leave the area swiftly. On a Friendly reaction (DC 30), Fiera and her men will offer to help escort the characters to either the Spring or to Kendermore, depending upon when the characters encounter the group.

MONSTROUS TRAPDOOR SPIDERS

Line of Sight Distance: 50 feet.

As the characters travel over an open area of ground, they inadvertently enter a location where a nest of monstrous trapdoor spiders have built their lairs. Allow characters to make resisted Spot checks against the monstrous trapdoor spiders' Hide checks (1d20+11) to notice the trapdoor spiders, otherwise the spiders will catch the characters flat-footed the first round of combat.

☞ **Monstrous Trapdoor Spiders:** hp 16; see page 155.

NOMAD HUNTING PARTY

Line of Sight Distance: 50 feet in the mountains, 100 feet in the desert.

The nomads of the Desolation are hardened, embittered tribes. They suffered almost as much as the kender beneath the tyrannical yoke of Malystryx, and now take out their aggression against any who cross their path.

The nomads will lie in wait, seeking to ambush the characters: either on the mountain path, where they will try and utilize the higher ground to their advantage; or hiding under the sand in the desert, much like trapdoor spiders, in order to wait and surround the characters.

☞ **Nomad Warriors:** hp 6 each; see page 171.

☞ **Barikan:** hp 25; see page 171.

Tactics: This band of nomads are murderers and worse. Like many in the Desolation, they put their own survival above all others. They will not seek to parlay or to strike a deal, they only want to take what possessions the characters have with them.

PHAETHON SCOUTS

Line of Sight Distance: 50 feet in the mountains, 100 feet in the desert

The phaethon are a strange, mysterious race of humanoids that at first glance appear to be short, stocky half-elves, with golden skin and reddish hair. When they come across the characters, they will confront the PCs and ask what business brings them to the Desolation.

The leader of this group of phaethon is Saragan Windflame, who will step forward to speak with the characters while his scouts remain behind to keep an eye on the PCs.

If the PCs are forthright and upfront about their reasons for being in the Desolation (allow them resisted Bluff checks against Saragan's Sense Motive check, 1d20+11), then Saragan and his scouts will let the characters pass unchallenged, offering to lend them limited assistance if necessary (he and his scouts will provide some basic supplies, such as rations and water, as well as offer directions to various locations within the Desolation).

If the characters act hostilely in any way, the phaethon will respond in kind, attacking swiftly and in force. If it seems that the characters are winning, or if any of the phaethon are seriously wounded, the phaethon will retreat and break off the engagement. They will follow the characters from afar, waiting for another opportunity to strike.

☞ **Phaethon Scouts:** hp 4 each; see page 153.

☞ **Saragan Windflame:** hp 21; see page 171.

Tactics: If pressed into combat, the phaethon will call forth their fiery wings and take to the air, seeking the advantage that flight gives them.

Development: The phaethon have a number of enclaves scattered throughout the Goodlund Mountains and word travels quickly between the villages. In the next adventure, *Spectre of Sorrows*, the characters will pass through a phaethon village, and their actions with these scouts may predetermine their response when they arrive in that village.

SLIG SCOUTS

Line of Sight Distance: 50 feet in the mountains, 100 feet in the desert.

These reptilian savages were lackeys for the forces of Malystrixx, worshiping her as they once worshiped their Dark

Queen. Ruthless and cunning, they will attack the characters seeking to slaughter the PCs where they stand. While not exceptionally intelligent, the sligs possess a bestial brutality that makes them fearsome opponents.

☞ **Sligs (3):** hp 16 each; see page 172.

THE CRAGS

After many nights of traveling across the desert, the seemingly endless flatland starts getting rocky underfoot. You notice the loose sand giving way to gritty rock and debris.

"These are the Craggs," Elijayess murmurs softly, "Once this entire area was a beautiful forest, called the Kenderwoods, but Malys destroyed most of the forest when the kender escaped from Kendermore. From here, we are about a day and a half away from the ruins. There are many dangers ahead, but if the gods are with us, then we should manage to make it to the ruins relatively unscathed."

The Craggs are the hilly region surrounding the Peak of Malys. The landscape is rugged and covered with thorny undergrowth that makes passage difficult at times.

When the characters reach the Craggs, they are about halfway to Kendermore. The Craggs offer many hiding places and is one of the areas in the Desolation filled with the most life. Numerous underground springs create pocket oases in the otherwise inhospitable landscape, and around these areas creatures congregate.

The largest of these oases is known simply as the Spring. To many of the creatures in the region the Spring is considered neutral territory, and an area protected by the Oracles.

Elijayess will lead the characters to the Spring, as it lies not far from Kendermore and is a relatively safe location to rest before entering the ruined kender city.

On the way to the Spring, a journey of about a day, Elijayess will still advise that the party travel at night. This does leave the characters open to more random encounters, but they will not have to deal with the dangers of heat exhaustion or dehydration.

As the characters trek through the Craggs, there is a 20% chance per hour of a random encounter.

THE ORACLES OF THE DESOLATION

After a long night of trekking through the Craggs, you begin to notice a subtle change in the air. Noticeably cooler, the metallic smell of water hits your senses like a brick.



“We’re here,” Elijayess says quietly. He points to a rise, about half a mile away. “Over that rise lies the Spring. We’ll be able to rest up there in safety.”

Without waiting for your response, the solemn Kagonesti strides off in the direction of the Spring, shouldering his longbow. Looking over his shoulder, he says, “Keep your weapons put away. The Spring is neutral territory. Drawing blood, except in self-defense, will bring down the wrath of the Oracles.”

The Oracles of the Desolation are a covey of hags that have lived in this land since before the Cataclysm. If the characters ask, Elijayess will explain that the Oracles are three mysterious women who hold court at the Spring. They are willing to offer advice, though they will always ask for a payment. The payment varies with each individual.

When you crest the rise, you find yourself looking down at a startling sight: a lush oasis surrounded by black, bleak hills. A crystal clear pond lies in a rough crescent shape, surrounding three sides of a small hill. A cave in the hill overlooks the spring, with a beach of black sand at the cavern mouth. There, a bluish-green bonfire sends up hungry tongues of flame toward the dawn-streaked sky.

Black haw trees surround the spring, with dragon claw and eyebright growing near the base of the trees. There’s an odd sort of hushed quiet that hangs over the Spring.

Elijayess pauses at the crest of the rise before he heads down into the small valley. As he does so, three figures step out from the cave mouth, watching him, and you, with dark eyes as you approach.

“Greetings, strangers...” the one in the center speaks in a low, sultry tone. Dressed in a loose caftan of nearly translucent white silk, her pale skin contrasts against the flowing raven locks that cloak her shoulders and back.

“Welcome to our Spring...” the one to the left picks up, her voice a soft whisper. A delicate hand reaches up, brushing silvery white hair back from an equally delicate elven face. Her caftan is of sheer crimson silk that matches the stain of her lips.

“We have been waiting for your arrival.” The last one finishes in a deep, rich voice. Her hair is a brilliant shade of scarlet, her skin a rich shade of ebony that marks her of Ergothian heritage. The flowing black silk caftan molds itself to her strong body as she holds out her hands in welcome.

The three women are the Oracles, three hags who have cloaked themselves using their *disguise self* abilities. They will introduce themselves as Sorrow (the raven-haired woman), Mourn (the white-haired woman), and Lament

(the red-haired woman). As they make the characters welcome to Spring, the characters will notice that Elijayess feels a bit edgy around the Oracles. The three Oracles will not touch the characters, nor will they allow themselves to be touched. Characters doing so are allowed a Will save (DC 13) to see through the glamour.

The three oracles are all green hags, three sisters who have lived in the Desolation for more than 400 years. Once they lived in the Kenderwood, but with the magic of Malys, their home became an oasis in the middle of the Craggs. All three sisters are chaotic neutral, although they do have evil tendencies. They have kept their Spring neutral territory through sheer tenacity of will. They do not wish to draw undue attention to their lair. Their presence alone is enough to keep most Intelligent creatures peaceful, and their ogre minions deal with any who get out of line (the ogres stay within the cave, the mouth of which is covered by a *mirage arcana* spell).

If approached with any questions, the Oracles will offer to divine the characters’ futures utilizing their *vision* ability (which they can use 3/day as a 9th level spellcaster). The answers that the Oracles give, however, will be vague and require interpretation, as the visions they receive are often couched in riddles. Below are a number of possible questions the characters may ask, along with possible answers they may receive from the Oracles. Note, however, that any character asking to receive a vision must agree to the payment the Oracles ask from them.

As you speak, the three Oracles of the Spring all gaze at you with their dark eyes.

“Yes,” murmurs Sorrow.

“We shall answer your questions,” murmurs Mourn.

“But first, you must agree to our price,” continues Lament.

“For one question, you must agree to carry a burden we shall place upon you,” Sorrow says in her smooth, sultry voice.

“For two questions, you must agree to carry a burden we shall place upon you and you must perform a task for us,” Mourn whispers softly.

“For three questions, you must agree to carry a burden we shall place upon you, you must perform a task for us, and you must also give us something that you hold dear,” Lament murmurs deeply.

“Do you agree to our price?” the three speak together, their voices melding in an oddly disturbing symphony that causes a shiver to trace up and down your spines.

If the characters agree to the price the Oracles request, then they will answer a number of questions equal to what the characters agree to pay, three questions maximum.

For one question, the Oracles will tell the characters that they must carry an amulet with them for 30 days. This amulet is a *hag’s eye*, resembling a piece of amber. The

QUESTIONS & ANSWERS FROM THE ORACLES

Below are a number of possible questions the characters may ask the Oracles, and the answers that they will give. If the characters ask other questions, feel free to give the characters an answer, but couch it in similarly indirect responses.

Note that for flavor purposes, the three sisters each speak as if they were continuing one another's sentences, as if they shared a mind. Use sentence breaks to change voices, indicating the speech being picked up by one of the other sisters.

What is the Key of Quinari?

"The key that you hold is an ancient one. It is not what you may first believe. It does open a passage that is not a passage. The key is not something you can hold. But it is something that must be carried well. In the right time, in the right place, the key shall serve its purpose. After which, you shall stand on the threshold of changing the world forever." [The Oracles are telling the characters that the true key isn't the box, but the melody that it plays. This melody opens a magical gateway to another realm, where the characters will find their true destiny awaiting.]

What lies ahead in Kendermore?

"You are close to the end of this journey, but a new one shall begin. In the shadow of the volcano, you will find something you seek. But, the answers are not in Kendermore, they lie within the belly of the beast. In a place of darkness and fire, you will find a tool of light. Without the light you will curse the darkness. What begins in fire shall end in ice." [The Oracles are hinting that the characters will end up traveling through the Peak of Malys, where they will discover an ancient arti-

fact believed lost for many years—*Huma's Dragonlance*, which is one of the most potent artifacts of light on Ansalon. The Oracles are also telling the characters that this part of the journey is almost over, but it is only the first part of a much longer journey that will take them from a place of fire to a place shrouded in ice.]

Is there someone out there manipulating us?

"We are all but puppets on the strings of Fate, pieces moved about on a Khas board. There is strength, however, in that knowledge. It is up to you to find the threads that control, to find the hand that guides you. It is up to you to cut the threads and to bite the hand, for you must take your destiny into your own hands. Or else, you shall forever remain as a puppet and a pawn to others. The strings that bind you are strings that bind your souls, strings that bind the souls of others. Find the one who holds those strings and you shall find the answers to all you seek." [Obliquely, the Oracles are telling the characters that they are indeed being manipulated by one who is capable of reaching across the threshold of the living and the dead.]

How can we help the elves of Pashin?

"You seek the cure to an ancient curse, a cure you may find in the journey ahead. In one hand lies the touch of death, in the other the touch of decay. Yet, the taint of both may be cleansed by the same divine water." [The *tears of Mishakal*, which the characters may discover in the *Spectre of Sorrow*, holds the answer to curing both the elves of Pashin of Morgion's curse as well as releasing the curse on the Valley of Hurim and the Shattered Temple.]

amulet radiates weak necromancy and strong divination to detect magic.

For the second question, the Oracles will ask the characters to find an individual known as Grigolthan, an ogre mage said to be lurking around the Peak of Malys. He carries a staff that the Oracles describe as being crafted from the spine and skull of a Silvanesti dark elf. The Oracles ask the characters to bring this staff back to them.

For the third question, the characters must sacrifice a permanent magic item (not a scroll or potion) of at least 2,500 stl in value. If the characters try to offer the *key of Quinari*, the *blade of betrayal*, or the *shard of light*, the Oracles will refuse to accept them, instead asking the characters to offer something else.

With the agreement from the characters, the Oracles will answer their questions. If the characters fail to complete either of the first two payments, then they will suffer the effects of a *bestow curse* spell that lasts for 2d6 days. If a character destroys the *hag's eye* or purposefully tries to rid the party of the amulet, the *bestow curse* takes effect as well,

although it will focus entirely upon that individual and lasts for 2d6 weeks.

Once the characters have asked their questions, the Oracles will then tell the characters to rest for the day in the shade of the black haws before setting out to Kendermore at dusk. While the characters are resting at the Spring, they will be allowed to rest without having to deal with any other encounters. The Oracles will disappear into their cave afterward, not reappearing until just before the characters leave. If the characters attempt to approach the cave, Elijayess will warn them away, telling them that it is not wise to risk the Oracles' wrath.

If the characters persist in seeking to gaze into the cave, they will be subject to the *mirage arcana* spell (DC 18 to pierce), seeing only an impenetrable darkness within the cave. If they try and enter, they'll find their way blocked by a *forcecage*.

Creatures: Currently, the only other creatures at the Spring are the Oracles and their ogre minions (1st-level ogre warriors).

∞ **Ogre minions (6):** hp 31, 30, 29, 38, 27, 25; see *Monster Manual*.

∞ **Sorrow, Mourn & Lament:** hp 52, 50, 44; see *Monster Manual*.

Tactics: The Oracles do not wish to involve themselves in combat because it could possibly harm their Spring. The Oracles are a hag covey, and as such have access to the full powers all covey members receive. However, if one of them is slain their covey is broken.

In a fight, the Oracles will seek to withdraw, casting *invisibility* upon themselves and utilizing their weakness touch attack while calling forth their ogres to deal with the characters. They will also utilize their *animate dead* to raise the skeletons and corpses buried beneath the sand of their oasis to attack the characters.

LEAVING THE OASIS

As you prepare to leave the Springs, the Oracles appear once more outside their cave, gazing at you across the waters of the pond.

"Be brave, for in your hands you hold the Fates of many," Sorrow's voice floats across the waters.

Before the melodic tones of her voice fade, Mourn's soft whisper picks up, "Your steps will lead you far from this desolate realm to places you cannot imagine."

Lament picks up smoothly before Mourn's last word trails off, "You will see things very few have been graced to see."

Once more, Sorrow speaks, "Your quest is a noble one, although you know not all that it shall entail."

"There shall be many triumphs, but there shall also be many losses that you suffer," Mourn lowers her eyes to gaze at the waters.

"In the end, know this: Fate has chosen you, but it is you who must choose your Destiny." Lament's voice is almost harsh as she finishes her sisters' words.

As one, the three sisters turn around with their silk caftans flowing behind them as they disappear once more into the cave, leaving you standing there alone once again.

Once the Oracles disappear, Elijayess steps up, still looking a bit uncomfortable though it was he who guided you to this place.

"We should go. We have much ground to cover. We'll reach the ruins in a few hours."

Shouldering his pack and unslinging his bow from his shoulder, Elijayess turns and begins to walk out of the oasis heading for Kendermore.

The Spring lies about 10 hours away from the edge of Kendermore, if the characters travel at a normal pace. If the characters travel straight through, they will reach the outskirts of the ruined city by daybreak.

KENDERMORE

Current Date: 10th day of Rannmont (Winter), assuming the characters spend 7 days getting to Kendermore. Otherwise, adjust the dates and moon phases accordingly.

Phases of the Moons

- ∞ **Solinari:** Waxing Crescent, Waxing (following Position 11 on the chart)
- ∞ **Lunitari:** Waxing Gibbous, High Sanction (Between Positions 11 and 20 on the chart)
- ∞ **Nuitari:** Waning Crescent, Last Quarter Waning (Position 9 on the chart)

The once grandiose city of Kendermore is now a heartrending ruin. The story of its devastation has been told and re-told from one kender to the next, across the continent and beyond. Now the skeletal remains of the kender city stands as a reminder of the many hardships endured since the beginning of the Age of Mortals. Within the crooked and haphazardly constructed walls of the city, one of the most innocent races of Krynn was slaughtered by the thousands and irrevocably changed. The desecration of their forest home and destruction of their fair city left many kender afraid, something that true kender had not felt since the fall of Istar.

The ruins lay scattered across the foothills of the Peak of Malys. The shadow of the Red Marauder's former lair blocks the morning sun from spreading its light upon the dead city. By the time the sun finally shines down upon the ruins, its rays only add to the unbearable heat emanating from the magma now flowing beneath the city.

The city has become home to gnolls, goblins and a variety of other dark creatures that are drawn to the remaining buildings and the depressing pall that hangs over the ruins. In the dark of night, or under the shadow of the neighboring peak, undead kender continue to wander the wreckage, longing for some type of peaceful existence.

Since Malys's death, kender have begun to migrate back to their ruined homeland, both those still afflicted by Malys's curse upon them and those who were unaffected. Kronn has sent numerous expeditions to the city, in hopes of reclaiming and rebuilding the kender home as a symbolic gesture of overcoming their sorrow. Unfortunately, Kronn has yet to hear any news of their efforts.

FEATURES OF KENDERMORE

Kendermore was once an open city. A dwarven merchant was once overheard saying, "What do kender need with walls? Do they need practice scaling them?" Until recently, this sentiment has held true. Kendermore is only a newly-walled city. Over the years, they had tried a number of times to make it a walled city, but only ended up in creating a watch tower here or there, or the occasional free standing wall. It wasn't until the threat of the Dragonarmies during the War of the Lance that the concept took hold and the kender began to build walls again. The walls were completed under the direction of Paxina Thistleknott during the Summer of Chaos. The walls were destroyed less than a year later by Malystryx and her ogres.

Some say that viewing the ruins of Kendermore is like touring Ansalon in the aftermath of the Cataclysm. The amalgamation of architectural styles borrowed from nearly every culture on Krynn can be found here, and all are now burned, blackened and broken. Delicate elven spires lay shattered among crushed marble columns and scorched Solamnic style homes lean precariously over shards of golden plates that once covered the Khurish onion-styled domes of a corner cobbler. Everything is covered in a thin layer of volcanic ash from the occasional eruptions of the nearby volcano.

The stench of death and decay has long faded away, leaving the stale, fetid smell of old brittle wood and baked stone. The layers of clutter and disorderly streets make the city a complicated maze of stones and weeds. Holes into pocket caverns can be found—the remnants of the catacombs underneath the city that many kender used to escape the fiery death of the Dragon Overlord's attack. Now the underground system is home to a number of creatures that wander the tunnels hunting for their next meal.

OUTSIDE KENDERMORE

Kendermore is located approximately 75 miles east of Darkhaven and the Goodlund Mountains on the western edge of the Desolation. Between the mountains and Kendermore, great stretches of rocky and twisted land are broken by the occasional outcropping of jagged stone or deep gorge.

North of the city are the remains of the Kenderwood. The formerly lush forest has been reduced to small clumps of evergreens and emaciated semi-deciduous trees and shrubs. The draining effect of the Desolation and the constant burnings by red dragons in the area has destroyed nearly all of the Kenderwood. Only the foothills of the mountains along the coast of Nordmaar far to the north display any signs of the region's former greenery.

To the east lay the end of the Goodlund Mountains. The

mountains themselves wrap like a dragon's tail, beginning at the Peak of Malys and curving jealously around the Desolation from east to west, before ending finally miles south of Port Bailfor. Black clouds of smoke drift among the highest peaks from violent volcanic activity. The tallest point in Ansalon, the Peak of Malys, is surrounded by a ring of smaller volcanoes.

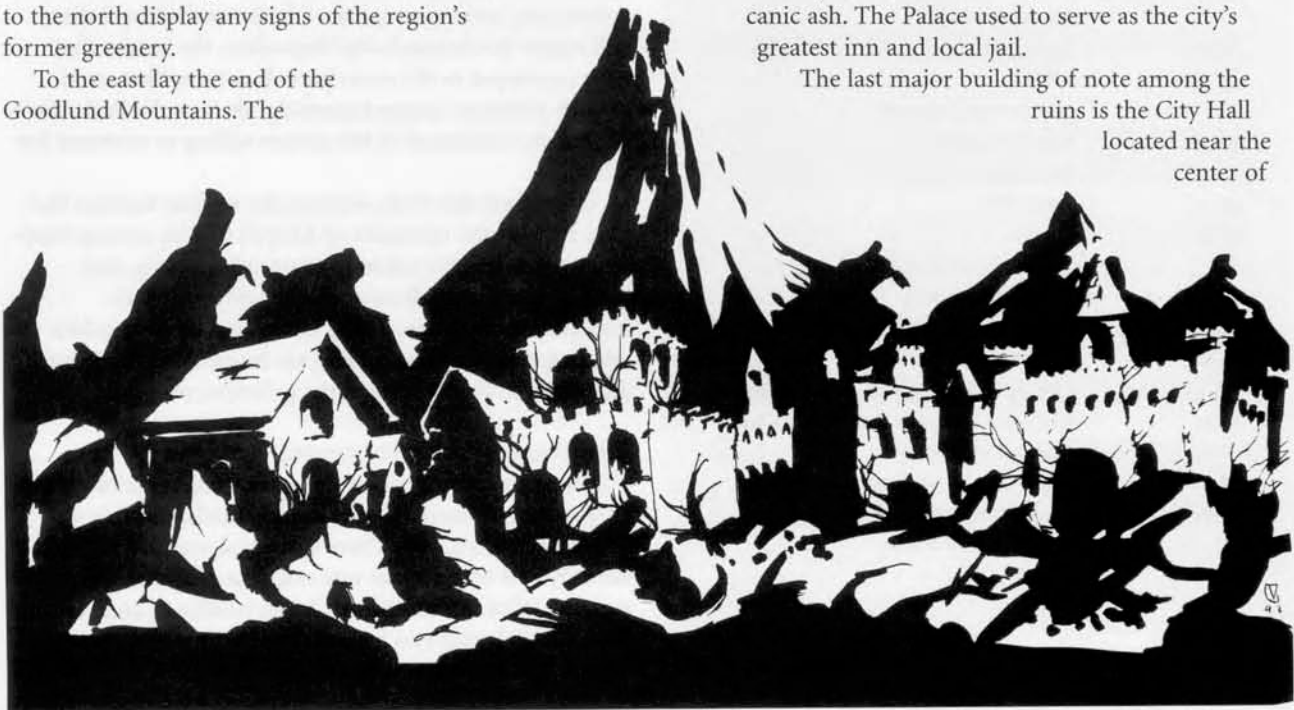
A dangerous day's walk to the south from Kendermore is a region formerly known as Springfalls. The mouth of the Bristle River erupts from a cliff face there supplying one of the limited sources of fresh water in the Desolation. The nomadic tribes of the Goodlund Peninsula jealously patrol the mouth of the river, battling against the gnolls and sligs who also desire to control the precious source of water.

BUILDINGS IN KENDERMORE

Very few buildings remain complete in Kendermore, but a number of the stone buildings continue standing. The most notable building in the ruins is the Kendermore Library. This sturdy, squat edifice was modeled after the imposing fortress of Pax Tharkas. So much stone was hauled in for its construction that the entire structure has been sinking into the foundation since it was created. The library was not only a place for storing books or literary works. It was also a central gathering place for many celebrations and swaps. The inside of the structure was destroyed by the ogre armies, but thousands of small kender-type "treasures" can be found within.

Another large building that remains mostly intact is a place known as "The Palace." This building is reminiscent of the Grand Palace of Khuri-Khan. However, the delicate gold plates that once covered the onion-shaped domes have been stolen or destroyed and the windows have all been shattered. The reflecting pool out front that was once carefully tended has dried up and filled with volcanic ash. The Palace used to serve as the city's greatest inn and local jail.

The last major building of note among the ruins is the City Hall located near the center of



Encounters in Kendermore—Day

Day	Encounter	EL
01-04	Manticore (see <i>Monster Manual</i>)	5
05-10	Hieracosphinx (see <i>Monster Manual</i>)	5
11-15	Flamestone Panthers (2, see Appendix)	
16-20	Spiked Pit Trap	4
21-25	Basilisk (see <i>Monster Manual</i>)	5
26-30	Kender Zombies (4)	
31-35	Razor-Wire	1
36-45	Carrion Crawler (see <i>Monster Manual</i>)	4
46-50	Poisoned Dart Trap	4
51-55	Ankheg (2, see <i>Monster Manual</i>)	
56-65	Lamia (see <i>Monster Manual</i>)	6
66-70	Hell Hounds (2, see <i>Monster Manual</i>)	
71-74	Wyvern (see <i>Monster Manual</i>)	6
76-85	Fusillade of Spears	6
86-90	Ungul Dust Vapor Trap	5
91-95	Ogres (3, see <i>Monster Manual</i>)	
96-100	Camouflaged Pit Trap	

Encounters in Kendermore—Night

d%	Encounter	EL
01-04	Ogre Zombies (3, see <i>Monster Manual</i>)	
05-10	Kender Wights (2)	
11-15	Flamestone Panthers (2, see Appendix)	
16-20	Spiked Pit Trap	4
21-25	Allip (see <i>Monster Manual</i>)	3
26-30	Carrion Crawler (see <i>Monster Manual</i>)	4
31-35	Razor-Wire	1
36-45	Basilisk (see <i>Monster Manual</i>)	5
46-50	Poisoned Dart Trap	4
51-55	Ankheg (2, see <i>Monster Manual</i>)	
56-65	Forlorn Kender	5
66-70	Yeth Hounds (2, see <i>Monster Manual</i>)	
71-74	Hell Hounds (2, see <i>Monster Manual</i>)	
76-85	Fusillade of Spears	6
86-90	Ungul Dust Vapor Trap	5
91-95	Magma Wraiths (2, see Appendix)	
96-100	Camouflaged Pit Trap	5

town. This building was once the meeting place of the Kender Council of Elders. Four stories tall, the city hall was built of a sturdy white marble imported from Palanthas. The building stands tall albeit at a slight angle. Many of the exterior walls that remain are damaged by fire. The interiors have been stripped of anything worthwhile.

The other buildings of Kendermore vary in degrees of destruction. The worst devastation took place to the south-east of the city, where the ogre army breached the walls and fell into the trap made by the remaining defenders in the city. The roads had been altered, leading the invading army through a gauntlet of deadly and devious traps, before unleashing their biggest trap—starting a fire that swept through the city and ravaged the invading ogres.

The farther north and west you travel, the more buildings remain intact yet still damaged and blackened by fire. Some of the buildings are missing entire walls or roofs, but it is difficult to tell if that was actually part of the design before the attack or not.

INHABITANTS OF KENDERMORE

Despite the number of roaming mindless beasts and undead in the city, there are still a few intelligent creatures that dwell among the ruins of Kendermore. Beneath the Desolation are mazes of caverns inhabited by tribes of goblins and hobgoblins, as well as by other strange creatures. Now and again, these creatures come to the surface to hunt and will exit through openings found in Kendermore. The goblins always make sure they leave and return before the sun sets, not wanting to be caught in the ruins after dark.

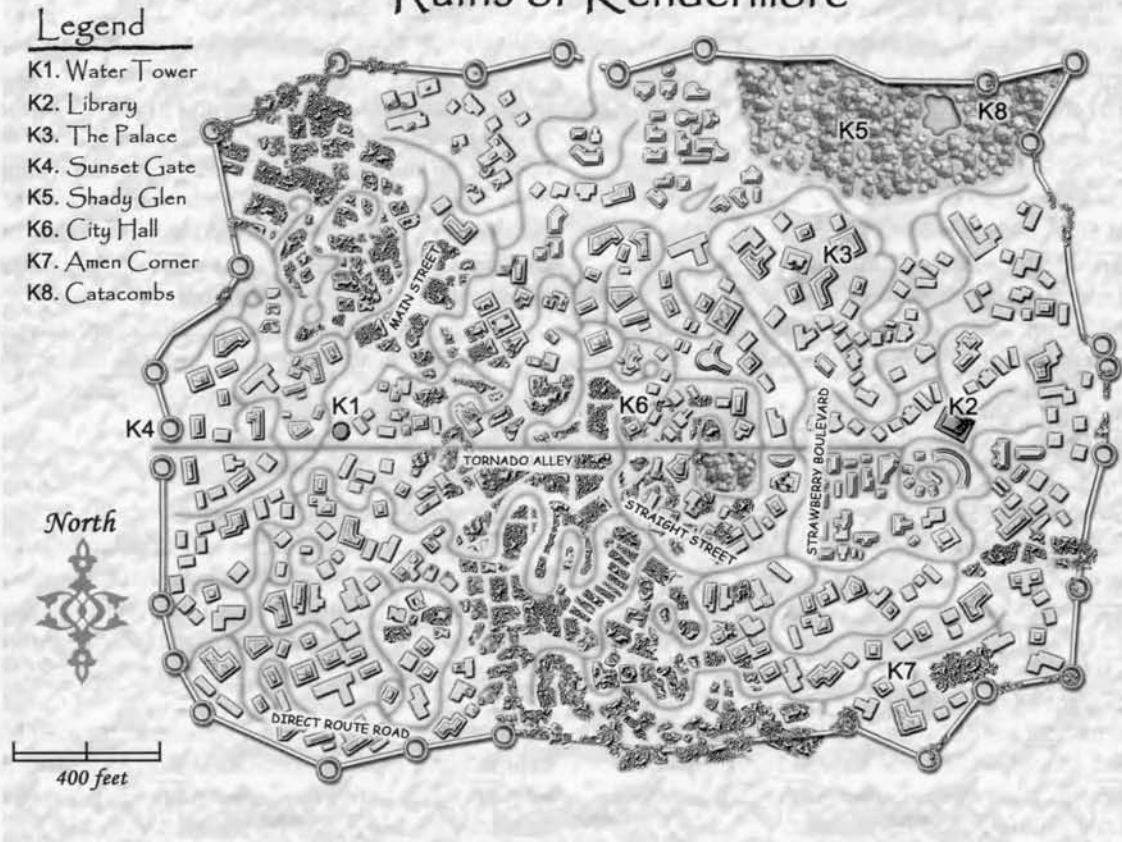
Recently, groups of kender have been risking the Desolation, seeking Kendermore. Some of these kender are refugees from the ruined city, survivors of that fateful night when they were chased from their home. Others are those who are drawn by their wanderlust and curiosity. A few of the rare kender nightstalkers have also been drawn to the ruined city, seeking to speak with the spirits they believe still haunt the doomed city. Regardless, the kender that have journeyed to the ruins have discovered that, even though Malys no longer haunts the skies or the Peak, there are still the remnants of her armies willing to continue her work.

Ogres from the Peak, working for various factions that have divided the remnants of Malys's empire among themselves, have recently taken to roaming the ruins. Any kender whom they discover, along with any other humanoids they come across (including the rare goblin who appears out in the open), are hunted down, captured, and taken to the Peak for some nefarious purpose.

THE STREETS OF KENDERMORE

The streets of Kendermore are a confusing maze of paths, alleyways, and winding, cobblestone roads, and this was before the destruction. There was no planning. The streets were created where space was available and even where it was not. With the addition of fallen buildings, and cave-ins to the tunnels that run beneath the city, traveling through Kendermore has become even more hazardous and confus-

Ruins of Kendermore



ing. Only the landmarks of the surrounding mountains lend a person any sort of sense of direction. Sinkholes can still open up at the most inopportune time.

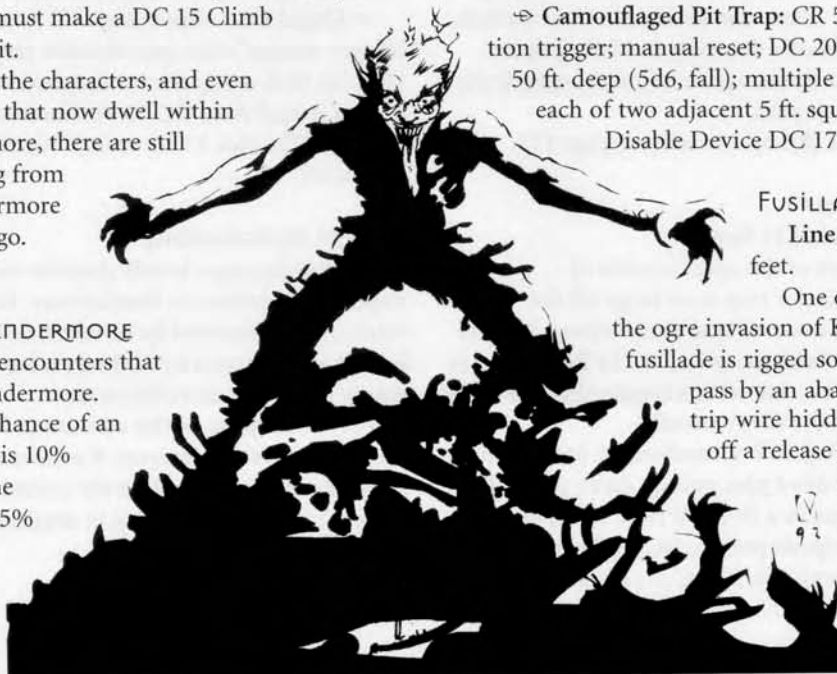
Sink Holes: Those individuals who are within the perimeter of a sink hole must make a DC 15 Reflex save or suffer 2d6 points of damage as they slide into the center of the hole that has just opened up beneath them. On a successful saving throw, the character has leaped to safety. Then the individual must make a DC 15 Climb check to escape the pit.

Unfortunately for the characters, and even the other inhabitants that now dwell within the ruins of Kendermore, there are still some traps remaining from the defense of Kendermore more than 35 years ago.

ENCOUNTERS IN KENDERMORE

There are numerous encounters that can occur within Kendermore. During the day, the chance of an encounter occurring is 10% per hour. At night, the chance increases to 25% each hour.

CAMOUFLAGED



PIT TRAP

Line of Sight Distance: 30 feet.

One of the remnants of the ogre invasion of Kendermore, this pit trap is disguised to seem like part of the roads that twist and turn throughout the city. It is set to release when any creature weighing more than 100 lbs. crosses over it.

↳ **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 25; Disable Device DC 17.

FUSILLADE OF SPEARS

Line of Sight Distance: 30 feet.

One of the remnants of the ogre invasion of Kendermore, this fusillade is rigged so that as characters pass by an abandoned building, a trip wire hidden in the dirt will set off a release mechanism and send spears hurtling through the air. Allow the characters a DC 18 Spot check to notice the tripwire as they

approach, and a DC 18 Reflex save for each person as they pass over the wire to avoid setting it off.

⇒ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft. by 10 ft. area); Search DC 26; Disable Device DC 20.

FORLORN KENDER

Line of Sight Distance: 30 feet.

Spirits of kender who died during the attack on Kendermore still haunt this ruined city. Many disappeared during the War of Souls, but some remained behind, tied to their mortal remains. These pathetic creatures are known as the Forlorn.

Now, the Forlorn will attack any living creature who crosses their path, seeking to bring them the same pain and fill them with the same fear that they experienced on that night, although they have no other memories of their life.

Note that even kender are not immune to the *fear* aura of a Forlorn.

☞ **Forlorn Kender:** hp 32.

KENDER WRAITHS

Line of Sight Distance: 30 feet.

Not all undead kender within the ruins of Kendermore are Forlorn. Indeed, while some became Forlorn, others became wraiths, their spirits twisted as they fell prey to the darkness and evil unleashed upon them.

These wraiths appear to be slightly smaller than typical wraiths. Their faces are visibly filled with anger, hatred, and pain.

☞ **Kender Wraiths (2):** hp 30, 28; see *Monster Manual*.

KENDER ZOMBIES

Line of Sight Distance: 30 feet.

Many of the corpses left in Kendermore were animated, either by the forces of Malystrixx, or by others who dwelled within the ruined city. These mindless undead are pathetic creatures, their small bodies decaying and falling apart, even as they follow the dictates given to them—attack any creatures that cross their path.

☞ **Kender Zombies (8):** hp 14 each; see page 172.

POISONED DART TRAP

Line of Sight Distance: 15 feet.

One of the remnants of the ogre invasion of Kendermore, this particular trap is set to go off the moment anyone turns down a dead-end alleyway. A small tripwire (DC 18 Spot check to notice, DC 18 Reflex save to avoid) set on the ground, unleashes a trigger that sends the darts whistling toward the alley's mouth.

⇒ **Poisoned Dart Trap:** CR 4; mechanical, location trigger; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10 ft. by 10 ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

RAZOR-WIRE

Line of Sight Distance: 15 feet.

Remnants of the ogre invasion of Kendermore, throughout most of the city, razor-wires were strung to hamstring the ogre hordes as they poured into the city. While some tripwires were attached to other traps (such as the fusillade of spears or poisoned darts), others were meant simply to delay and sow confusion among the ranks. Plenty of these razor-wires still remain scattered throughout the city. Any creature larger than Large size is unaffected by the razor-wire, as they typically step right over it.

⇒ **Razor-Wire:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 22; Disable Device DC 15.

SPIKED PIT TRAP

Line of Sight Distance: 30 feet.

One of the remnants of the ogre invasion of Kendermore, this trap is a deep hole that spills into one of the many underground caverns of the catacombs beneath Kendermore. A trapdoor conceals the pit, rigged to fall when any creature weighing more than 100 lbs. steps onto it.

⇒ **Spiked Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

UNGUL DUST VAPOR TRAP

Line of Sight Distance: 15 feet.

One of the remnants of the ogre invasion of Kendermore, this trap is triggered by a tripwire connected to ceramic jars, causing them to topple and release their contents if the trap is set off. It requires a DC 18 Spot check to notice the tripwire and a DC 18 Reflex check to avoid setting it off if anyone crosses over the line.

⇒ **Ungul Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10 ft. by 10 ft. area); never miss; onset delay (2 rounds); poison (ungul dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

SITES IN KENDERMORE

The following pages briefly describe some of the more important locations in Kendermore. Most of the city is in ruins, either destroyed by invaders, destroyed by the kender, or destroyed by Malystrixx, leaving behind only empty husks and scorched stone.

For the purpose of this adventure, Kendermore is only described in brief. However, if you want to allow the characters more time to explore the ruined city, feel free to expand upon the city, filling in details and adding locations as necessary.

WHAT DOES DEUCE KNOW?

Deuce probably knows more about the ruins of Kendermore than any living creature at this time. Unlike the other kender, he stayed behind when they fled, hiding himself deep within the tunnels and waiting until he knew it was relatively safe to come out. He wandered the ruined streets for many nights, and in his mind, he could see how things used to be...the way he wanted things to be once again.

Do you know what is happening with the kender?

"When any kender, or anyone else, is caught within Kendermore, they're captured by either the ogres or those accursed dragonspawn that didn't die when the Red Bitch did. They're taken into the Peak, then they're never heard from again..."

Do you know where the kender are taken?

"Just into the Peak. There are a couple of different ways there, but the prisoners are always taken to this one tunnel that leads to the cave village the ogres built inside the volcano. Ain't the best way in, if ya ask me... there's another way in, further up the Peak, that's not constantly guarded..."

Do you know how to get in to the Peak?

"There are a couple of ways in. 'course, you can go in from the top, where the Ruins are, but ya might fall into the volcano and burn to a crisp. There's the tunnel leadin' into the cave village, but it's constantly guarded by the ogres...then, there's a passage further up the Peak, in one of those dormant plumes." He points to the plume in question, a tall, narrow peak that rises about half-way up the volcano. "You could probably get in that way... might be a tad safer, although what safer is when you're in the Peak is a question for the gods, if ya ask me."

Do you know where we can find...?

Deuce knows pretty much where everything is in the ruins. This includes where to find foodstuffs, clean water, and other necessary supplies. For a price, he's even willing to guide the characters to the location, although the more dangerous the location is, the more he's likely to want. (Deuce isn't interested in monetary transactions; he wants goods and equipment to either help with his gardening, or to help him survive.)

K1. WATER TOWER

This strange tower teeters precariously from side to side, the stone building groaning from the stress on its supports. It seems like it could tumble at any time. The building is about 50 feet tall, and about 15 feet wide at the base. Atop the stone edifice is the shattered wooden frame of a water tower.

Despite the tower's precarious look, it has managed to remain standing since the destruction of the city more than 35 years ago. Entering the water tower, however, is not a wise course of action. If the walls of the tower take any damage whatsoever, the entire structure will collapse.

• **Water Tower Walls:** 1 ft. thick, hardness 8; hp 10 (current); break DC 35; Climb DC 20.

⇒ **Collapsing Tower:** CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10 ft. by 10 ft. area); Search DC 14; Disable Device DC NA.

K2. LIBRARY

This short, squat structure seems to be of dwarven design, eerily reminiscent of Pax Tharkas far to the west. Unlike many of the buildings in Kendermore, this structure has weathered devastation fairly well, since it's one of the few buildings still standing. After a few moments, however, some-

thing odd about the building strikes you—it seems to be sinking!

The heavy stone construction has slowly, over time, began to sink into the soft ground it was built on, a sign that perhaps the builders weren't dwarven after all.

The interior of the Library was gutted and ransacked during the ogre invasion of Kendermore in 386 AC (3 SC). Since that time, it has been used by many different creatures as a lair.

Currently, the Library has become the lair for a flock of cockatrices. They are scattered throughout the Library in smaller nests, typically of two to four cockatrices. Throughout the Library, and even just outside its gates, there are statues of goblins, gnolls, and even kender—all victims of the cockatrices' petrifying attack.

Exploring the Library is risky, not only because of the cockatrices. Consisting of more than twenty separate rooms that are connected by twisting tunnels. It is easy to get lost inside.

Creatures: Beside the cockatrices, there are a few other creatures lurking about the Library, but most of the living creatures have fled the rapacious creatures.

∞ **Cockatrices (2-4):** hp 28, 27, 26, 25; see *Monster Manual*.

Treasure: Most of the books and papers within the Library have been destroyed, although it is always possible to find some random trinket hidden in the rubble, small

items that have fallen from kender pouches or were accidentally dropped. Finding anything of true value in the Library is a difficult proposition.

K3. THE PALACE

This building was once one of the most beautiful buildings in all of Kendermore. Even now, with most of its grandeur destroyed, one can easily see its former glory.

Built along the lines of the onion-domed Palace of Khuri-Khan, its white marble edifice is now smeared with grime and covered by the ever-present soot that fills the air. The golden leaves that once decorated the domes atop the building have either been stolen or have flaked away, while the stained glass windows have all been shattered.

A long pool, surrounded by a garden, lies before the building, but the pool is now filled with ash and debris instead of water, and the garden is filled with the stunted, twisted plants that seem to thrive in this forsaken land.

Despite its fine appearance, the Palace once served the kender as both a jail and an inn. Important visitors would be allowed to stay within, while cheerful kender who were being “held for trial” kept themselves confined within, all the while playing games with those who happened to walk by.

Now, the Palace is as empty as a graveyard. Although its structural integrity is sound, the other living inhabitants of Kendermore claim that the Palace is haunted, despite the fact that no undead have been seen within its walls.

Creatures: The Palace is haunted by an afflicted kender whose family members were once the Palace’s groundskeepers for five generations, including himself. When Kendermore was destroyed, he stayed behind, unwilling to leave his precious gardens. He hid in the Palace, where he has remained hidden for more than thirty-five years, sneaking out at night to tend his garden and to eat, only to dart off and hide before daybreak. He is quite insane, even for an afflicted kender.

Any creatures that approach the Palace are watched suspiciously by the kender. Allow characters a resisted Spot check against Deuce’s Hide check (1d20+XX) to see if they spot the gaunt, dirty kender. It’s entirely possible that characters will believe Deuce to be a gully dwarf, a Disguise he has used before, but he’s clearly smarter than the average gully dwarf.

His initial reaction to the characters will be Unfriendly, but if they approach him peaceably, they’ll find that Deuce is extremely knowledgeable about the current state of affairs here in Kendermore. With a Friendly reaction, Deuce will give directions to wherever the characters wish to go. With a Helpful reaction, he will guide them there, although he will run and hide at the first sight of trouble.

If the characters attack, Deuce will flee into the Palace,

seeking to lose the characters inside as he leads them through numerous homemade traps he’s rigged throughout the building (use the various traps listed in the Random Encounter tables above, or any other non-magical, mechanical traps). Deuce is actually responsible for resetting many of the traps that remain throughout the ruins, possessing an uncanny knack for designing and modifying traps to a variety of purposes.

☞ **Deuce Spadestomper:** hp 17; see page 172.

XP Award: If the characters get Deuce to assist them, award them full XP for the encounter.

K4. SUNSET GATE

Once, this western gate held off the ogre hordes for many days. Even now, you can make out signs of battering and scars from weapons gouging deeply into the thick wood. Now, however, it’s barely attached to its hinges with much of the wood either burned away or rotting. It creaks and shudders as each strong breeze pushes it back and forth, like working an old tooth, until it finally falls off.

The wall around Kendermore was a fairly recent addition to its defenses, built during the War of the Lance as protection against the Dragonarmies. The wall was never breached (although there were numerous ways to bypass the wall, as any kender knew) until the kender purposefully allowed the ogres to break down the gates, leading them into a series of deadly traps to the center of the city, where the largest death trap of all had been laid.

The gate is about twenty feet wide with two wooden doors that could easily be barred from within. Along the road from the gate into the city proper, one can see numerous piles of junk that had been set up by the kender. Once, the junk was pushed against the gate to prevent entry, but now the junk lies scattered along the numerous alleyways around the area.

K5. SHADY VALE

Located near the northern edge of town, this Lopen area used to be a lush glade, filled with numerous flowers and towering trees...but now, the trees are all withered and gnarled, their leaves long since gone, and the grass and flowers have given way to the ubiquitous tangleweed.

The tangleweed seems to have grown wildly out of control, covering nearly every bare inch of ground, as well as creeping up to wrap tightly around the numerous small marble and wood gravemarkers that stand out starkly against the dark tangleweed.

If you look close enough, you can make out the shadow of a trail barely visible through the knot of tangleweed, weaving its way back toward a small hill on the other side of the graveyard.

Once, this vale served as a final resting place for kender who passed away in Kendermore. Numerous small graves and plots pepper the landscape, although they are hidden beneath the dense patches of tangleweed. Many of the graves were dug up by the goblins that sneaked out from the underground caverns following the Kender Flight. Now, however, the presence of the Forlorn Kender keeps them from haphazardly digging up graves, for fear of what else they might find.

The path through the tangleweed leads to one of the most used entrances to the catacombs below (K8). However, any creature passing through the graveyard at night finds that they have to contend with the numerous Forlorn Kender that have been attracted to this place of death and decay.

Creatures: There are four Forlorn Kender that dwell within this secluded glade. They hide themselves in shallow graves during the day, but at night they emerge to hunt for prey...particularly the goblins that they find foolish enough to emerge from the catacombs after dark.

☞ **Forlorn Kender (4):** hp 32 each.

K6. CITY HALL

Near the center of the city, where the damage seems to be the most intense, one building still stands above the shattered remains of the others.

Standing nearly thirty feet tall, the rectangular structure seems to bear the mark of Palanthas in its design, although its stone facade has been scorched completely black and the marble columns have long since tumbled to the ground... many of those stone blocks seem to have disappeared.

Through the empty windows, you can see that the interior of the building has been gutted by fire.

Once, this building served as City Hall of Kendermore, where the day to day affairs of “kender politics” were acted out. Usually, it served as a handy place for kender to meet up, compare things they had found, and trade with others. Occasionally, business with outsiders was also conducted on its steps, although few can truly have claimed to have gone inside the stately walls—including the kender who “ruled” the city!

Now, this shattered and gutted building serves as a home for the Grup Clan of gully dwarves. As in almost every city in the world, whether still standing or in ruins, the gully dwarves have managed to not only eke out a living, but to somehow thrive where others would find only hardship.

If the characters try to enter the building, they will find that just inside the door is an enormous trash heap, junk gathered from all over the ruined city and just thrown inside.

Creatures: A clan of fifteen gully dwarves dwells within the ruins of City Hall. Like gully dwarves everywhere, the moment the characters enter the building, they will scatter

and try to hide themselves away, although their loud pleas of mercy and chants of “You no see me!” easily gives away their location.

If the characters are persistent, one of the “braver” gully dwarves will emerge, crawling forward on hands and knees, crying like a baby as he begs for the characters to “No hurt me!” This pathetic figure is High Grup Two, the leader of the clan. The High Grup is a sniveling, smarmy paragon of a gully dwarf.

Play up the gully dwarves for a little comic relief, but don’t overplay it. Despite their appearance, they have survived and thrived in one of the most dangerous regions of Ansalon. They may not be among the most intelligent races, but there is no other race that can survive as well as these gully dwarves do.

☞ **Gully Dwarves (14):** hp 3 each; see page 172.

☞ **High Grup II:** hp 172; see page 172.

Development: The gully dwarves know as much about Kendermore as Deuce does (K3), and more about the Peak than he does. However, getting that information out of them is not as easy. The gully dwarves will trip over themselves (quite literally) in offering to help the characters, but giving accurate details or directions is next to impossible. If the characters approach the gully dwarves properly, they will even offer to take the characters a “safe way” to any place they want within Kendermore, or even to the Plume Entrance to the Peak.

If the characters attack or otherwise threaten the gully dwarves, the gully dwarves will attempt to escape. Then, at the earliest moment, they will seek to bring word of these dangerous strangers to either the ogres in the ruins (see The Slavers below), or to any one of the other groups of monstrous humanoids living in the ruined city.

XP Award: Do not award experience if the characters try to kill the gully dwarves.

K7. AMEN CORNER

Near the southern end of the ruined city, you come across a small block of buildings that seem to have once been temples...although no two seem to be alike in architecture and style.

Like many other areas in the city, this area seems to have been hit pretty hard by damage; the temples are all broken and scorched by fire and the statues are defaced or destroyed. Yet, beneath all of that, there is still an odd sense of serenity lurking like a shadow at the edge of your consciousness.

If indeed these were once temples to the gods, then perhaps although the temples have been destroyed, the presence of the gods still remains...a ghost of the faith that once permeated this area.

The destroyed temples comprised what was once known as Amen Corner, where small shrines were built to the numerous gods and tended to by their kender followers. Shrines of Fizban stood next to shrines of Mishakal and

Branchala, and the sturdy shrine of Reorx still stands tall, although it too bears the scars of the city's destruction.

This area is unpopulated by undead or monsters, as the hallowed presence of the gods has returned to imbue the area with a sense of expectancy. It almost seems as if the gods are waiting here for their kender followers to return one day, and that they are willing to wait as long as it takes for the kender to come back and reclaim their home.

K8. CATACOMBS

In a small clearing, you stumble upon what seems to be an overlarge rabbit hole. About large enough for an adult human to squeeze through, it looks as if it drops down about ten feet into a small chamber down below.

This small hole is but one of many similar such holes scattered throughout the entire Goodlund Peninsula, serving as an entrance to the twisting network of caves and tunnels carved countless centuries ago by an unknown group of people.

A DC 15 Survival check will enable characters to notice goblin tracks in the ground leading to and from the hole.

Describing the immense network of catacombs and tunnels that lie beneath the ruined city, and indeed across much of the Desolation, is beyond the scope of this adventure. It is possible to get lost within minutes down below, unless one is familiar with the twisting passageways and numerous tunnels that used to serve the kender as a handy travel and escape route.

If you want to use the catacomb entrance as a back way into the Peak of Malys, you may wish to design a series of caves and passages that the characters must pass through before they get to the Peak. Beside the goblins and hobgoblins, there are countless other creatures that live beneath the Desolation, including numerous undead creatures, as well as horrifying abominations either created by the twisted magic of Malystryx's *skull totem* or those that were awak-

ened by her shaping of the terrain.

THE SLAVERS

Once you have given characters some time to look around and explore the ruins of Kendermore, read them the following:

In the distance, you can suddenly hear loud shouts of surprise, and a strange, disturbing whirring sound coming from the other side of the ruined buildings to your left.

Allow the characters to make DC 15 Listen checks. Those who succeed on their Listen checks can distinguish

the distinctive sound of a hoopak being swung around to create the whistling sound: a signal kender use as an alert for trouble.

If the characters go to investigate, they'll discover that the quickest route to the scene of the noise is actually through the ruined buildings blocking their path (otherwise, following the streets will take the characters five to ten minutes to get to the other side of the building).

The building separating the characters from the scene was once a tavern that closely resembled the legendary Inn of the Last Home, although on the ground instead of up in the trees.

Scrambling through the building, however, is not without peril. The floor is dangerously weak in some spots, while in others the roof is in danger of caving in. Spotting the weak areas on the floor require a successful DC 18 Spot check. If the building suffers any damage, the ceilings will automatically collapse.

◆ **Building Walls:** 1 ft. thick, hardness 8; hp 35; break DC 35; Climb DC 20.

⊕ **Collapsing Floor:** CR 3; mechanical, location trigger; repair reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

⊕ **Collapsing Ceiling:** CR 3; mechanical, location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.



On the other side of the building, broken windows overlook Tornado Alley, where a tornado tore through the town, creating the straightest road in Kendermore. As the characters look out, read them the following:

You soon discover the source of the cacophony. You can see a kender, precariously perched on top of one of the buildings, his hoopak whirring as he slings bullets toward a group of ogres racing toward the building. Over their roars of rage, the kender's high-pitched voice rises to echo hauntingly along the alley.

"You scum-lickin', toenail-eatin', wart-pickin', puppy-beatin', ugly sonnova bit...oops!" The kender's arms flail as one of the ogres slams a fist into the wall, causing the battered structure to shudder and almost dislodge the youngster from his perch.

"Get that little bastard," another roar echoes down the alleyway, this time from farther to the west. Glancing down the road, you spot a rather large ogre, dressed in a motley of assorted armors, uncoiling a whip from around his waist. Behind him, two other ogres are holding a long chain between them, to which several small figures are shackled, their bodies battered and bruised, slumped listlessly on the ground.

"Who you callin' a bastard?" shouts out the kender as he scrambles to safety, just as one of the ogres makes a grab for him. As the kender thwacks the ogre with his hoopak, he looks back toward the ogre, shouting out, "least my mother didn't sleep with a goatsucker bird!"

With an inarticulate roar of rage, the ogre takes a few strides forward, his arm reaching back before he cracks the whip forward, the spiked leather slashes through the air and wraps around the kender's leg. Before the kender can give a startled cry, the ogre pulls back, yanking the kender from atop the wall to fall to the ground with an audible "Thump!"

Ideally, the characters will seek to try and help the kender. If the characters need a little inducement to help, have Elijayess unwilling to see the kender so mistreated; he'll unslung his bow and take a few shots.

Creatures: There are five ogres here, four warriors and their leader, a rather brutal figure known as Karak. There are six kender, who have been beaten into submission, and chained together between the two ogres behind Karak. Then there's Parrick Whistlewalk, the kender yanked off the roof. If the characters attack, Parrick is wounded, but more than willing to aid the characters in beating the ogres and freeing the kender. The two ogres that were seeking to grab Parrick were also injured by the kender's attacks.

☞ **Karak:** ; see page XXX.

☞ **Ogre Warriors:** hp 29; see *Monster Manual*.

☞ **Parrick Whistlewalk:** hp 14; see page 173.

Tactics: The ogres are very straightforward in their attack, although they will attempt at first to knock the characters out (using nonlethal damage and pulling their attacks, taking a -4 penalty on attack rolls), seeking to capture the characters. However, once one of the ogres is killed, the rest will cease attempting to capture the characters and instead seek to avenge their fallen comrade.

Treasure: The ogres are carrying a standard array of equipment; except for Parrick, all the kender have had their pouches stripped from them and tossed away.

Development: Once the characters have taken care of the ogres, they'll find Parrick more than willing to answer a few questions about what's going on.

The young kender who'd been pulled from the rooftop finally takes a few moments to dust himself off as he walks toward you with a wide grin.

"Wow! That was great! Thanks for helpin', I wasn't sure if I could free my friends without your help!" He rambles on as he thrusts out a hand to greet you, "I'm Parrick Whistlewalk."

Parrick is a true kender, while his six companions are a mix of true and afflicted. They were a group who agreed to come up to Kendermore for Kronn, but had gotten sidetracked once they discovered that ogres had been capturing and taking kender to the Peak.

Parrick and his friends had tried sneaking in, but had been chased off by the ogre guards, who then sent Karak and his men out to bring in the kender. He'll tell the characters that he's seen the ogres take in more than twenty kender since they arrived about two weeks ago...including his sister, Kerra.

Parrick will ask the characters to find out what happened to his sister, to save her and any other kender they find if possible. At this point, Elijayess will offer to stay behind and help Parrick take care of the wounded kender, telling the characters to meet up at the Palace once they returned.

If the characters do not already know about the plume entrance to the Peak, Parrick will pipe up and point to the plume, "We scouted out a way into the Peak that we don't think the ogres bother with...up there. We've seen a few strange creatures going in and out of the plume...they kinda look like giant copper ants..."

Parrick is speaking about the phalanx ants and their lair within the Peak. The phalanx ants may provide the characters with much needed information about the Peak, including ways to safely traverse the treacherous location.

JOURNEY TO THE PEAK

When the characters are prepared to head for the Peak, read them the following:

As you prepare to leave, Elijayess walks up and stares up toward the sullen Peak of Malys.

“Be careful, my friends,” his voice is a soft whisper. “Even though *she* is dead, her presence still lingers. The land remembers the torture she put it through...and Chislev weeps.”

The Kagonesti’s gaze turns from the Peak toward you, a faint smile appearing on his otherwise somber face, “However, I believe that the gods walk with you. Have faith and it shall carry you through the hardships ahead. I will await your return at the Palace and watch over the little ones.”

Clasping each of your hands in the Kagonesti farewell, Elijayess turns and walks back toward the wounded kender, hefting two of the weaker ones in his arms as he kneels down to allow a third to climb onto his back.

Parrick walks up to you, looking a bit downcast for the otherwise cheerful kender. Gazing up, he offers his own advice, “Keep your hands on your

pouches, keep your nose to the ground, and if someone shouts ‘heads up!’ they mean ‘duck!’” Reaching toward his belt, he pulls off one of his pouches and holds it toward you, “Here, take this... ya might need it in there.”

The pouch that Parrick offers the characters contains a number of small objects the characters may find useful: two *potions of resist energy (fire) 10*, one *potion of protection from energy (fire)*, a *ring of feather falling*, and an *amulet of natural armor +1*, mixed in among a wide assortment of other typical objects found in a kender’s pouch: feathers, pretty stones, random bits of string, a whetstone, and perhaps some small objects of the characters’ that Parrick “found on the ground.”

From Kendermore, it will take a hard day’s journey to reach the plume. Although they do not realize it yet, they are approaching one of the pivotal moments of their journey.

THE PEAK OF MALYSTRYX

The Peak of Malystryx is an enormous, active volcano—one of the tallest on all of Ansalon, rivaling even the Lords of Doom that surround Sanction.

The characters will have to scale the mountainside in order to reach the Plume, one of the only safe entrances into the Peak. This will easily take the characters a full day of difficult climbing, with a few stops for resting as the heat of the lava rivers can be overwhelming.

Once the characters are inside the Peak, they find strange allies within, allies that may seem monstrous at first, but prove to be helpful in navigating the dangers of the Peak.

As the characters explore the interior, they uncover a terrifying conspiracy between the dragonspawn that survived Malystryx's destruction and a fallen ogre titan, both of whom are seeking to tap into the ambient magic remaining inside the Peak in order to transform themselves into something more.

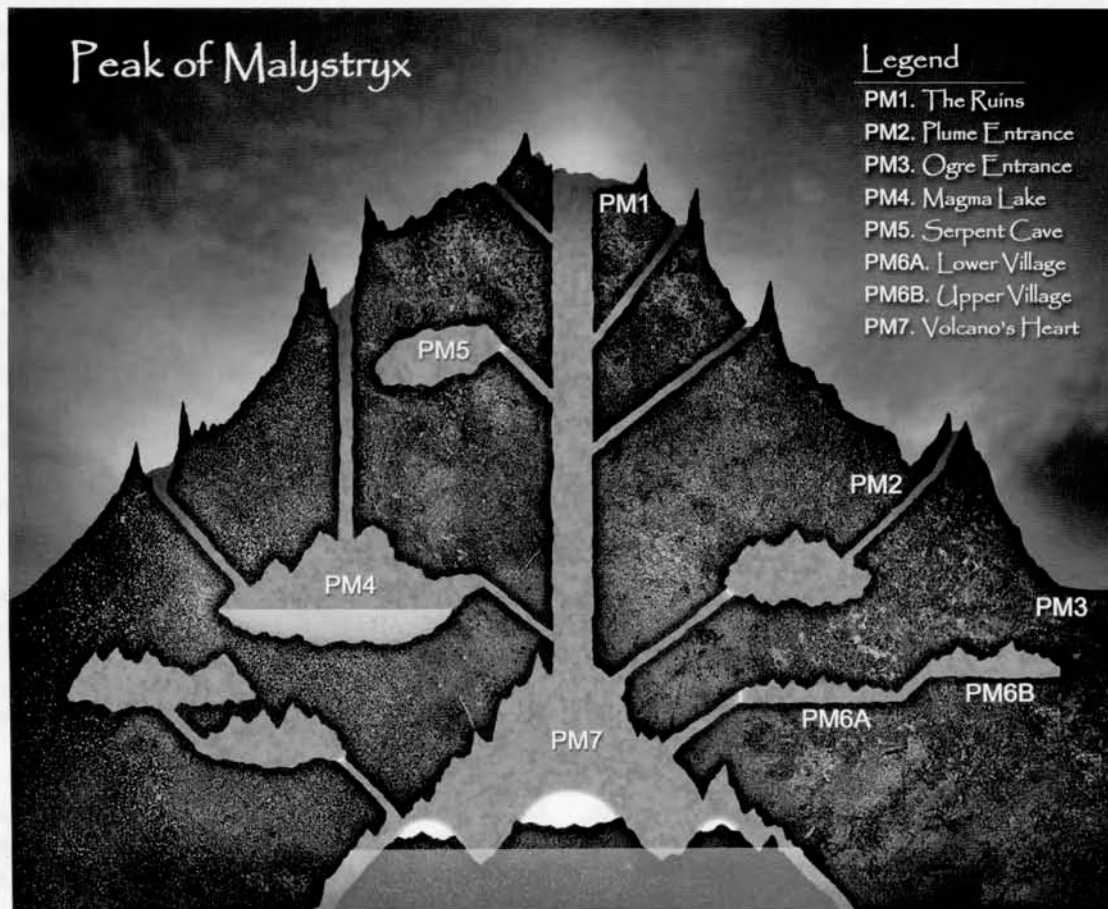
SCALING THE PEAK OF MALYSTRYX

As the characters reach the base of the Peak, read them the following:

The shadow cast by the Peak grew ever darker as you approached, and now as you stand at the base of the monstrous mountain and gaze upward, you cannot help but gasp at the sheer size of the volcano before you.

You would estimate that the Peak is thousands of feet high, placing the top of the volcano near the low clouds hanging in the sky. Noxious plumes of black smoke billow angrily from the mouth of the volcano, filling the sky with a cloying blanket of soot and cinder. Sullen rivers of slow, seething lava spill from the top of the peak, as well as from various other angry wounds in the mountainside, creating twisting veins that seem to pulse as if the mountain were a living entity.

From your position, you can barely see the Plume. It resembles a finger of stone stretching skyward about halfway up the mountain. Getting to the plume does seem to be far easier a climb than trying to reach the peak of the volcano, although it's still a long way up.



The exterior and the interior of the Peak are treated as two separate locations. The environments and troubles each present are completely different from one another.

The distance between the characters and the Plume is about 3,000 feet up. The first 1,000 feet is a gradual slope, but from there the slope becomes fairly steep. Because of the trackless terrain, it will take the characters approximately 6 hours to ascend from the base of the mountain to the plume entrance.

THE PEAK OF MALYSTRYX

Current Date: 12th day of Rannmont (Winter), assuming the characters spend 1 day in Kendermore and 1 day traveling to the base of the Peak. Otherwise, adjust the dates and moon phases accordingly.

- ☞ **Phases of the Moons**
- ☞ **Solinari:** Waxing Crescent, First Quarter Waxing (Position 4 on the chart)
- ☞ **Lunitari:** Full Moon, High Sanction (Position 10 on the chart)
- ☞ **Nuitari:** New Moon, Low Sanction (Position 17 on the chart)

The Peak of Malystrix is one of Ansalon's tallest mountains, reaching a height of more than 12,000 feet above the ground (more than 15,000 feet above sea level). In the Desolation, it towers more than 5,000 feet above the surrounding volcanoes and mountains.

The Peak is a shield volcano, built entirely by the flow of magma summoned from deep within the ground. The diameter of the base is easily 4 miles wide, while the caldera (the mouth of the volcano) is a mile wide. However, the actual vent leading to the volcano's core is only about 500 feet wide. A plume of magma carved its way through the mountain, creating many natural caverns.

FEATURES OF THE PEAK'S EXTERIOR

The exterior of the Peak is rocky and jagged, composed primarily of basalt and jagged shards of rough obsidian. Normally, such soil is rich in nutrients that enable plantlife to flourish, but the heat of the lava flows and Malystrix's magic has prevented flora from growing.

During the day, the sky over the Peak is constantly overcast, though this is not enough to affect vision.

At night, however, the Peak is not completely dark, even with the dark smoke obscuring the moons and stars. From the reflection of light upon the low hanging clouds of cinder belched from the Peak's mouth to the sullen light from the seeping rivers of lava spilling down its sides, there is a constant source of dim illumination. On the Peak's sides,

there is enough illumination that darkvision does not function, though low-light vision functions normally. Even those with normal vision can see 10 feet as if it were bright and up to 20 feet away as shadowy during the night.

ALTITUDE

Where the characters stand at the base of the mountain, they are in a low pass altitude zone (about 4,000 feet above sea level, but lower than 5,000).

The Plume entrance to the volcano is a low peak (about 3,000 feet above the ground and 7,000 feet above sea level). As characters approach the plume,

they must make a Fortitude check each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends below the 5,000 feet mark.

The top of the peak, where the Ruins stand, is a high peak, about 12,000 feet above the ground and 15,000 feet above sea level. At this elevation, creatures are subject to both high altitude fatigue (see above) and altitude sickness, whether or

not they are acclimated to high altitudes.

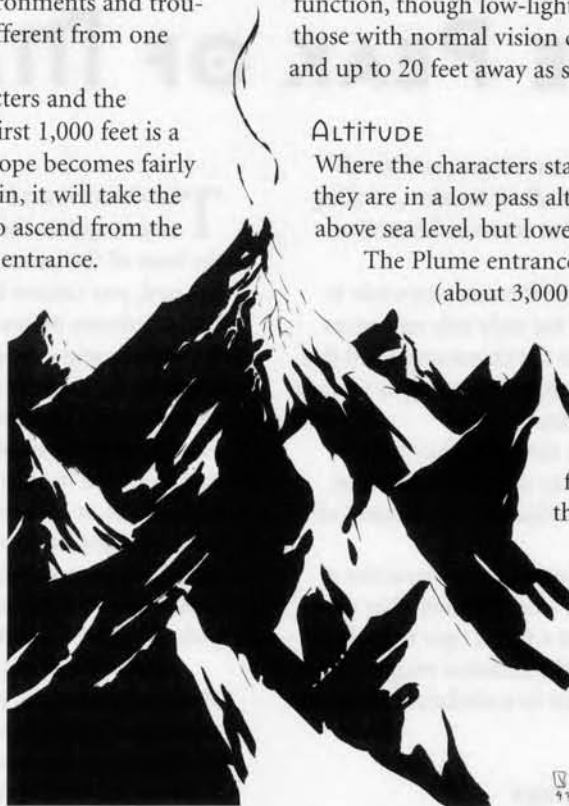
Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude over 15,000 feet he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores.

You may make available to the characters the spell *zone of air* (see Appendix), a spell that will not only help the characters deal with altitude sickness, but also help them deal with the noxious fumes within areas of the Peak. Cleric, druid, and mystic characters may learn this spell as normal (particularly any character with an Air Domain or focus). Alternately, you may choose to provide the characters with *green masks*, given to them by Elijahess once he learns they are going to scale the Peak and go inside. While *green masks* are not a long-lasting solution, they should serve the characters well for this part of the adventure.

HEAT DANGERS

Typically, the heat outside the Peak of Malys fluctuates between 90° and 140° F, depending upon the time of day, the season, and proximity to one of the lava rivers. Given that it is currently wintertime in the Desolation, the temperature hovers between 90°-100° F (considered to be very hot conditions).

A character in very hot conditions must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort



take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on their saving throw and may be able to apply this bonus to other characters as well (see the skill description in the Player's Handbook). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

Within 50 feet of a lava river, the heat increases to severe levels. In severe heat, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

Outside the Peak Encounters

d%	Encounter	EL
01-09	Flamestone Panthers (2, see Appendix)	
10-19	Magma Wraiths (2, see Appendix)	
20-29	Fire elementals, medium (3, see Monster Manual)	
30-45	Magmin (3, see <i>Monster Manual</i>)	
46-59	Phalanx Ants (3 soldiers, see Appendix)	
60-69	Dragonspawn Patrol (3)	
70-79	Lava Explosion	
80-89	Young Red Dragon (1)*	7
90-100	No encounter	

* Unique encounter. Do not use the same encounter twice, either roll again or treat as no encounter.

A character that takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued (see *Dungeon Master's Guide*). These penalties end when the character recovers the nonlethal damage taken from the heat.

Within 10 feet of a lava river, the characters encounter extreme heat, which deals lethal damage instead of nonlethal. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

LAVA RIVERS AND MAGMA FLOWS

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from lava or magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire may still drown if completely immersed in lava (see *Drowning in the *Dungeon Master's Guide**).

The lava rivers that flow down the side of the Peak are typically between 5 and 20 feet wide.

SLOPES

The first 1,000 feet up the slope of the mountain, toward the Plume, is a gradual slope, covered with scree. From there, the mountainside becomes extremely steep, but still climbable, with chasms worn into the stone from lava flows that have since solidified. No fauna grows on the sides of the Peak, as the solidified lava and the sweltering heat have proven too much for wildlife to flourish.

Characters will not need to make Climb checks on their way up to the Plume, unless they fall into a chasm. On a gradual slope, characters receive a +1 melee bonus to attack rolls against foes downhill from them. The scree on the gradual slope increases the DC of Balance, Move Silently, and Tumble checks by 2. On a steep slope, characters moving uphill must spend 2 squares of movement to enter each square. Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square. Characters that fail this check stumble and must end their movement 1d2x5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. The scree on the steep slopes increases the DC of Balance and Tumble checks by 5 (making the Balance check to avoid stumbling DC 15) and increases the DC of Move Silently checks by 2.

RANDOM ENCOUNTERS OUTSIDE THE PEAK

Climbing the Peak is a risky venture, even without the threat of hostile creatures, but although no flora grows on the Peak's sides, the mountainside is not lifeless.

There is a 10% chance per hour of the characters experiencing a random encounter.

DRAGONSPAWN PATROL

Line of Sight Distance: 50 feet.

Three red dragonspawn, all scouts from Sindra's Wing, are patrolling the side of the mountain when they come across the characters. They will immediately attack upon sighting the characters, not allowing any opportunity for parlaying.

☞ **Red Dragonspawn Warriors (3):** hp 31 each; see page 173.

Tactics: The dragonspawn will fully utilize their flying and breath weapon abilities to their advantage. They are not affected by the terrain. They will also seek to push the characters toward cliffs, chasms, or lava rivers, using their native environment to its fullest advantage.

Treasure: The equipment that the dragonspawn are carrying is mostly typical, although each is carrying a master-

work greatsword and wearing masterwork breastplates. However, the death throes of the dragonspawn will destroy most of their equipment.

LAVA EXPLOSION (EL 3)

Line of Sight Distance: 0 feet.

As the characters are ascending the slope, they suddenly feel the ground beneath them begin to rumble ominously. Allow characters a DC 20 Listen check to notice the rumbling before it strikes.

Those caught unaware must make a DC 20 Reflex saving throw as the ground beneath their feet explodes violently spraying out a font of lava.

Those who fail their saving throw suffer 2d6 points of fire damage immediately, while those who succeed on their saving throw take only 1d6. Those who fail their saving throw will continue to take an additional 1d6 points of damage for 3 rounds after the first.

As the burst is accompanied by a cloud of noxious gas that rapidly fill a 60-foot radius, the characters must also make a Fortitude saving throw (DC 15, +1 per previous check) or spend that round choking and coughing. The fumes will remain for 2d6 rounds, forcing the characters to make the saving throw each round they remain within the cloud. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage..

PHALANX ANTS, SOLDIERS

Line of Sight Distance: 100 feet.

As the characters are heading for the Plume entrance, they come across three phalanx ant soldiers, out hunting for food for their colony. Unfortunately for the characters, the ants consider them suitable prey. The ants immediately swarm toward the characters.

☞ **Phalanx Ant, Soldiers (3):** hp 30 each; see Appendix I.

Tactics: Unlike normal insects, phalanx ants are capable of functioning as a unit, protecting one another's flanks and otherwise forming intelligent decisions. If seriously wounded, the phalanx ants will strategically retreat, heading back to the hive to gather more soldiers.

Development: As the Plume entrance leads directly to the Phalanx Ant Colony (PM3), there is little the characters can do to hide the fact that they have dealt with the soldiers. The living walls will not respond, but the characters will immediately be swarmed by soldiers, who will take them to their queen. As long as the characters are honest with the queen, she will not penalize the characters, but if they attempt to lie, she may choose not to help them at all.

YOUNG RED DRAGON

Line of Sight Distance: 200 feet.

Flying lazily about the Peak is an arrogant young red dragon who calls himself Soulburn. One of the more impetuous red dragons that have taken up residency within the "abandoned" Peak, he will see the characters as possible intruders upon his domain.

☞ **Soulburn:** hp 123; see page 173.

Tactics: Soulburn is brash, arrogant, and impetuous, the stereotypical young red dragon who believes that, with Malystrixy gone, her lair has become fair game.

Soulburn will begin by strafing the characters with his breath, seeking to divide them and hopefully fry a few to a crispy brown (the way he prefers his meat). Then, landing among them, he will swipe at the PCs with his claws and fangs. If he is seriously wounded (brought down to 45 hp or less), he will flee and seek to return to his lair to lick his wounds.

Treasure: Soulburn's lair isn't detailed in this adventure, but it is located in the Magma Lake (PM4). If the characters decide to hunt down Soulburn's lair, they will find that the Magma Lake is not easy to navigate. If they manage to traverse the Magma Lake, they will discover a large cave high up on the cavern wall, accessible only by flight or by scaling the obsidian walls (DC 25 Climb check, in addition to dealing with the heat and magma dangers).

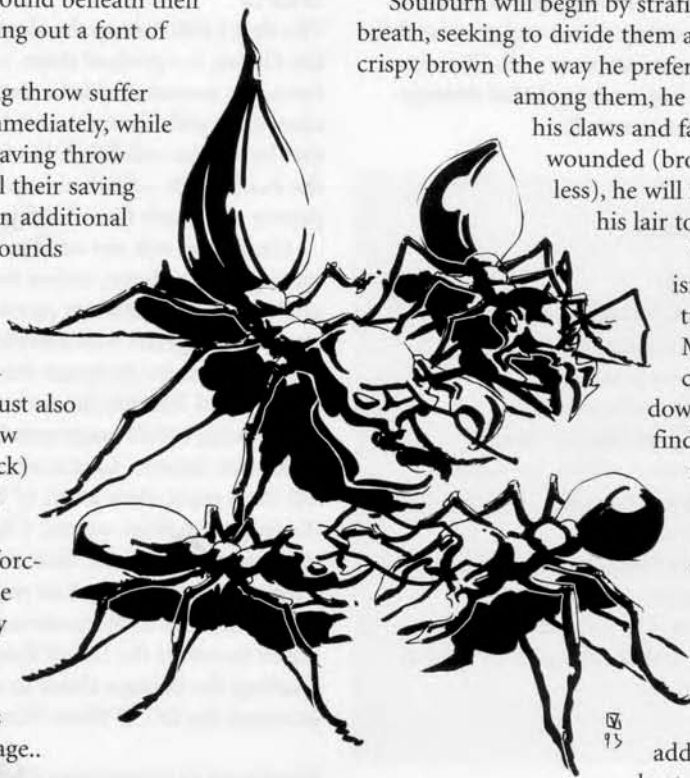
Soulburn's hoard consists of melted piles of coins (mounds of silver, gold, and steel that have been reduced to mounds of solid metal, approximate value 500 stl total, although separating the coins is impossible), a small pile of polished obsidian (about 50 obsidian shards worth 20 stl each), a *dusty rose prism ioun stone*, a *rope of climbing*, *boots of elvenkind* and a *cloak of elvenkind*. Note that the mounds of melted coins are affected by a *heat metal* effect from its proximity to the Magma Lake.

LOCATIONS ON THE EXTERIOR OF THE PEAK

Outside the Peak, there are a few locations of note that the characters may wish to explore, although except for the Plume Entrance (PM2) these locations are not covered in great detail.

PM1. THE RUINS

Perched atop the Peak of Malystrixy, you see shadowy, black ruins...the legendary Ruins of the Tower of High Sorcery.



Once, a lush forest surrounded the Ruins. The verdant green vines, trees and grasses that had covered the scorched earth softened their skeletal remains. Now, however, that life has been cruelly stripped away, leaving the shattered remains of the once grand Tower lying upon the earth blackened by crushed basalt and rough obsidian.

A noxious plume of smoke pulsates as it winds its way skyward, darkening the heavens with the dancing cinders caught in the updraft. The maw of the volcano is easily hundreds of feet wide, nearly dead center of the plateau crater that the Ruins lie within.

The heat up here is nearly unbearable, the air thick with choking smoke and the smell of sulfur rising from bubbling pools of lava throughout the crater, making it nearly impossible to see the far side of the caldera from where you are standing.

Situated on the lip of the Peak of Malystrix are the Ruins of the Tower of High Sorcery. Oddly, despite being stained pitch black by the constant smoke from the volcano, the ruined edifice of the Tower seems to have emerged relatively unscathed of damage from the lava flows and the metamorphosis of the land through Malystrix's *skull totem*.

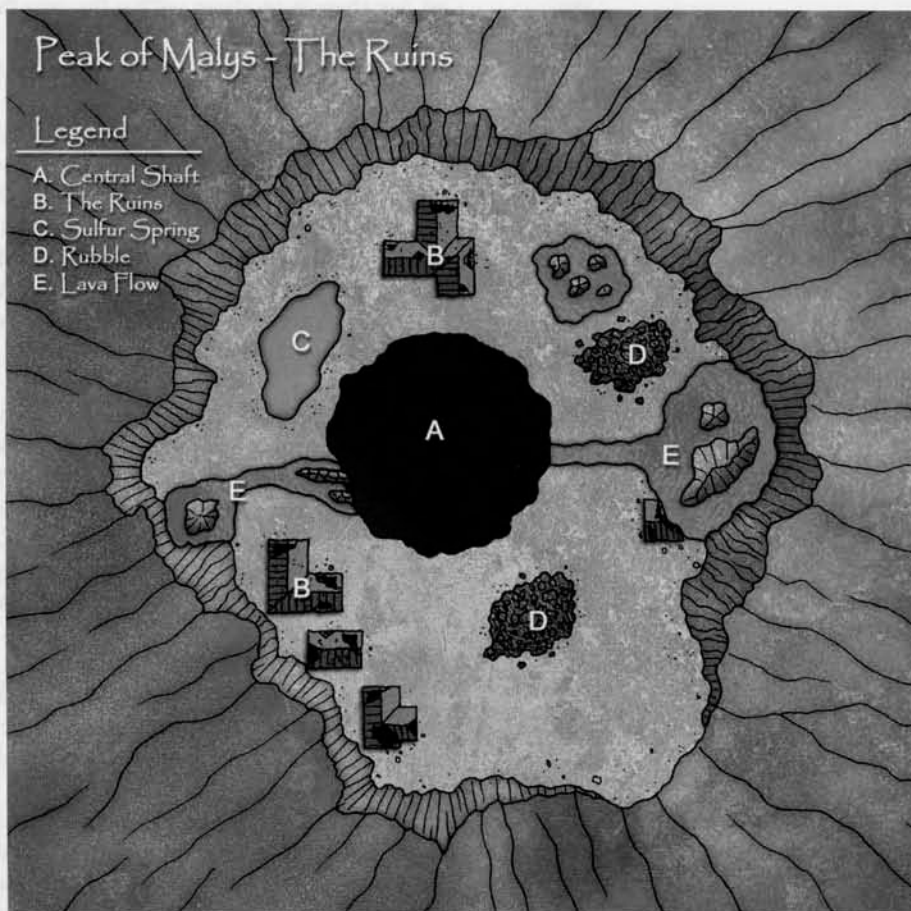
The air atop of the Peak is toxic, similar to that of a *stinking cloud* that covers the entire crater. Living creatures in the cloud become nauseated if they fail a DC 20 Fortitude save. This condition lasts as long as the creature is within the cloud and for 1d4+1 rounds after it leaves (roll separately for each nauseated character). Any creature that succeeds on its save, but remains in the cloud, must continue to save each round on their turn.

The cloud of smoke also obscures vision, although it is not dense as that of a typical *stinking cloud*. All ranges are cut in half, including darkvision and low-light vision, for as long as creatures remain within the cloud. Above the smoke, the heat atop of the Peak is extreme, in excess of 140° F (see Heat Dangers above).

The crater in the center of the caldera leads directly down the central shaft of the volcano to the Volcano's Heart (PM7). It is possible to use the central shaft to reach nearly every major location within the Peak. However, the dangers that hold true atop the Peak also hold true within the central shaft, notably the fumes and the extreme heat.

PM2. PLUME ENTRANCE

After journeying nearly a third of the way up the formidable Peak, you finally spot the slender spire of stone forming a plume upon the mountain.



The narrow pillar of rock is about 100 feet across at the base, reaching more than 75 feet high. The stone is sharp and jagged, but provides plenty of convenient handholds for scaling the sides.

Climbing the Plume is relatively easy (DC 15 Climb check). The characters will reach a small shelf of rock, about 10-feet wide, surrounding an opening about 20-feet in diameter. Encourage them to “Take 20” on their Climb checks to climb the outside of the plume. Falling from that height onto the sharp, jagged stones below inflicts an additional 2d6 points of damage, on top of the damage taken from the fall.

Once the characters reach the top of the plume, read them the following.

As you stand atop the narrow shelf along the edge of the Plume of stone, you gaze down into a dark tunnel that leads into the mountain.

The tunnel seems to be a straight drop for the first fifty feet or so, before it angles sharply back toward the heart of the Peak. Unlike the rock outside of the plume, the stone within the tunnel seems to be perfectly smooth. Though there are ridges unevenly spaced throughout that look as if they would provide some holds for climbing.

Once again, it is not impossible for the characters to climb their way down the interior of the Plume and pick their way carefully along the sloping passage that leads to the Phalanx Ant Colony below.

If the characters fought with the phalanx ant soldiers but allowed them to escape, they may find themselves confronting a swarm of phalanx ants as they navigate the passageway. If the characters are in the tunnel, the phalanx ants will not seek to kill the characters; instead they will attempt to herd them out of the tunnel, to the Queen’s Chamber (PA3).

The tunnel drops about 30 feet down toward the Phalanx Ant Colony before it turns toward the heart of the Peak.

PM3. OGRE ENTRANCE

Near the base of the mountain, you see a pathway twisting its way up toward a cliff about 75 feet off the ground. A cave entrance is carved into the solid wall of the mountain, but the edges of the cave mouth seem too smooth to be a natural occurrence.

As the characters gaze up at the cave, allow them a DC 15 Spot check. Those who succeed on the skill check will notice four rather large, intimidating-looking ogre guards standing sentry just within the cave mouth.

The cave inside is about 40 feet by 40 feet, with hewn stone ceiling 20 feet off the ground. At the far end of the cave is a massive set of steel doors, that bar the entrance to the tunnel that leads to the underground village of the ogre

Inside the Peak Encounters

d%	Encounter	EL
01-09	Flamestone Panthers (3, see Appendix)	
10-19	Magma Wraiths (3, see Appendix)	
20-29	Earthquake	4
30-39	Magma Mephits (3, see Monster Manual)	
40-49	Dragonspawn, Abomination (Ogre)	
41-59	Phalanx Ants (4 soldiers, see Appendix)	
60-69	Dragonspawn Patrol (2)	
70-79	Black Pudding (1, see Monster Manual)	7
80-89	Salamander (see Monster Manual)	6
90-100	No encounter	

and spawn.

Using the tunnel to get into the Peak is not the wisest choice of action, for not only is the tunnel entrance guarded, but there is an alarm within the cave that will alert the village to the presence of intruders.

• **Steel Doors:** 3 inches thick, hardness 12; hp 90; break DC 30; Open Lock DC 30.

Creatures: The only creatures guarding the mouth of the cave are four ogre guards, each equipped with masterwork breastplates and Large battle-axes. The breastplates are all emblazoned with a black lily, with a curl of flame licking up from one of the petals—the symbol of Malystryx.

• **Ogre Guards:** hp 31, 30, 29, 27; see *Monster Manual* (increase AC by +1 and Atk by +1 for the masterwork equipment).

Tactics: At the first sign of trouble, the ogre guards will sound the alarm, a gong set into the center of the steel doors. The loud alarm will echo through the tunnel leading to the underground village. Within 2d4 minutes after sounding the alarm, 3d4 ogre guards and 2d3 red dragonspawn warriors (same stats as the dragonspawn on page 173) will come to investigate the disturbance.

FEATURES OF THE PEAK’S INTERIOR

Below are a few of the larger locations within the Peak given in broad detail. Depending upon the needs of your adventure, you may choose to expand upon these locations as necessary.

The Peak is riddled with narrow chutes and caves, creating an entire ecosystem of small lairs and chambers inside the mountain. Tunnels throughout the Peak can vary in size from a few feet to more than 20 feet in diameter, with

most being roughly circular from the magma flows that pushed through the resisting stone. Caverns in the Peak vary anywhere in size from the enormous Volcano's Heart, a cave near the base of the volcano more than a mile in diameter and hundreds of feet in height to small caves no larger than a closet.

The interior of the Peak holds a unique feature called *fire barriers* that were created by Malystrixx to control the flow of magma through her mountain. These magical barriers (indicated on the map) are similar to a *wall of force*, although the wall only stops fire, heat, and magma from passing through (see *fire barrier* in the Appendix for full details on the spell).

Walls: Walls in the Peak of Malystrixx were carved from solid rock by the movement of magma through the mountain.

• **Unworked Stone Walls:** Minimum thickness 5 ft. thick, hardness 8; hp 900 (per 5 feet of thickness); AC 3; break DC 65; Climb DC 20.

Floors & Ceilings: As most of the tunnels twisting their way through the Peak were made by molten magma, the floors and ceilings of the tunnels are made of natural stone.

The cave floors have numerous levels. Some adjacent floor surfaces may vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well-marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths.

The ceilings in all the natural caverns are not finished, and like the floors, there are numerous outcroppings of rock. Stalactites are suspended from the ceilings.

RANDOM ENCOUNTERS INSIDE THE PEAK

There are numerous subcultures dwelling within the Peak.

DRAGONSPAWN, ABOMINATION

One of Malystrixx's rare dragonspawn abominations haunts the twisting network of tunnels throughout the volcano. A massive brute before his transformation, as an abomination he's a horrifying amalgam of ogre and dragon, apparently possessing the worse characteristics of both. His head is covered with ridged, bony plates, with a low, dark brow over narrow, glowing red eyes. His mouth seems too small for the long, jagged fangs and for the long tongue lolling out to the side. A thin layer of red scales, many of which have flaked away, revealing a sickly yellow, thick hide. Stubby wings stretch from his back, but the thin flesh between the bony fingers of the wing has been shredded, preventing him from flight. His hands end in black talons and from the waist down, he walks on short, stubby legs of a dragon, with only a loin cloth offering any sort of cover.

• **Dragonspawn, Abomination:** hp 30; see *Bestiary of Krynn*.

Tactics: This abomination is one of those driven insane by Malystrixx's death, but he has all the cunning of a natural predator. He knows many of the twists and turns of the tunnels, like where to hide and wait for his prey to approach, or where he can chase them toward a dead-end. He will stalk the characters if they run, waiting for an appropriate moment to strike to try and snatch one of the characters, preferably one lagging behind or obviously wounded.

EARTHQUAKE (EL 5)

As the characters are passing through one of the tunnels, allow them a DC 18 Listen check to hear the distinctive rumbling of an approaching tremor caused by the movement of magma through the mountain.

When the earthquake strikes a 20 foot radius of the ceiling of the tunnel collapses, dealing 8d6 points of bludgeoning damage to any creature caught underneath the cave-in (DC 15 Reflex save for half-damage).

Once the rumbling stops, the characters will discover that a wall of rocks prevents their passage along that tunnel unless the characters move the rocks. The base of the wall of rock is 20 feet in diameter and 15 feet high, while the top is about 5 feet thick. Characters can squeeze through the opening one at a time (Medium) at average movement (after scaling the wall).

• **Wall of Rocks:** 5 feet thickness, hardness 8; hp 180; break DC 44 per foot; Climb DC 15.

SITES WITHIN THE PEAK

There are countless small caves and caverns scattered throughout the interior of the massive Peak. Describing all of them is far beyond the scope of this adventure. The next few pages describe some of the more accessible locations that the characters may explore.


PM4. THE MAGMA LAKE

You can feel a wall of heat hit you full in the face and the distinctive stench of sulfur long before you approach the glowing cavern ahead.

Even before characters approach the Magma Lake, they can feel the heat and smell the strong sulfur that fills the air. Within 100 feet of the cave mouth, the heat becomes very hot. Within 50 feet, the heat becomes severe, and within 10 feet (and throughout the cave), the heat is extreme (see Heat Dangers above). Additionally, from as far as 30 feet away, the tunnel begins to fill with heavy smoke, making breathing difficult at best.

If the characters are somehow able to deal with the heat and the smoke, read them the following when they come to the end of the tunnel.

You are almost blinded by the sullen reddish glow of magma bubbling and seething as it flows in gentle currents throughout this massive



chamber. Small islands of stone seem to float across the surface of the magma, although just as one is sucked beneath the currents, another is birthed as a stalactite falls from the ceiling overhead landing with a hissing splash.

Squinting against the stinging smoke and heat, you can barely make out the far side of the cavern, leading you to estimate that the cavern is a few hundred feet wide and easily almost a thousand feet long. But even with your quick look around, it seems that the bubbling magma lake reaches clear from one edge of the cavern to the other.

There are three different ways to get to the Magma Lake. One is a steep passage from the eastern side of the cavern, leading from the central shaft of the volcano that turns into a cliff about 50 feet above the edge of the magma lake. The second is a twisting side passage to the northern side of the cavern that winds its way through the Peak, connecting it to other caves (including the Phalanx Ant Colony), which is accessible by a cliff about 75 feet above the Magma Lake. The last is a secondary shaft on the western side of the cavern that angles sharply upward from a cliff 10 feet above the lake, emerging to the outside of the mountain. This shaft allows the magma to spill out before it overflows the chamber.

The cavern the lake is in is about 500 feet wide and 800 feet long, with a ceiling approximately 200 feet high.

There are numerous smaller caves dotting the high walls of the cavern. Some of these caves are occupied by monsters and strange creatures that flocked to Malystrixx's side when she ruled this land, while others arrived after she was killed. One such occupant is Soulburn, a young red dragon who has made his lair in one of those caves.

Reaching Soulburn's cave is not easy. At least 125 feet above the lake the cave is located half-way along the cavern's southern wall, it snakes down in a narrow tunnel before emerging into a cave about 50-feet in diameter with a 20-foot tall ceiling. While it's large enough for Soulburn to live there for some time before he outgrows it, he has not ventured too much deeper into the Peak itself, unwilling to risk triggering any of Malystrixx's lingering magic.

If you wish to make it a little easier on the characters to reach Soulburn's cave, you can have narrow cliffs creating pathways between the various caves. The cliffs shouldn't be more than 5-10 feet wide and covered with scree, making it slow going unless one wishes to fall into the magma.

Creatures: There are numerous creatures that dwell in the Magma Lake, including salamanders, magmin, magma mephits, and even a few rogue fire elementals.

There are also red dragonspawn residing in small caves within the Magma Lake. Unlike the red dragonspawn in the Upper Village (PM6A), the red dragonspawn dwelling here have gone feral, driven insane by the backlash of magical energy released upon the death of Malystrixx.

PM5. THE SERPENT CAVE

The air around you begins to thicken with moisture, causing sweat to dampen your clothing. You can detect the faint scent of musk and yeast, which grows stronger further down the tunnel.

A startling sight spreads out before you: from one edge to the other, the massive underground cavern is filled with strange plants and vines, with a heavy mist hanging above the canopy.

From the familiar thrum of insects and amphibians, it seems as if the lush landscape before you truly is a rain forest, even if it is located hundreds of feet beneath the earth.

A number of plants and fungi flourish in the cavern creating an underground rain forest. Even though the heat in the cavern is very hot (hovering around a constant 95° F), the humidity in the chamber makes it feel as if the heat is severe (see Heat Dangers above).

This cavern is about the same size as the Magma Lake (PM4) and is roughly 750 feet long and about 250 feet wide, with the ceiling about 100 feet overhead. Three tunnels lead into this cavern. To the south, a passage about 20 feet off the ground leads sharply down toward the volcano's central shaft. To the east, a passage 10-feet off the ground leads toward the Village (PM6), while opposite that passage on the western wall, a passage 25-feet off the ground leads toward the Phalanx Ant Colony.

Near the center of the cavern is a large hot spring that provides moisture for the cavern. The terrain in the cavern is that of a shallow bog with light undergrowth, though there are no areas of quicksand or hedgerows.

Characters could very easily spend days exploring the Serpent Cave, but doing so is beyond the full scope of this adventure.

Creatures: This chamber was an experiment to Malystrixx, one that she quickly grew bored off but never destroyed. It is in this cavern that Malystrixx's slig followers established their own small tribal village. There are 50 slig living in the cavern, 30 of which are noncombatants.

Not only is there a tribe of slig in the cavern, there is also a hydra, numerous varieties of poisonous snakes (both normal and monstrous), shocker lizards, will-o'-wisps, and a wide variety of insects and other amphibians.

Additionally, the cavern is home to shriekers, violet fungi, oozes, and other such creatures that thrive underground or in marshes.

There are also a few red dragonspawn residing in small caves along the edge of the cavern. Unlike the red dragonspawn in the Upper Village (PM6A), the red dragonspawn dwelling here have gone feral, driven insane by the backlash of magical energy released upon the death of Malystrixx.

PM6. THE VILLAGES

The underground village actually consists of two separate caverns, with one on a cliff overlooking the other. All of the

DRAGONSPAWN AND THE DEATH OF AN OVERLORD

Dragonspawn are creatures created through magic, forged from the essence of one of the Dragon Overlords and merging the spirit of a draconian with the body of a human, through the magical focus of a *skull totem*. As their existence is intimately tied to that of the Dragon Overlord that created them, it was unsure what would happen to the dragonspawn if an Overlord was killed. Then three of the Overlords were killed during the War of Souls, proving beyond a shadow of a doubt that the alien dragons were powerful, but not immortal.

When a Dragon Overlord is killed and their *skull totem* destroyed (as what happened to Malystrixx, Beryllintranox, and Khellendros), it sends a backlash of magical energy throughout everything they manipulated. The magical web that shaped the land to their whim begins to unravel (although scholars are unsure why the Desolation has not been affected by Malystrixx's death when both the realms of Khellendros and Beryl have already begun to slowly shift back toward the balance established by Nature). The magic that is used to create the dragonspawn also begins to unravel, striking every dragonspawn the Overlord created.

Upon the death of an Overlord, all dragonspawn are forced to make two saving throws. The first is a DC 25

Fortitude save. Those who fail this first saving throw die instantly, consumed by their death throes. Those who survive must then make a DC 20 Will save. Those who fail the second saving throw suffer a permanent 3d6 Intelligence drain (those reduced to 0 Intelligence instantly die as well). Any dragonspawn whose Intelligence falls below 7 are treated as insane, since they are little better than wild beasts at this point, unable to use any spell or spell-like abilities. Success on the Will save means that the dragonspawn has survived and gained free will, although they have no memory of their life before the transformation.

If a dragonspawn makes the second saving throw by 10 or more, then all memories of her prior existence immediately flood back into the creature's mind. This has allowed a few dragonspawn to attempt to return to their former lives, using their innate sorcery to try and disguise their true natures.

Abominations are allowed the same saving throws, although their Fortitude save is DC 30 and their Will save is DC 25. The magic imbuing an abomination is more tenuous, thus few survive the backlash.

entrances leading to the village, except for the tunnel that connects it to the volcano's central shaft, are protected by solid steel doors, like the ones guarding the entrance leading from outside the mountain (PM3).

There are four tunnels leading to this cavern. One of them is a shaft, about 50-feet in diameter that leads to the volcano's central shaft. This shaft is on the western edge of the lower village, protected by a *fire barrier* that has prevented the magma from spilling in and filling the cavern.

The second tunnel is in the center of the cliff that divides the lower village from the upper village on the eastern edge of the lower village. The passageway is 20-feet in diameter and leads down to the Ogre Entrance (PM3). A second set of steel doors is built into the cliff face to allow control access to the passage.

The third tunnel at the northern end of the lower village winds its way up leading toward the Serpent Cave (PM5). This tunnel allows the ogres and the slig a method of transport between their villages where the slig will trade medicines and act as grunts for the brutish ogres.

The fourth tunnel is along the southern wall of the village, curves upward, connecting the lower and upper villages.

• **Steel Doors:** 3 inches thick, hardness 12; hp 90; break DC 30; Open Lock DC 30.

A. THE LOWER VILLAGE

This underground chamber is lit by numerous bonfires that have created a low-hanging cloud of soot that obscures the cavern's ceiling somewhere overhead.

Throughout the cavern, large, crude tents are arranged in small groups, each clustered around one of the roaring bonfires. You can make out the distinctive forms of ogres milling around the tents, apparently involved in a riotous celebration if the sound of the loud snarls and roars are any indication.

Even with a quick glance, you can see that the cavern seems enormous, made so by another cavern on top of a cliff. The walls are made of sheer, rough stone, while the floor seems to be relatively even and clear of debris, except for piles of refuse clustered near the western end of the cavern.

The air is thick with the scent of unwashed bodies and refuse, but oddly, there seems to be no trace of the ever-present sulfur smell, or the nearly unbearable heat found throughout the rest of the volcano.

Luckily, the ogres have not seemed to notice your entrance to the cavern, though it won't be too long before they do take notice.



The lower village is where the ogres that served Malystrix built their homes. Once organized and kept in check by the presence of the Dragon Overlord, the various tribes that flocked to Malystrix have since resorted to dividing themselves back into various bands by tribe.

The cavern itself is about 500 feet long and 250 feet wide with a stalactite-studded ceiling roughly 150 feet high. The eastern side of the lower village is a 50 foot high cliff, atop of which lays another massive cavern that houses another village.

Creatures: In the lower village, there are more than 200 ogres still residing within the Peak. Half of these are non-combatants (those too young, too old, or sickly for combat), while the remaining are split evenly into warriors (40% regular ogres, see *Monster Manual*), tribal leaders (8% 2nd-4th level ogre barbarians), and shamans (2% ogre mages).

Ideally, the characters will have no need to enter the lower village, as they stand no chance against the ogre horde still residing within the Peak.

B. THE UPPER VILLAGE

Unlike the village below, this cavern is not inhabited by crude ogres. Instead, there are numerous adobe huts, arranged in orderly, concentric circles around a central pit, where a flame dances in the center of a still pool of magma.

Very few creatures move around the cavern; indeed, it almost seems as if the village is a ghost town. Many of the huts seem to have been empty for months now. Here and there, you can see large scorch marks on the floor and along the exterior of some of the adobe buildings, and a few of the huts look as if they have exploded.

The upper village is inhabited by the remnants of Malystrix's dragonspawn, those who survived the demise of the Dragon Overlord. The Dark Knights who had once sworn allegiance to the Red Overlord left en masse after word reached them that Malystrix was dead.

The sheer cliff dividing the upper and lower villages is a straight 50 foot drop. The upper cavern is 350 feet long and 250 feet wide, the ceiling roughly 100 feet overhead.

One tunnel in the southern wall leads down to the village below, a second tunnel in the northern wall twists its way down before eventually opening up on a cliff overlooking the Volcano's Heart (PM7).

Creatures: Malystrix's surviving dragonspawn, at least those loyal to Sindra, dwell within this cavern. There are other dragonspawn still residing within the Peak (some living like savages in caves located in the Serpent Pit or the Magma Lake), but the largest population of red dragonspawn in Ansalon reside in this cavern.

After Malystrix's death, only 125 dragonspawn remained alive. The rest self-destructed in the backlash of magic released by both Malystrix's death and the destruc-

tion of her *skull totem*. Of those, 50 were driven insane and have gone wild disappearing into the Peak's interior or escaping out to the Desolation. A small percentage, about 20, regained their former identities and have escaped the Peak, seeking to try and restart their former lives. This has left only 55 red dragonspawn remaining in the village (not subtracting any of the dragonspawn the characters encountered already). A small minority within the tribe struggles for power over the Desolation.

The majority of Malystrix's dragonspawn were taken from the ranks of local nomad tribes, captured by the ogres and transformed through the magic of Malystrix and her *skull totem*. Malystrix did create some abominations, though she did not make many of them. Those she did make came almost entirely from the ogres. Of those, only 23 survived Malystrix's death, and only 10 of those maintained their sanity (none of them regained their former memories).

☞ **Dragonspawn:** hp 31; see page 173.

☞ **Dragonspawn, Abomination:** hp 3; see *Bestiary of Krynn*.

PM7. THE VOLCANO'S HEART

Emerging into this enormous cavern, it seems almost as if you looking into the center of the planet.

Almost a mile from one edge to the other, a sea of magma froths as it bubbles up from deep within the earth, filling the air with a wall of heat and the foul, overpowering stench of sulfur.

The cavern's ceiling creates a rough dome over the magma sea, jagged obsidian and basalt stalactites looming overhead as the ceiling arches up toward the wide shaft leading out of the volcano.

Three large islands of stone seem to float suspended within the magma sea, with narrow stone bridges arching delicately between each of them. The largest island, easily larger than most villages, is directly beneath the volcano's shaft, while the two smaller islands are on either side to the north and the south of the larger island.

Narrow land bridges arch from each of the smaller islands, connecting either one to caves in the cavern walls, apparently passages leading out of the volcano's heart to other parts of the Peak.

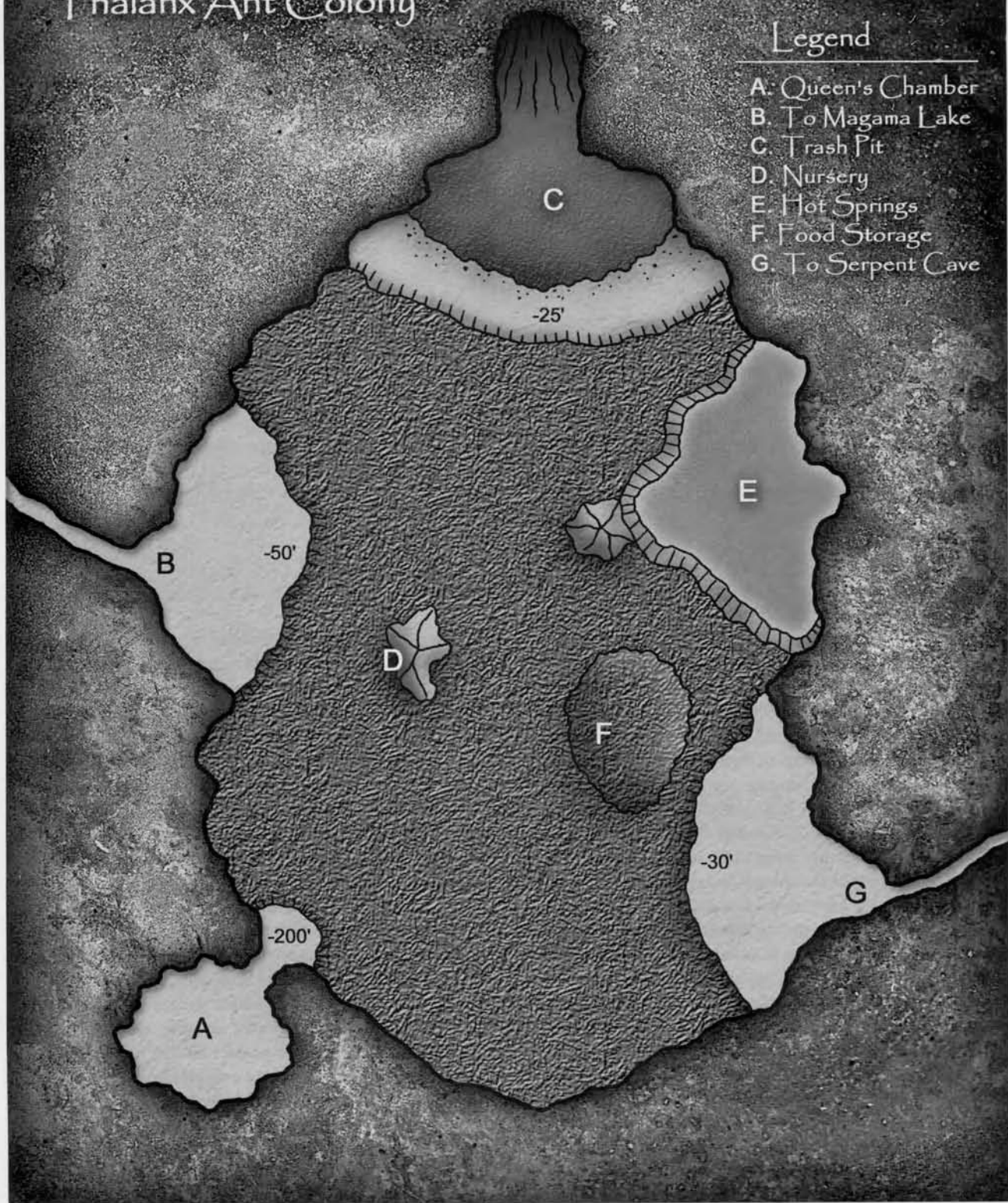
This massive cavern at the very heart of the volcano served as Malystrix's primary lair (although she had numerous lairs scattered throughout the Desolation, including two that were only accessible by swimming down below the magma sea).

The cavern is more than a mile in diameter, at its widest points with a ceiling that soars hundreds of feet overhead. Connected to the outside by means of the volcano's central shaft, it enabled Malystrix to fully stretch her wings and fly within her lair. The central shaft is more than 500 feet in diameter and 500 feet above the center of the cavern, lead-

Phalanx Ant Colony

Legend

- A: Queen's Chamber
- B: To Magama Lake
- C: Trash Pit
- D: Nursery
- E: Hot Springs
- F: Food Storage
- G: To Serpent Cave



WHAT THE QUEEN KNOWS.

The Queen knows just about everything there is to know about the Peak, its inhabitants, and its surroundings. Anything that her ants have experienced, she has access to.

Who are you? What are you?

"We are the Queen. We are the Phalanx. We are the builders deep beneath the surface. We are the shapers of the land. We have existed since before the firstborn races stepped foot upon the ground."

Where are the kender being kept?

"The little ones are being kept in a small pit, far below us, near where the dragon's soldiers have built their colony."

Why are they being captured?

"We do not know. We do know that they are being killed and we believe it has something to do with the strange smelling ogre that appeared in the Peak one turning of the silver moon ago."

How many are being held?

"We are not positive. Over the last month, we have counted more than 200 prisoners brought within the Peak, but we do not know if they are alive or if they have become food."

How can we get to the kender?

"We have our ways. The tunnels built by the volcano are unsafe. We have built better ways that no other colony is aware of. We have a tunnel that will lead you there."

Is there any other way out of the Peak?

"There are many ways out of the Peak, but they are not all easy ways. We can show you one of our tunnels leading out of the Peak."

Can you help us free the kender?

"Perhaps we can, but what is it that you offer us in return?" [The Queen will only offer to help the characters on a Helpful attitude response on Diplomacy checks.]

Who are the leaders of the others in the Peak?

"With Malystrix gone, most of her colony has also fractured into smaller colonies. The strongest of these colonies are the dragon's soldiers, the dragon men. They are led by a strong Queen, although she now has apparently taken the strange smelling ogre as a mate. None of the others in the Peak have a strong Queen, yet."

ing directly up through the heart of the mountain and opening at the center of the volcano's caldera.

Malystrix, using the magic of her *skull totem*, raised a plume of magma from deep within the earth to create the Peak. Overnight, Malys shaped the land in what would have taken nature hundreds of thousands of years to do. After the mountain was formed, she allowed the magma to recede until it left behind only a small 'sea' of lava at the volcano's heart. Smaller plumes still flowing through the mountain carved out the numerous caverns and tunnels that twist throughout the mountain, creating a maze of passageways where Malystrix's forces could reside.

Malystrix, with only the slightest exercise of her power, could cause the magma sea to explode. Though she used her power to create magical barriers that directed the magma flows as she wished, her minions realized that she could very easily bring those barriers down and send the magma flooding in. She did so more than once.

Three large islands float amidst the magma sea, pillars of stone that resist the molten waves. The largest of these islands was where Malystrix often held court, while the two smaller islands to the north and south of the central island once housed the bulk of Malystrix's hoard. Most of this has already been scavenged (mostly by the Dark Knights who once served the Red Marauder, who took their prize and traveled northwest to Darkhaven).

Each of the islands is connected by narrow land bridges that arch high above the bubbling magma. While connecting the islands together, the land bridges also lead up to cliffs along the edge of the cavern, which in turn lead to passageways leading up to the Magma Lake (PM4) and the Upper Village (PM6B).

The heat in the cavern is extreme (see Heat Dangers above) and the air is filled with the suffocating smell of sulfur (see Sulfur Fumes above). Oddly, however, the *fire barriers* that protected each of the islands and the land bridges connecting them still function, providing areas of relative safety for the characters to traverse.

Malystrix's lair was also found here in the Volcano's Heart, an enormous network of caves that lead deeper underground, accessible only through a passage beneath the magma. Malystrix's lair, where she rested and kept her *skull totem*, has been abandoned since her death. The magical guardians she bound to protect her lair still linger, though much of her magic has completely faded away.

Locating and exploring Malystrix's lair is beyond the current capabilities of the characters. Although much of Malystrix's most precious treasures still lie within her lair, some of them have already been taken by Sindra and brought above (see below), so the characters should really have no reason to go below.

As you descend deeper into the tunnel leading into the Peak, not only does it grow darker as the ambient light from outside fades, but oddly it also seems to grow a bit cooler.

After the first vertical 50 feet, the tunnel slants down allowing much easier passage. The tunnel is roughly 20 feet in diameter, more than enough room for you to stand up, although heading down the steep slope of the tunnel makes progress slow.

The tunnel continues as a steep slope for about 500 feet before it emerges as an opening overlooking a large cavern. As the characters approach the end of the tunnel, allow them a DC 15 Listen check. Those who succeed on their skill check will hear a distinct, distant chittering sound, although they will be hard pressed to place the sound. A DC 20 Knowledge (nature) check or DC 25 Survival check will enable a character to identify the noise as being a greatly magnified sound of insects moving against one another.

When the characters emerge at the end of the tunnel, read them the following:

You find yourselves overlooking a massive chamber, apparently made of solid obsidian that that glistens oddly, casting flickering shadows along the stalactite-studded ceiling.

Delicately shaped bridges of obsidian cross every crevice on the floor, connecting numerous small tunnels along the edges of the cavern. Ladders of the same craftsmanship allow easy access from tunnels to the floor, including the tunnel that you are currently standing near.

Small patches of glowing phosphorus moss grows in along the cavern walls and ceiling, casting

a soft, diffuse blue-violet light over the entire cavern. Perhaps it's a trick of your eyes, but after a few moments of staring across the chamber, you begin to notice that the diffuse light seems to make the uneven floors undulate...

The floor, the bridges, and the ladders of this cavern are all living phalanx ants. There are easily more than a million ants packed into this cavern, each of them the size of a large dog (at the smallest). Allow the characters a DC 15 Spot check for them to notice that everything they are looking at is composed of these interlocking ants.

Once the characters realize what they are looking at, read them the following:

If your eyes aren't betraying you, the uneven obsidian that forms the floors, the ladders, and even the bridges is made up entirely of living, moving ants, each the size of a large dog.

Scurrying along the walkways formed by these ants, slightly larger ants are moving around, busy with various unknown tasks, while ants the size of small ponies seem to be carrying food to various sections of the floor. You watch as they pass the food down where it disappear, apparently to be distributed among the small ants forming the architecture of the colony.

Suddenly, you hear a skittering sound behind you, and when you turn, you are confronted by four large ants scurrying along the walls of the tunnel, each carrying a gruesome catch in their mandibles.

A successful DC 25 Spot check will allow the characters to see that the "food" being distributed by the larger ants seems to be a fresh goblin corpse or unidentified limb.

As the characters turn around, they are confronted by a returning hunting party of 4 soldier phalanx ants. Each of them is carrying the carcass of a goblin or the sundered limb of an ogre that was torn to pieces. They will ignore the characters completely, unless they are attacked.

Before allowing the characters too much time to think, read them the following:

Suddenly, you hear a strange, high-pitched chittering voice rise from behind you, "Greetings...the Queen wishes to speak to you."

Turning around, you see a rather diminutive ant, a little smaller than a kender, gazing directly at you with its odd, multi-faceted eyes. Twin antennae move independently from one another.

The ant twists its head slightly to the right, "You will come with us," it says once more, in that spine-shivering voice, before it turns around and scurries down the ladder that leads from the tunnel to the floor of the cavern.

Picking the Queen

Character is...	Modifier
Lawful	+5
Chaotic	-5
A Female	+5
A Dwarf or Elf	+5
A Kender or Gully Dwarf	-5
An Ogre or Half-Ogre	-5
A Draconian	-10
A Knight (any)	+5
A Bard or Rogue	-5
A Wizard of High Sorcery	+5
A Renegade or Sorcerer	-5
A Druid	+10
A Cleric of Chislev or Habbakuk	+5



ΦΗΛΑΝΧ ΤΥΠΠΕΛΣ

The phalanx tunnels honeycomb the entire Peak, although even Malystryx was not aware of all of the tunnels. No matter how pressed, the Queen will not explain the purpose of any of the tunnels.

The phalanx tunnels are about 8 to 10 feet in diameter, just large enough for most Medium creatures to pass through easily (and large enough for the characters to ride the soldier ants), and are made of solid stone.

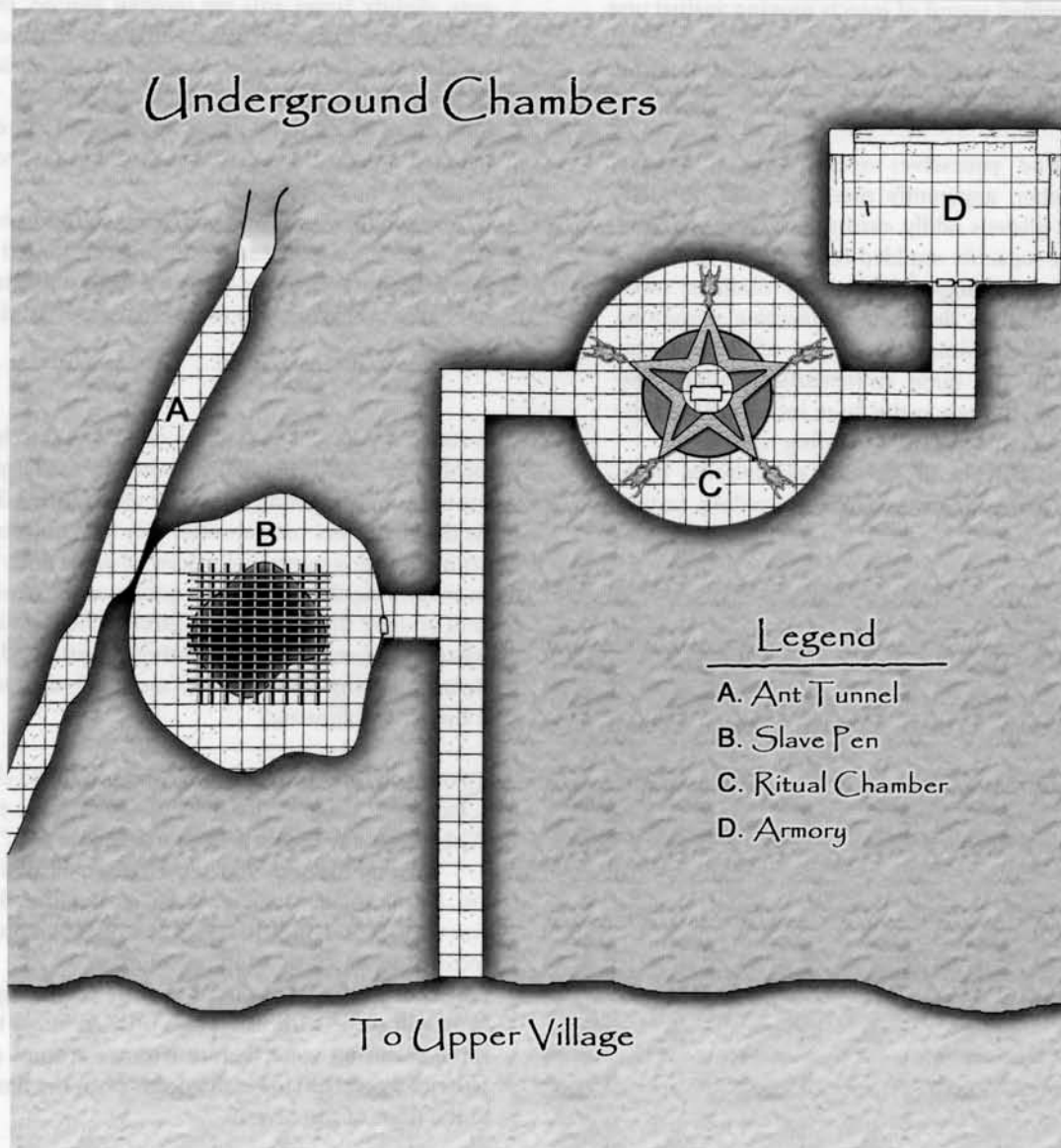
The tunnels are completely dark, as the phalanx ants have no need for light to see by. The air in the tunnels is still, but not stuffy, although it can be a bit warm the farther the characters travel.

Most of the tunnels head in a straight line, connecting various locations by the quickest, most efficient route necessary, unless the ants need to bypass a dangerous area (such as a magma flow or an occupied cavern). The tunnel the characters are currently traveling in is a steep slope down.

Once the characters have passed the half-way point between the colony and the slave pens, a group of builder ants will scurry after them and begin to bring down the tunnel, blocking possible reentry back to the colony from that direction. Allow characters a DC 18 Listen check to hear the sound of the builders bringing down the stone behind them.

If the characters express dismay or shock, the worker ant will turn toward them and explain calmly, "It is a matter of our own protection. If you fail, we do not wish to allow the dragon soldiers a path directly to our colony. It is no concern of yours."

• **Hewn Stone:** At least 3-feet thick, hardness 8; hp 540; break DC 50; Climb DC 22.



The ant speaking to the characters is one of the worker ants of the colony. Workers are the only phalanx ants other than the queen, capable of communicating.

The worker ant will lead the characters down the ladder, across the floor, and back up another ladder leading directly to the Queen's Lair. If the characters follow the worker, they will not be accosted, but if they try and leave, they will once more find themselves approached by a flank of soldier phalanx ants and herded toward the Queen's Lair.

• **Living Wall of Ants:** 1 ft. thickness, hardness (damage reduction) 10; hp 18 per 1 ft. thickness; break DC 25; Climb DC 12.

Creatures: The builder phalanx ants will not attack; their mandibles are not designed for it. However, if the characters cause any damage to the ants, they will be dragged down into the crush until they are smothered among the tightly packed ant bodies (see Appendix).

The colony's primary protection is its soldier ants, who are efficient and deadly capable of utilizing complex tactics.

THE QUEEN'S LAIR

The Queen's Lair is a small side cave, built by the phalanx ants to house their queen.

Gingerly, you climb down the ladder of ants connecting the tunnel opening to the floor on the ground. The ants sway slightly beneath your weight, and up close you can see the twitching of their antennae and the movement of their mandibles as their delicate arms somehow are easily able to bear your weight.

The talking ant leads you across the floor of living ants which, although it gives slightly beneath your weight, seems more than capable of supporting you.

Climbing up another ladder, this one leading to a cliff 50 feet off the cavern "floor," you emerge onto a small landing where the small, talking ant patiently awaits.

"She waits for you in her lair." A brief nod of the ant's head indicates the cave in front of you.

When you enter the cave, you are immediately struck by the image before you. Small cairns of stone line the walls of the cavern that seems somehow much smaller after seeing the cavern below. Numerous small ants scurry around the chamber, crawling along the walls, the floor, and the ceiling of the cave, while standing perfectly still between each of the stone cairns along the wall are the larger ants with the barbed stingers and wicked-looking mandibles. Yet even their presence does nothing to take away from the ant that must be their queen.

Resting atop of a large cairn of stones is a large ant, easily the size of a knight's warhorse. Her body is designed more like that of a wasp, with a narrow thorax that flares out to a large abdomen. The abdomen ends in a long, obsidian stinger, while the

ant's torso is covered by strange sigils that glow with a subtle blue radiance. The same blue radiance shines in the pair of enormous eyes that swivel toward you.

Suddenly, a soft, decidedly feminine voice fills the cave, "Greetings, adventurers. What brings you to Our colony?"

When the characters enter the cave, they step into a natural cave roughly 50 feet in diameter. About twenty of the small worker phalanx ants scurry throughout the cave, each one serving an individual need of the Queen, while eight soldiers stand guard.

The Queen is sincerely interested in what has brought the characters to the Peak of Malystryx. The phalanx ants established a colony in the Peak more than twenty years ago, striking a deal with the Dragon Overlord to act as custodians in return for a safe location to build their colony. Now, with Malystryx gone, the precarious balance between the various inhabitants of the Peak has been upset, and the Queen dislikes disorder.

If the characters converse with the Queen and do so honestly, they will find the Queen willing to listen. Her initial reaction toward the characters will be Indifferent. Flattery and typical means of Diplomacy are not useful against the Queen, however. She is more favorably inclined toward lawful characters than she is to chaotic characters, and she will not hesitate to use her mysticism on anyone who speaks to her.

Apply the following modifiers to Diplomacy checks made to influence the Queen. Note that these modifiers apply only to the spokesperson for the party, who the Queen will automatically consider the PCs' "Queen."

The Queen will not inquire about any run in with her soldiers outside of the colony, as in her mind, the soldiers were hunting and died in the line of duty. Such is the way of nature.

On a Friendly result (DC 15), the Queen will answer the characters' questions and provide them with information about where they can find the kender prisoners.

On a Helpful result (DC 30), the Queen will offer to let the characters ride her soldiers, who will lead them to the location where the kender are being kept.

Characters will find that the Queen is infinitely patient and will not be rushed. If the characters get her to agree to help them free the kender, she will not only send with them one soldier ant per character, but she will also agree to help create diversions to allow the characters to escape (although she will not commit her soldiers to attack, as her colony does not have the strength in soldiers yet to claim the entire Peak in one fell swoop).

Characters will find that they can ride a soldier ant much as they would ride any mount (although with a -5 penalty on Ride checks due to unfamiliarity with the ants). The soldier ants are able to safely traverse areas that the characters would otherwise be unable to access.

Once they have conversed with the Queen, she will



A GRISLY RITUAL

The ritual that Grigolthan approached Sindra with was a ritual that he hoped would help both himself and benefit the dragonspawn.

For himself, Grigolthan seeks to become a titan once more. In order to do so, he believes that he must unleash the power found within the blood of living creatures. Kept ignorant of the true ritual used to create a titan, he is unaware that the blood must be elven for the titan transformation process to work...although he is willing to experiment, hence why he approached Sindra with his plans.

Sindra, as the leader of the remaining dragonspawn of Malystriyx realizes that their numbers are dwindling. Particularly as the ritual that creates dragonspawn renders the victim infertile. Without a *skull totem* or the

sheer power of one of the Dragon Overlords, Sindra could figure no way possible to rebuild the ranks of her flight.

Grigolthan convinced Sindra to try to use necromancy to unleash the energy he believes infuses the afflicted kender with Malystriyx's taint. With enough energy unleashed, Sindra would be able to create new dragonspawn without the need for *skull totems*, Dragon Overlords, or draconians. Show would only need the power within the blood of the afflicted kender and the innate magic infusing the dragonspawn.

Eager for any chance, Sindra agreed to the Fallen Ogre's arrangement. She and her people would get the ritual to work or die trying, they had nothing to lose.

allow them to rest within the safety of the colony, if they so desire, before she sends them forth.

Creatures: In this cave, there are twenty worker ants and eight soldier ants other than the Queen. However, attacking the Queen or any of the ants is akin to attacking the entire colony, thus the characters would have to deal with the entire colony. Canny characters may quickly realize that a colony without its Queen is helpless, since it is the Queen who provides order and direction to the entire colony.

- ☞ **Phalanx Ant, Workers (20):** hp 19 each; see Appendix I.
- ☞ **Phalanx Ant, Soldiers (8):** hp 30 each; see Appendix I.
- ☞ **Phalanx Ant, Queen:** hp 45; see Appendix I.

Tactics: The worker ants will try to form a living wall between the characters and the Queen while the soldiers move to attack. The Queen will use her mysticism to aid her ants defensively, while if she is drawn to attack directly the characters will find that she can be a dangerous melee opponent.

2d4 rounds after the battle begins, more soldier ants will begin to pour into the Queen's Lair at a rate of 1d4 per round unless the characters seal themselves in the cave with a cave-in or some other barricade (note that a *wall of fire* will not halt the phalanx ants, as they are resistant to fire and willing to sacrifice themselves to save their Queen).

Development: Securing the help of the Queen will be a major boon to the characters. They will not only learn of the secret passages throughout the Peak, but also gain assistance in freeing the kender and getting them out of the mountain.

XP Award: If the characters secure the help of the Queen, award them story experience equal to the party level.

THE SECRET WAY

Once the characters are ready to leave the Phalanx Colony, read them the following:

One of the small worker ants approaches you, crawling purposefully on silent feet.

"Are you prepared? We shall show you to the tunnel that will lead you to the little ones."

Patently waiting for you to follow, the worker ant turns and leads you back toward the main cavern of the colony. There, you see the Queen surrounded by her escort of soldiers and workers, apparently expecting you.

As the Queen's glowing blue eyes fall upon you, her voice once more rises, "You are prepared." It is not a question, more a statement of acknowledgement.

"Our tunnels were built for our use, but I believe that you will be able to navigate them with ease. The first tunnel shall lead you directly to the little ones. Do not take any of the side tunnels; stick to the primary, otherwise you will get lost. Once you have the little ones, take the tunnel back until you come to the second tunnel to your right. That will lead to the surface near the city of little ones."

As the Queen speaks, you see part of the ground begin to swell. The ants are shifting the structure by crawling over one another to reveal a honeycomb of tunnels beneath them. Apparently, the ants have been extremely busy with building their tunnels.

One of the Queen's escorts scuttles forward toward one of the tunnel entrances as the Queen speaks once more, "You will follow my worker. He will guide you to where you need to go. May your hunt prove fruitful."

The Queen leans up, unfurling a pair of gossamer wings that buzz dizzily as they blur into motion, lifting her off the ground. Her escort scurries back toward the Queen's lair as the stately insect flies away.

When you enter the tunnel, you can hear the ants shifting against one another as they move to conceal the hole once more, leaving you in the dark, narrow tunnel.

If the characters secured the Queen's assistance, there will also be one soldier ant per PC waiting for them in the center of the main cavern. The soldiers will act as mounts and guides for the characters, enabling them to swiftly traverse the phalanx tunnels with ease.

The worker will only escort the characters to the tunnel terminus before turning back to return to the colony. The worker will not involve himself in any fights, and he will not answer any questions posed to him.

SLAVE PENS (EL 7)

After an indeterminable amount of time spent traversing the phalanx tunnel, you hear the voice of the worker ant speak up, "We are here."

Looking around, you don't see that anything is out of the ordinary; it looks like any previous stretch of the passage you have already passed.

The worker ant touches his antennae against the right wall of the tunnel, "Through this wall, you will find the little ones. The wall here is weak; you should be able to burrow through it easily."

Backing away from the wall, the worker ant turns toward you. "I must return to the colony and the Queen. May your hunt prove fruitful." Once the last word is said, the ant seems to bow its head slightly before it begins to crawl back the way it came, leaving you alone in the darkness of the strange tunnel.

The other side of the tunnel wall is indeed where the kender are being kept in a small cave located just north of the Upper Village (PM6B). The wall between the characters and the kender has been weakened, although at first inspection it seems the same as the other walls. Careful checking by a skilled stoneworker, however, will reveal that it seems as if acid has been strategically placed to weaken the wall so that one firm strike will cause it to shatter.

• **Weakened Wall:** 1-ft. thick, hardness 8; hp 25; AC 3;

break DC 25; Climb DC 15.

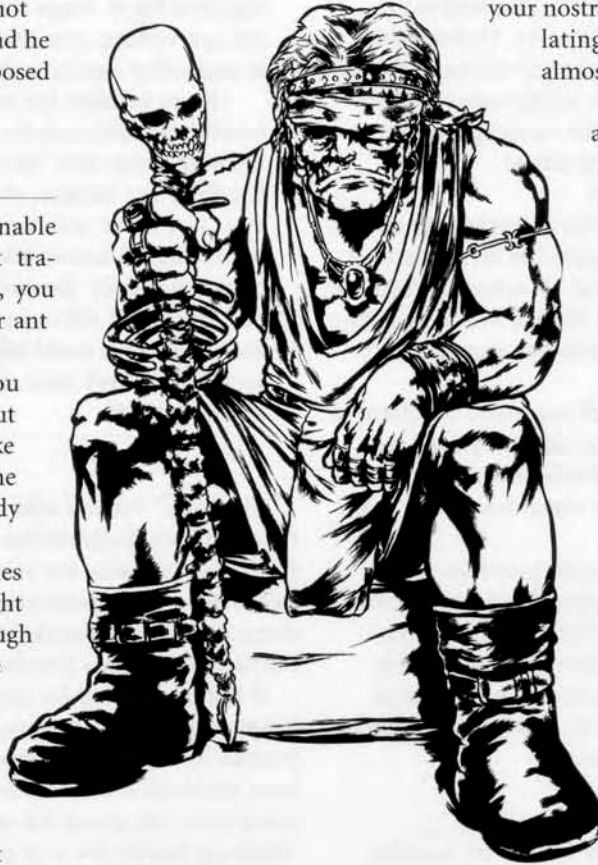
Breaking down the wall will instantly alert the guard standing watch over the imprisoned kender. Once the characters strike the wall, regardless of whether they break through or not, begin initiative and combat rounds.

When the characters break down the wall, read them the following:

As the wall crumbles in front of you, you see that the tunnel opens up onto a small cave.

At the center of the cave, a large pit has been dug into the ground and covered with an iron grate. The reek of unwashed bodies fills your nostrils just as you hear an undulating battle-cry that sounds almost like a dragon's roar.

Hurling across the room at you is a massive humanoid figure, easily at least seven feet tall with outspread wings flaring behind him. The figure looks like a man, although his bared flesh is covered with small, crimson scales. A long mane of black hair flows behind him, two long, white horns stretch back as he bares his fanged mouth in a snarl of rage. Tongues of flame flicker within his mouth as he roars another battle-cry, swinging his massive greatsword over his head in preparation for battle.



The cave holding the kender prisoners is about 65 feet in diameter, with a 30 foot diameter, 50 foot deep pit in the center of the cave. Only a single, heavy, unlocked wooden door blocks access to this room. The top of the pit is covered with iron grating, while the sides of the pit are studded with razor sharp shards of obsidian, which deal 1d4 points of damage every 10 feet climbed, unless the climber is protected by leather or heavier protection.

At the bottom of the pit sit the kender who have been recently captured. There are 21 kender suffering from varying degrees of dehydration, exhaustion, and starvation. The kender have been fed and given only enough water to barely keep them alive, but they are too weak to try and escape. Of the twenty-one kender in the pit, seventeen of them are afflicted kender and only four of them are true kender. Oddly, it seems that the four true kender have suffered the most, their bodies bearing scars from repeated beatings and from numerous attempts to climb out of the pit.

Getting the kender out of the pit without hurting them may itself prove problematic. The captured kender were simply thrown down into the pit. Whenever one was brought up, it was typically brought by Sindra or by Grigolthan. Normal rope sent down only gets frayed and snaps when it rubs against the side of the pit, so it can only be used for one or two captives. If the soldier ants are with the characters, they can be directed to scurry down and carry the kender up two or three at a time since their damage reduction makes them resistant to the damage of the obsidian shards. Otherwise, leave it to the characters' imagination to come up with a safe way to retrieve the kender.

Creature: Guarding the prisoners is Dragath, a kinsman of Sindra's who also underwent the transformation to become a dragonspawn loyal to Malystrix. Unfortunately for the characters, the kender imprisoned will be unable to offer any assistance, although if the soldier ants accompanied the characters, they will join the battle against the dragonspawn (adjust the EL appropriately).

∞ **Dragath:** hp 47; see page 174.

Tactics: On the off chance that the characters are unable to break down the wall before Dragath has his first action in combat, Dragath will instead hold his action, waiting for the moment the wall comes down. He will then release his fire breath, seeking to catch the characters unprepared before he engages them in melee.

A proud individual, Dragath will not sound the alarm to call for help, as he believes that "non-dragonspawn" are lesser beings. Note that Dragath's death throes will not harm the kender in the pit, but the characters up top may suffer.

Treasure: The only treasure Dragath possesses is his equipment. However, there is a chance that his equipment will be ruined by his death throes. Roll Reflex saves for each piece of magical equipment listed in his inventory. Nonmagical equipment will automatically be destroyed.

XP Award: For freeing the kender, award the characters a story award equal to their party level.

TASKS LEFT UNDONE

When the characters have pulled the kender to safety, one of them will separate herself from the rest of her folk to speak to the characters:

As the last kender clammers out of the pit and her feet settle upon the ground, she looks up at you and offers a surprisingly cheerful grin, despite her grimy appearance.

"Wow, that was one of the most *boring* places I've ever been, lemme tell you! One time, I was trapped with my foot down a rabbit hole and couldn't move, but least there I got to look around and see stuff! Here, all I got to see was a bunch of other trapped kender, most of who didn't wanna talk! Imagine that!" She leans forward, whispering conspiratorially, "I betcha they're those afflicking kender you hear people talkin' 'bout!" She suppresses a somewhat delightedly horrified shudder as

she turns to stare at the huddled, dirty kender clustered around the hole in the wall.

Suddenly, the kender draws herself upright, a faint blush visible beneath the dirt on her face as she turns back to you, "My manners, I'm sorry! I'm Kerra! Kerra Whistlewalk of Hylo. Thanks for rescuin' us. I was afraid we were all gonna end up staked and spitted and bled dry for that ritual I heard 'em talkin' 'bout. Wish I could see that! They was talkin' 'bout this big magic spell they was gonna cast, said that it took the blood of the afflicking kender 'cuz it was filled with Malys magic or somethin'. They also said somethin' 'bout perverting some big ol' magic thingy they found in Malys's lair...perverting...you think they were gonna peek at each other wearin' only their knickers?!?"

Kerra wrinkles her nose as she pauses to take a breath and contemplates the 'perverted' actions of the mysterious 'they' she keeps rambling on about. Clucking her tongue, she shakes her head, "Tsk, tsk... you know someone's a bad apple if they're perverting, ya know? My momma always told me that..." Suddenly abashed once more, Kerra rubs her throat and offers a small smile, "My momma always told me I could talk the ears off a gnome. I'm sorry, I shouldn't have rambled like that. Oh? Did you drop this?"

The "they" Kerra is talking about are Sindra, leader of the remaining dragonspawn in the Peak, and Grigolthan, the Fallen Ogre who has allied himself with the dragonspawn. Even at the bottom of a pit, Kerra's hearing is pretty sharp, and she overheard the two talking as they examined the kender prisoners they had gathered.

If Kerra is pressed for more details, she'll be more than happy to continue her story, as most people (even her brother, as she'll casually remark) tell her to shut up all the time. She'll tell the characters in great detail that she overheard them talk about this ritual that needs at least 25 'afflicking' kender for it to work properly. She'll go on to say that apparently there's a couple of chambers built nearby where the two were talking about holding the ritual.

She'll describe the two 'they' as follows: "One of 'em is a scary lookin' lady, with red scaly skin and bat wings and long black hair... wonder if I can get scales, although I think blue is much prettier than red, don't you? Think she's a spawn or somethin'... maybe a demon! Do you think she could be a demon? I've never met a real demon before, but my friend's Uncle Trapspringer did once....oh, the guy... he's big and really, really ugly. As in ugly enough to make a gully dwarf look like an elf all dressed fancy and stuff! He says he's 'falling' from grace, that he was once a 'tight-end' or somethin' like that... but he's ugly even for an ogre!"

If the characters do not seem inclined to investigate the ritual or the two strangers, Kerra will suddenly realize that her pouches are missing and that the ugly guy or the scary lady must have them. Allow the characters the opportunity

to impress upon Kerra the importance of getting the other kender out safely, away from the 'scary lady' and the 'ugly guy.' She'll start to cry softly, muttering something about stolen family heirlooms that could never be replaced. Suddenly, she'll look up at the characters with big, bright eyes and plead with them to go get her pouches and that she'll escort the kender to safety (if the characters tell her the right way to get out).

If the characters have the soldier ants with them, they can ask the soldier ants to escort the kender safely, if the characters could just tell her the right way to get out.

XP Award: If the characters think to take care of the captured kender before going to investigate Kerra's claims, award them a story bonus equal to their character levels.

THE RITUAL (EL 7)

When the characters open the door, it reveals a long, narrow hallway. To the south, the hallway opens up unto the Upper Village (PM6B), while to the north the hall leads farther back into the mountain.

You slowly head down the hallway, keeping a wary eye open for any signs of danger ahead or behind.

Oddly enough, man seems to have been the prime shaper of the hall's stone walls, not melting heat or explosive pressure. The floor is uneven flagstone, covered with a thin layer of dirt and grime that reveals the tread of numerous footsteps.

Following the footsteps, the hallway turns sharply to the right, continuing on for about twenty feet before it opens up into a large, shaped cave formed of polished obsidian.

Even from the hallway, the chamber before you gives the obvious impression that it has been set aside for some foul purpose. A large pentagram of silver has been inlaid into the floor, creating bridges over a large pool of dark, viscous liquid. At the tip of each arm of the pentagram lay a dragon skull each facing toward the center of the pentagram where an altar of yellowed bones rises prominently. Suspended from the ceiling, over each opening in the arms of the pentagram, are an empty pair of shackles. On the far side of the room from where you are, you can see another hallway leading farther back into the mountain.

The entire grisly scene is illuminat-

ed by a sickly, pale luminescence provided by small, hovering spheres of light dancing near the smooth, polished ceiling. The same sickly light seems to reflect in the gaping eye sockets of the dragon skulls, for within those dark holes dance small sparks of flame.

The moment any creature turns the corner of the hallway leading toward the ritual room, a *mental alarm* sounds and alerts Grigolthan that someone has crossed over the threshold. Grigolthan will drink his *potion of invisibility*, so that he can observe the intruders and decide his action.

The ritual chamber itself is approximately 60-feet in diameter, with a dome ceiling reaching 30-feet high above the center of the pentagram (which is not enough room to truly allow Grigolthan to utilize his flight). The pool beneath the pentagram is blood that has been gathered from 100 afflicted kender over the last 2 months, requiring only the blood from 25 more afflicted kender for the ritual requirement to be completed (for a total of 5 times 5, the sacred number of dragons). The bodies of the killed kender lie at the bottom of the pool of blood, hidden beneath the thick, dark liquid.

Once the characters enter the chamber, allow them a DC 20 Spot check to sense that there is something invisible in the room observing them.

Creatures: When the characters enter the ritual chamber, the only creature in the room will be Grigolthan. However, Grigolthan will use his *staff of bones* to animate the kender skeletons lurking beneath the pool of blood to send them against the characters while he tries to pick them off from a distance.

∞ **Kender Zombies (13):** hp 14 each; see page 174.

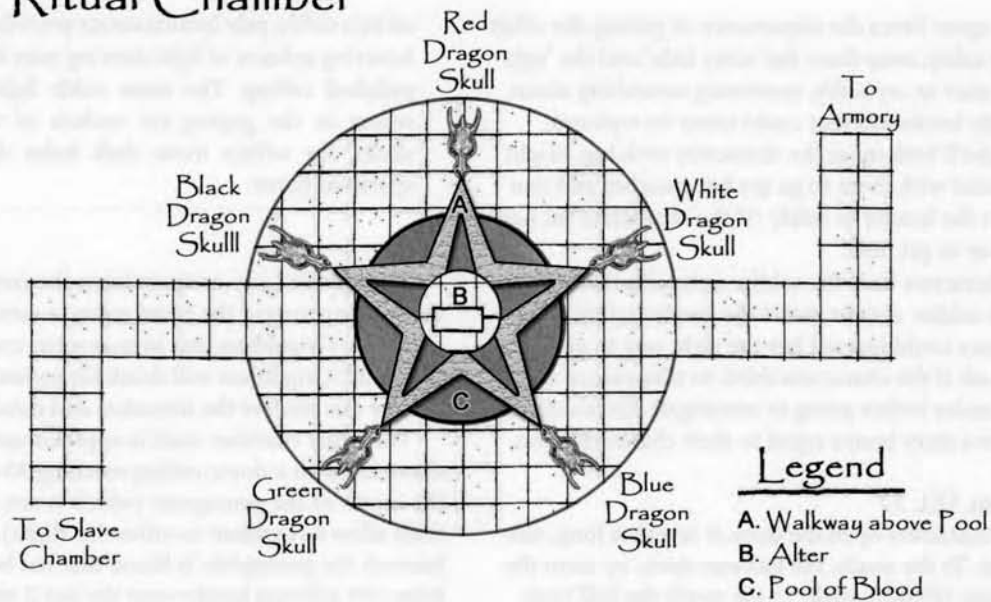
∞ **Grigolthan:** hp 32; see page 174.

Tactics: Grigolthan is an ogre sorcerer who became an ogre titan, then lost most of his powers when the potion was withheld from him. Although he is a fallen ogre, he is still a formidable opponent, particularly with the *staff of bones* that he wields. He will begin by quaffing his *potion of invisibility* before the characters enter the room. Once the characters are in the chamber, he will use his *staff of bones* to animate 26 HD worth of kender zombies from the bottom of the pool (which is 5 feet deep, so the kender will have to climb out of the pool before they can attack). He will then seek to concentrate his attacks toward any spellcasters, fearing rightly that they might be able to pick him off from a distance.

Grigolthan is a desperate individual, believing that this is his last and only chance to become a titan once more. Grigolthan is deathly quiet as he fights; what few magical items that he possesses focus on undeath and coldness. As you run the fight scene, play up these elements to stand in sharp contrast against the upcoming fight with Sindra.



Ritual Chamber



Treasure: Grigolthan's equipment is truly the only treasure in the room, with the *staff of bones* being his most precious magical item, the same *staff* that the Oracles at the Spring requested that the characters bring them in exchange for answering their questions.

XP Award: If the characters destroy the ritual space, award them XP equivalent to one EL higher.

Development: If the characters kill Grigolthan and destroy the ritual area, they will have effectively prevented Sindra from completing the ritual, as Grigolthan held tightly to his secrets. This is one of the climatic battles of the adventure, so play up the drama and the desperation of the Fallen Ogre. Have the battle sweep Grigolthan toward the altar in the center of the pentagram so that his death causes him to topple over into the pool of blood. The moment his body hits the pool, the blood will begin to boil and bubble wildly before falling silent, along with the lights flickering dimly in the eye sockets of each dragon skull looking toward the altar. When Grigolthan falls, so too do his zombies, and with the kender corpses sinking lifeless to the ground once more.

A GRISLY RITUAL

The ritual that Grigolthan approached Sindra with was a ritual that he hoped would help both himself and benefit the dragonspawn.

For himself, Grigolthan seeks to become a titan once more. In order to do so, he believes that he must unleash the power found within the blood of living creatures. Kept ignorant of the true ritual used to create a titan, he is unaware that the blood must be elven for the titan transformation process to work...although he is willing to experiment, part of why he approached Sindra with his plans.

Sindra, as the leader of the remaining dragonspawn of Malystryx, realizes that their numbers are dwindling. This fact is made all the more deperate because the ritual that creates dragonspawn renders the victim infertile. Without a

skull totem or the sheer power of one of the Dragon Overlords, Sindra could figure no way possible to rebuild the ranks of her flight.

Grigolthan convinced Sindra to try to use necromancy to unleash the energy he believes infuses the afflicted kender with Malystryx's taint. With enough energy unleashed, Sindra would be able to create new dragonspawn without the need for *skull totems*, Dragon Overlords, or draconians—simply the power within the blood of afflicted kender and the innate magic of the dragonspawn.

Eager for any chance, Sindra agreed to the Fallen Ogre's arrangement. She and her people would get the ritual to work or die trying, they had nothing to lose.

A SHOWDOWN (EL 8)

“What have you done?” shrieks a deep, feminine voice from the edge of the room.

Glancing toward the source of the shriek in surprise, you see a strange figure silhouetted in the doorway.

At least a hand's span over six feet in height, this woman is powerfully built, wearing a black breastplate over her upper torso with a long, flowing loin-cloth secured around her waist by a wide leather belt. But what truly sets this woman apart from others of her ilk is her clearly inhuman heritage, visible in the fine, glistening crimson scales that cover her entire body, giving her an almost demonic look.

Narrowing her glowing amber eyes, the figure takes a step forward, uncoiling a whip from her belt as she spreads leathery wings out behind her.

“You will pay for what you have ruined,” the woman spits out, tiny flames beginning to lick about the edge of her mouth. She holds up her free hand, pointing a black-taloned finger toward you,

"I will burn the flesh from your bones and . You. Will. Buuurrrrrnnnn!" She screams the last word once more, but this time her shriek is accompanied by tongues of flame that hungrily blaze forth, thirsting for the taste of your flesh!

In the dark and gruesome atmosphere of the ritual chamber, Sindra will seek to slay all of the characters while they are still weakened from dealing with Grigolthan. Whereas the atmosphere of the fight with Grigolthan should've been cold and chilling and filled with desperation, the fight with Sindra should be fiery and impassioned. The dragonspawn will shriek and heap curses upon the characters right and left as she unleashes her attacks.

Creatures: This is the true climatic battle of the adventure, for the characters are facing Sindra, the leader of the remaining dragonspawn of Malystrix.

∞ **Sindra:** hp 53; see page 174.

Tactics: Sindra is a highly skilled barbarian, accustomed to dealing with things on a physical level (hence how she became the leader of the remaining dragonspawn in the Peak). She will use her breath weapon every opportunity that she gets, otherwise attacking with her +1 *flaming whip of fiery burst*. If severely wounded, she will throw herself in the middle of the party, using claws and fangs, so that if she dies, her death throes will affect as many of the PCs as possible. If the party somehow manages to get Sindra to topple over into the pool of blood before she explodes, her death throes will not affect them with the blood snuffing the flames (although they will get a splattering of blood all over them for their effort).

When the characters strike the fatal blow, read them the following:

Sindra stumbles back, a look of shock contorting her face as her hand flies to her chest. Shuddering, she looks up at you, her amber eyes flaring wide as suddenly, she unleashes a torrent of wild, almost insane, laughter.

"I can see it," she howls, raising a hand to point at you, "I can see the hand pulling your strings...for me, death is the end, but for you... you will find that death offers *no* peace!"

As the wild laughter rips through her once more, her entire body begins to jerk and contort, a sullen glow suddenly spilling from beneath her scales as she bends over. With a last, cruel shriek of laughter, she throws her head back and suddenly explodes in a whirlwind of hungry flames that reach out to devour anything within reach!

Sindra's death throes are more powerful than a typical dragonspawn, violently exploding to deal 6d6 points of fire damage to anyone within a 30 ft. radius of her body (Reflex save for half damage).

Treasure: Sindra only has her equipment with her at the

moment. The nonmagical equipment will be destroyed in her death throes, although all of her magical items are allowed a Reflex save to avoid taking damage from the explosion (except for the *hellfire lash*, which will automatically make its saving throw).

XP Award: If the characters avoid Sindra's death throes, award them +1 EL worth of experience for quick thinking.

Development: By killing Sindra, the characters have thrown the dragonspawn and the entire tenuous power struggle within the Peak into chaos, but may have just opened the path for the kender to reclaim Kendermore.

A Vision of Light (EL 7)

As you wipe the blood from your weapons, you notice a glimmer of light coming from the hallway opposite of the one you entered through.

The character who's holding the *shard of light* suddenly begins to notice that his or her blade has begun to flicker as well, the sunlight trapped within the blade answering something from deeper within the Peak of the dead dragon overlord.

If the characters head down the hall to investigate, read them the following:

You move down the hallway, noting the hollow echo of your footsteps around you. After about thirty feet or so, the hallway makes a sharp turn to the left, where a large steel door bars your way.

The large steel door barring the characters' way is locked and trapped, the last barrier between the characters and what lies on the other side. If the door is opened without the trap being disarmed, a burst of grayish vapor explodes in the hallway, filling a 10-ft.-by-10-ft. area.

• **Steel Door:** 3 inches thick, hardness 12; hp 90; break DC 30; Open Lock DC 30.


⇒ **Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Once the characters enter through the steel door, read them the following:

As the door swings open, it reveals a small, neat chamber. Apparently an armory of some sort, if the weapon racks and armor stands are any indication, although most of those are empty and covered with cobwebs.

But it is none of these that draw your immediate attention. No, it is the sudden burst of brilliant illumination from the *shard of light* that streaks forward like a shaft of sunlight striking the far wall and chasing away the shadows.





There, hanging on the wall, is a beautiful lance of purest, burnished silver, still bright despite the dust that has collected upon it. The haft of the lance is intricately shaped to resemble a roaring dragon's head, the details picked out in purest gold that seems to catch and refract the ray of radiance from the *shard of light*.

A glowing nimbus of blue light hovers before the lance, caught between it and the glowing sword. Slowly, the nimbus begins to expand, misty tendrils that reform themselves to form the spectral image of a beautiful elven woman whose serene features are schooled into a small smile. Dressed in flowing white robes, she spreads her arms wide in benediction, raising a voice that seems to chime like pure crystal as she says, "Finally, you have overcome great hardships to release us from the darkness! Come, heroes...take up the lance and embrace your destinies!"

As the last word rings out, the spectral image fades away, as does the light from the *shard*, until within heartbeats, you are caught in dim shadows once more.

The spirit that appeared to speak to the characters is the spirit of a Silvanesti elf, Kayleigh...one whose life is intimately entwined with the characters, although they do not know it yet (her story and how it intertwines with the PCs is explored in the following adventure, *Spectre of Sorrows*). Before and after her appearance, the characters will be unable to summon her again, no matter what tact they try.

If the characters move forward to take up the lance, they will discover the weapon is exceptionally well crafted. What they do not know, and what they should not realize for some time, is that they now have one of the most powerful weapons ever forged on Krynn in their hands—the legendary *Dragonlance of Huma Dragonbane* (see Appendix for details about *Huma's Lance*).

The remaining equipment in the chamber is an assortment of masterwork breastplates in assorted sizes, all emblazoned with Malystrixx's symbol (the black lily with the curl of red flame), and a handful of masterwork longswords, greatswords, and battle-axes, kept for the Dark Knights and dragonspawn loyal to Malystrixx. Most of the finer weapons were taken by the Dark Knights that left the Peak more than 5 months ago.

CONCLUDING THE ADVENTURE

Once the characters have defeated Sindra and claimed *Huma's Lance*, it's time for them to leave the Peak of Malystrixx. If they haven't escorted the kender to safety yet, a heroic party will make such an important task a priority before they enjoy the fruits of success.

The tunnel that the Phalanx Queen told them about will lead them down to the outskirts of Kendermore, where they can go to meet up with Eljayess at the Palace, rest and recuperate before once more having to trek across the Desolation. If the characters retrieved the *staff of bones* and promised to return it to the Oracles, allow them time to do so, although Eljayess and the kender will refuse to accompany them, promising to await the characters in Kendermore before striking out toward Port Balifor once again.

For returning the *staff of bones* to the Oracles, award the characters a story award equal to their Party Level +1.

TO BE CONTINUED...

By now, the characters should realize that they have been caught up in something much larger than they ever expected and that their journey is far from over. They still have not completely uncovered the truth about the *key of Quinari*.

APPENDIX ONE

MONSTERS & MAGIC

This appendix contains descriptions and statistics for the new monsters, spells, equipment, and magic items found in this adventure.

NEW MONSTERS

The next few pages contain the detailed entries for the new monsters found within *Key of Destiny*.

ΑΠΤ, ΡΗΛΑΠΧ

Phalanx ants are unusual creatures typically found deep beneath the earth and rarely encountered on the surface. They are builders, constructing elaborate tunnels below ground, but even more, they act to both maintain the balance of predators and prey as well as enriching the surrounding areas with minerals. Some sages theorize that the goddess Chislev created the phalanx ants in the Age of Dreams as a gift to Reorx, to tend the bones of the earth.

Phalanx Ant, Builder (Small Magical Beast)

Hit Dice: 2d10+3 (14 hp)

Initiative: +0

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 14 (+1 Size, +3 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+3

Attack/Full Attack: Bite +3 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Damage reduction 5/adamantine or magic, darkvision 60 ft., hive mind, immunity to fire and poison, low-light vision, scent, tremorsense 60 ft.

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 12, Dex 10, Con 10, Int 3, Wis 11, Cha 8

Skills: Climb +11, Survival +5*

Feats: Improved Grapple⁸, Toughness

Environment: Underground

Organization: Team (2-8), crew (9-16), swarm (20-100), colony (100-1000+ builders, plus 25-250 workers, 50-250 soldiers, 1 queen)

Challenge Rating: 1/4

Treasure: None

Alignment: Always lawful neutral

Advancement: 3-4 HD (Small); 5-6 HD (Medium)

Level Adjustment: –

Phalanx Ant, Worker (Small Magical Beast)

Hit Dice: 3d10+3 (19 hp)

Initiative: +3

Speed: 60 ft. (12 squares), climb 30 ft.

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Base Attack/Grapple: +3/-1

Attack/Full Attack: Bite +3 melee (1d2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, spell-like abilities

Special Qualities: Damage reduction 5/adamantine or magic, darkvision 60 ft., hive mind, immunity to fire and poison, low-light vision, scent, tremorsense 60 ft.

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 10, Wis 15, Cha 10

Skills: Climb +10, Hide +10, Move Silently +6, Spot +5,

Survival +6*

Feats: Dodge, Mobility

Environment: Underground

Organization: Solitary or team (2-4), crew (5-10), swarm (11-20), colony (50-1000+ builders, plus 25-250 workers, 50-250 soldiers, 1 queen)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: —

Phalanx Ant, Soldier (Medium Magical Beast)

Hit Dice: 4d10+8 (30 hp)

Initiative: +5

Speed: 50 ft. (10 squares), climb 20 ft.

Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +4/+7

Attack: Bite +7 melee (1d6+3 and paralysis)

Full Attack: Bite +7 melee (1d6+3 and paralysis) and sting +5 melee (1d8+1 and 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid sting (1d6), improved grab, paralysis

Special Qualities: Damage reduction 10/adamantine or magic, darkvision 60 ft., hive mind, immunity to fire, and poison, low-light vision, scent, tremorsense 60 ft.

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 17, Dex 13, Con 14, Int 7, Wis 12, Cha 9

Skills: Climb +13, Survival +8*

Feats: Improved Initiative, Multiattack

Environment: Underground

Organization: Team (2-4), troop (5-10), swarm (15-25), colony (50-1000+ builders, plus 25-250 workers, 50-250 soldiers, 1 queen)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: –



Phalanx Ant, Queen (Medium Magical Beast)

Hit Dice: 6d10+12 (45 hp)

Initiative: +1

Speed: 30 ft. (6 squares), climb 10 ft., fly 30 ft. (poor)

Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +6/+13

Attack: Sting +8 melee (2d6+3 and 2d4 acid)

Full Attack: Sting +8 melee (2d6+3 and 2d4 acid), bite +6 melee (1d6+1 and poison), 2 claws +6 melee (1d4+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid sting (2d4 acid), improved grab, paralysis, spells

Special Qualities: Damage reduction 10/adamantine or magic, darkvision 60 ft., hive mind, immunity to fire, immunity to poison, immune to mind-affecting effects, low-light vision, scent, SR 15, telepathy 60 ft.

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 17, Dex 13, Con 15, Int 14, Wis 19, Cha 15

Skills: Climb +13, Concentration +7, Diplomacy +9, Intimidate +7, Sense Motive +12, Spellcraft +7, Survival +9*, Use Magic Device +7

Feats: Eschew Components^B, Item Creation Feat (Brew Potion, Craft Magic Arms and Armor, Craft Wand, or Craft Wondrous Item), Multiattack, Spell Focus (Enchantment)

Environment: Underground

Organization: Solitary or colony (100-1000+ builders, plus 25-250 workers, 50-250 soldiers, 1 queen)

Challenge Rating: 6

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: -

The colonies of the phalanx ants are unusual in that while they do construct tunnels and caverns, the actual colony is composed of living walls. The builders of the colony bind themselves together, creating walls, floors, and even bridges and ladders. Thus, the colony can grow and change as necessary to accommodate the colony's needs.

Although most phalanx ants resemble normal ants, although larger in size, they are magical creatures. As the needs of the colony change, certain builder ants fall into a hibernation, while the queen wraps them in a chrysalis. These builders remain in hibernation while their bodies undergo a metamorphosis, either changing into workers, soldiers, or even into queens. When the colony needs a certain caste, the queen breaks open the chrysalis, releasing the new phalanx ant, which immediately assumes its required duties. Typically, enough builders are put into hibernation to total 10% of the total population of workers and soldiers, while 1d3 queens are hibernating.

If the active queen is killed, one of the hibernating queens will awaken within 2d6 days (as the queen must awaken and free herself). During that period, the colony is thrust into chaos (treat as if all phalanx ants are under the effects of a *confusion* spell).

If the colony grows too large (a single queen typically can only control no more than a total of 100 phalanx ants per point of Intelligence), then the queen will awaken one of her hibernating 'daughters,' sending her off with one-third of the existing colony to establish a new colony.

Phalanx ants are non-confrontational, although they will defend the borders of their colony. They do not typically seek to expand into areas controlled by other races. If they come into conflict with another race, the queen will attempt to communicate with the leaders in order to bargain for peaceful, ordered coexistence. If the offer is turned down, the queen will determine whether it is more efficient to destroy the competition, or to move the colony.

COMBAT

Phalanx ants are generally non-aggressive, except for the soldiers who serve as the defenders and hunter-gatherers for the colony. If there is any threat to their colony or to their queen, however, all phalanx ants instantly respond appropriately to their station—builders become traps, workers become defensive barricades, and soldiers attack. All phalanx ants instantly respond to the queen's orders.

A phalanx ant's natural weapons are treated as magic for the purposes of overcoming damage reduction.

Hive Mind (Ex): All phalanx ants within 5 miles of their queen are in constant communication. If one of them is aware of a particular danger, all of them are aware. If one in a group is not flat-footed, none of them are. No phalanx ant in a group is considered flanked unless all of them are.

Improved Grab (Ex): To use this ability, a phalanx ant must hit with its bite attack. A soldier phalanx ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: *Phalanx ants have a +4 racial bonus on Survival checks when tracking by scent and a +10 racial bonus on Climb checks. A phalanx ant can always choose to take 10 on Climb checks, even if rushed or threatened.

PHALANX ANT SOCIETY

Phalanx ant build elaborate colonies deep underground, typically far below the surface and most civilizations. Only some amongst the various clans of mountain dwarves have had any extensive contact with this strange race, and even the dwarves speak of the quietly and with a certain amount of awe and respect.

The society of the phalanx ants is highly structured, a rigid matriarchy with the builder ants at the bottom and the queen at the top. All phalanx ants, however, originate from the builder caste—it is the power of the queen that evolves a builder into another caste, to fulfill a needed role.

BUILDER

This creature is a giant ant, about the size of a large dog. Its carapace looks like polished obsidian, thick and reflective. Unlike most ants, the mandibles on the ant seem underdeveloped, while its legs are overly long and oddly jointed with hooklike protrusions.

Builders are the lowest-ranking and most common phalanx ants. All other phalanx ants are evolved from the builder caste. They exist only to serve the needs of the colony by creating the structure of the colony itself. Each builder ant can physically link itself to another, thus creating an intricate network of walls, floors, and even ladders or bridges.

Builder phalanx ants are about 3 feet long, weighing about 50 pounds. Four of them can fill a 5-foot-by-5-foot-by-5-foot area when they are connected together.

COMBAT

Although builders are not combatants, if the colony is threatened, they instinctively respond. Anyone walking across a floor composed of phalanx ants may find themselves falling into a sudden pit that opens up beneath them, crushed by the weight of the ant bodies crowding in around them. Those climbing a wall of builder ants may either find themselves pushed off or drawn in.

Crushing Attack (Ex): If the builder phalanx ants are unsettled and in combat mode, any creature walking across the surface formed of their bodies must make a grapple check each round they are within contact with the wall or floor of ants.

A creature pressed between the bodies of the phalanx ants takes 1d6 points of crushing damage. To break free of the ants a resisted grapple check to break free. Because there are multiple ants grappling the victim, the opponent must make the check results of each opponent grappling the victim (up to 8 builder phalanx ants can grapple a Medium sized creature, 4 against Small, 16 against Large). This makes it far more difficult for larger victims to break free as the phalanx ants are effectively swarming over them.

WORKER

This obsidian-carapaced ant is about the size of a very large dog. Its mandibles are small and articulate, while its large, oddly multifaceted eyes glow with a pale blue radiance.

Worker phalanx ants are the caretakers and the wardens of the colony. They exist to serve the queen, to act as messengers and scouts, and to tend to the larva.

Worker phalanx ants are the third tier of phalanx ant hierarchy, being slightly above soldiers, but below the queen. Besides the queen, they are the only phalanx ants capable of communication, their articulate mandibles enabling them to speak, although softly and simply.

A worker is about 3-1/2 feet long and weighs about 45 pounds. It can speak Common and Terran.

COMBAT

Worker ants are not physical combatants, their mandibles too weak to effectively deal damage against

opponents. However, they will sacrifice themselves in order to protect their queen and colony, willingly turning themselves into targets, climbing atop of one another to create physical barriers between enemies and their queen.

Worker phalanx ants do possess some innate spell-like abilities that aid them with their duties around the colony.

Spell-Like Abilities: At will—*light, mending, purify food or drink*; 3/day—*cause fear (DC 13), obscuring mist*; 1/day—*shield other*. All spells cast as if a 3rd level mystic.

SOLDIER

This giant ant is about the size of a pony, with a thick, black carapace, wickedly barbed mandibles, and a long, hooked stinger at the end of its abdomen. Its dark eyes seem lit from within as its antennae shift about, picking up the slightest of vibrations in the air around it.

The second tier of the phalanx ant society, soldier phalanx ants are the warriors and hunters of the colony, ranging out for leagues in search for food.

While not as intelligent as the workers or queens of phalanx ant society, the soldier phalanx ants are remarkably cunning predators, capable of creating and executing complex strategies as they hunt. Although they cannot speak, the hive mind enables the soldiers to communicate readily, despite distance or any barriers between them.

A soldier ant is 5 feet long and weighs 250 pounds.

COMBAT

Soldier phalanx ants are brutally efficient combatants, using claws, a paralytic bite, and their acidic sting.

Acid Sting (Ex): Any sting attack made by the soldier phalanx ant deals an additional 1d6 points of acid damage.

Paralysis (Ex): Those hit by the bite of a soldier phalanx ant must succeed on a DC 14 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

QUEEN

This creature is about the size of a horse. It looks like an ant, although it holds its head and thorax upright, giving it an almost centauric appearance. Its mandibles are extraordinarily articulate beneath multifaceted eyes that glow with a soft blue radiance. The creature's upper arms end in hand-like claws. Across its thorax, blue sigils flicker in intricate patterns, leading down to its large, wasp-like abdomen, complete with an obsidian stinger easily the size of a longsword. Tucked against the creature's back are an enormous pair of gossamer dragonfly wings.

The phalanx queen is the heart of the phalanx ant colony. Her presence fills the minds of every phalanx ant of her colony, enabling her to merge their consciousness together to create the hive mind. Unfortunately for the



colony, if their queen is killed, they lose the hive mind and are automatically thrust into mental chaos (*confusion*) for 2d6 days until one of the slumbering queens awakens.

The queen is 8 feet long, about 4 feet tall, and weighs 350 pounds.

COMBAT

The queen does not fight unless she is personally threatened, and even then she is usually attended to by 3d6 workers and 2d4 soldiers at all times, who will die to protect their queen. Typically, the queen stays behind a living wall of workers, using her spells to bolster and protect herself and the colony.

If she is engaged, however, foes find that she is a fearsome opponent, capable of deadly attacks.

Acid Sting (Ex): Any successful sting attack made by the soldier phalanx ant deals an additional 2d4 points of acid damage.

Paralysis (Ex): Those hit by the bite of a soldier phalanx ant must succeed on a DC 15 Fortitude save or be paralyzed for 2d6 rounds. The save DC is Constitution-based.

Spells: The queen casts divine spells as a 6th-level mystic with the Mentalism domain.

Typical Mystic Spells Known (6/6/5/3, base save DC 14 + spell level): 0—*cure minor wounds, detect magic, light, mending, purify food and drink, read magic, resistance*; 1st—*bleed, cause fear, command**, *detect chaos, protection from chaos*; 2nd—*detect thoughts**, *status, zone of truth*; 3rd—*dispel magic, hold person**. * Domain Spell: Mentalism (+2 bonus on Bluff, Diplomacy, and Sense Motive checks; gain a +2 bonus on Will saves against Enchantment spells and effects).

Telepathy: The queen can communicate telepathically with any intelligent creature within 60 feet of any phalanx ant of her colony (within the 5 mile range of the hive mind).

FLAMESTONE PANTHER

Medium Outsider (Chaotic, Evil, Extraplanar, Fire)

Hit Dice: 5d8+15 (37 hp)

Initiative: +5

Speed: 40 ft. (8 squares), burrow 30 ft., climb 20 ft.

Armor Class: 21 (+6 Dex, +5 natural), touch 16, flat-footed 15

Base Attack/Grapple: +5/+9

Attack: Bite +9 melee

Full Attack: Bite +9 melee (1d8+4 and 1d6 fire) and 2 claws +4 melee (1d4+1 and 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fire tongue, heat, improved grab, pounce, rake 1d4+1 and 1d6 fire.

Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold

Saves: Fort +7, Ref +9, Will +5

Abilities: Str 19, Dex 21, Con 17, Int 6, Wis 12, Cha 10

Skills: Balance +19, Climb +18, Hide +14, Jump +19, Listen +11, Move Silently +13, Spot +11, Survival +6

Feats: Alertness, Run, Track^B

Environment: The Blazing Pits of the Abyss

Organization: Solitary, pair, or prowl (3-7)

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: -

This strange creature has a powerful, sleek body, like that of a great cat, however its dark flesh looks like basalt, broken by vivid lines of seething crimson veins that resemble molten magma. It bears obsidian fangs as it roars, its long tail lashing behind the beast blazing with a flicker of flame at its end.

Flamestone panthers are aggressive, unholy predators torn from the depths of the Abyss. Like hell hounds, many have been brought to the Mortal Realm, where they serve evil beings, with many establishing breeding populations.

A typical flamestone panther stands 4-1/2 feet at the shoulder and weighs around 300 pounds.

Flamestone panthers do not speak, but understand Abyssal and Ignan.

COMBAT

Flamestone panthers hunt like most great cats, stalking their prey and leaping upon opponents, savaging them with claws and fangs.

A flamestone panther's natural weapons, as well as any weapons it wields, are treated as evil-aligned and chaotic-aligned for the purpose of overcoming damage reduction.

Fire Tongue (Su): 20-foot line, once every 2d4 rounds, damage 2d8 fire, Reflex DC 15 half. The save DC is Constitution-based.

Heat (Su): The flamestone panther radiates so much heat that its mere touch deals additional fire damage, as if its bite and claws were flaming weapons.

Improved Grab (Ex): To use this ability, a flamestone panther must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a flamestone panther charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): +9 melee, damage 1d4+1 and 1d6 fire.

Skills: Flamestone panthers have a +8 racial bonus on Jump checks and a +5 racial bonus on Hide and Move Silently checks.

Flamestone panthers have a +8 racial bonus on Balance and Climb checks. A flamestone panther can always choose to take 10 on a Climb check, even if rushed or threatened.

MAGMA WRAITH

Medium Undead (Fire)

Hit Dice: 4d12 (26 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +2/+4

Attack: +4 slam (1d8+2 plus combustion) or +5 ranged (2d6 and

1d6 fire for 1d3 rounds)

Full Attack: 2 slams +4 melee (1d8+2 plus combustion) or +5 ranged (2d6 and 1d6 fire for 1d3 rounds)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combustion, constrict (1d8+2 plus combustion), fiery aura, improved grab, magma missiles

Special Qualities: Darkvision 60 ft., immunity to fire, melt weapons, tremorsense 60 ft., turn resistance +2, undead traits, vulnerability to cold

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 15, Dex 17, Con –, Int 12, Wis 14, Cha 15

Skills: Hide +10*, Intimidate +8, Listen +9, Move Silently +10, Spot +9*

Feats: Alertness, Great Fortitude

Environment: Underground

Organization: Solitary, pair, flow (3-6)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: –

Rising upwards is a creature seemingly composed of lava, its body glowing with a sullen crimson radiance. Roughly humanoid in shape, its face is twisted in grimace of hatred, white-hot eyes glaring and tormented as it flows forward. Tongues of flame leap sporadically from its body, creating arcs of fire that sputter and die, then burst into a shower of sparks.

Magma wraiths are undead creatures, although they do not resemble one upon first sight. The spirits of those who were burned alive and buried in unhallow ground, within the magma wraith's body of lava is a blackened skeleton covered with obsidian shards. The spirit animates the skeleton and the magma, allowing it to move through the earth like a lava flow, leaving destruction in its wake.

A magma wraith stands about as tall as a human, weighing as much as 500 pounds (of lava and minerals).

Magma wraiths cannot speak, but they can understand Common (and may be spoken with through spells such as *Speak with Dead*).

COMBAT

Magma wraiths are dangerous combatants as the composition of their 'bodies' is molten lava. A magma wraith will prefer to engage in melee, seeking to bury their opponents beneath a rush of fists and flame, but with the ability to hurl globules of lava to bring down distant opponents.

Combustion (Ex): Anyone a magma wraith touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magma wraith's last successful attack. Magma wraiths can also ignite flammable materials with a touch. The save DC is Charisma-based.

Constrict (Ex): A magma wraith deals automatic slam and combustion damage with a successful grapple check.

Fiery Aura (Ex): Anyone within 20 feet of a magma wraith must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the magma wraith must hit with both slams. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Magma Missiles (Ex): A magma wraith can forcefully hurl globs of molten stone at opponents. The magma wraith's missiles have a range increment of 20 feet (maximum range 100 ft.).

A direct hit from a magma missile deals 2d6 points of fire damage, plus an additional 1d6 points of fire damage for the following 1d3 rounds. Like alchemist's fire, every creature within 5 feet of the point where the missile strikes take 1 point of fire damage from the splash.

Melt Weapons (Ex): Any metal weapon that strikes a magma wraith must succeed on a DC 14 Fortitude save or melt away. The save DC is Charisma-based.

PHAETHON

Phaethon, 1st-level Warrior
Medium Humanoid (Elf, Fire)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares), flight 60 ft. (average)

Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Spear +1 melee (1d8/x3) or unarmed strike +1 melee

(1d3/x2 plus 1d6 fire) or longbow +2 ranged (1d8/x3)

Full Attack: Spear +1 melee (1d8/x3) or unarmed strike +1 melee

(1d3/x2 plus 1d6 fire) or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flaming wings

Special Qualities: Elven blood, immunity to fire, low-light vision, vulnerability to cold

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 8

Skills: Handle Animal +2, Search +3, Sense Motive +3, Spot +3

Feats: Improved Unarmed Strike

Environment: Temperate or warm mountains.

Organization: Squad (2-4), patrol (5-8 plus 2 2nd-level sergeants and 1 leader of 3rd-6th level), or band (20-50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level elders)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral.

Advancement: By character class.

Level Adjustment: +2

This red-haired humanoid has somewhat elven features and is dressed in a simple shirt and breeches. It wears sandals and carries a spear with a leaf-shaped bladed point. Large angelic wings made of flame sprout from its shoulders.

Phaethons are reclusive, mountain-dwelling folk. They are honest-minded and embrace the truth, but remain aloof from other races due to years of isolationism.

A phaethon resembles a half-elf in appearance, with hair color ranging from red-blond to a dark coppery-brown. Their eyes are always deep brown in color, and their skin is typically weathered and ruddy from exposure to the elements. Phaethons dress in simple clothing, usually tunics, breeches, sandals, or boots in colder weather. They favor natural colors, such as browns, ivories and pale greens.

Phaethons possess the ability to manifest wings of flame, a legacy of their distant past. Phaethon legends tell of their common ancestor, a Kagonesti elf who claimed to be the son of Habbakuk. His descendants fled persecution in the Kinslayer Wars to live in remote mountain settlements in the Khalkists, and inherited their fiery wings from him. As this is considered a sacred power, they are loathe to use it unless necessary.

Phaethons speak their own dialect of Elven and most also know Common and Sylvan. Because of their connection to fire, some phaethons learn to speak Ignan.

COMBAT

Phaethons are disciplined and organized combatants, but they are also reluctant to fight unless the situation is dire or their homesteads are threatened with destruction. Phaethon scouting groups will often locate an isolated enemy and subdue him, taking him away from the area and interrogating him for information. This knowledge is then quickly shared among other scout parties and with the elders of the community.

When faced with an actual conflict, phaethons use ruthless hit-and-run tactics designed to demoralize, weaken, and hamper their enemy. They have no particular moral issues with killing opponents if they are certain the opponent has no respect for life. Because of the circumstances involved in rousing phaethons into combat, a phaethon unit will employ its flaming wings during the conflict both as transport and to enhance their combat effectiveness.

Phaethons favor the spear, the longbow, the quarterstaff, and the dagger in combat. Most experienced phaethon defenders and scouts are trained in unarmed combat to some degree. Rank and file phaethon warriors are dressed in light armor such as leather. Metal armor is rare.



Flaming Wings (Su): As a free action, phaethons can manifest a pair of angelic wings made of fire which enable them to fly at the listed speed. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot also use them to fly in that round.

Elven Blood (Ex): For all effects related to race, a phaethon is considered an elf. Phaethons, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

The phaethon warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Challenge Rating: Phaethons with levels in NPC classes have a CR equal to their character level. Phaethons with levels in PC classes have a CR equal to their character level +1.

PHAETHON SOCIETY

Phaethons inherited much from their elven kindred, including a fondness for nature and a close relationship with animals and forests. However, their forced isolationism and self-reliance has given rise to a distinctly ordered and ascetic community that embraces honesty, truth, and simple traditions. They lead rustic lives in high mountain areas where sheltered valleys provide some measure of agricultural resources and seclusion.

Following the Chaos war, when incursions of fire dragons and daemon warriors destroyed their ancestral homes in the Khalkists, most phaethons escaped to the Desolation. There, with an agreement forged between their elders and Malystrixx the Red, the phaethons were given the freedom to build new mountain settlements in return for acting as Malys' border scouts and occasional agents. In the wake of Malys' death and the conclusion of the War of Souls, the phaethons are now forced to deal with treasure hunters, adventurers, rogue dragonspawn, and other threats to their peaceful existence. This being the case, more and more young phaethons are drawn to the outside world in order to better know the danger to their kindred.

Phaethons don't typically get along with most other races, simply as a result of their isolated past. However, their preference would be towards other trustworthy folk, such as dwarves, or to sylvan people such as the Kagonesti, who while barbaric and wild are still more honest than other elves.

PHAETHON CHARACTERS

Disciplined and hard-working, phaethons encountered outside their sheltered mountain communities are often seeking truth or knowledge for their own reasons or by request of their elders. Others serve as guides or scouts for travelers in mountainous regions. Most phaethon leaders

are monks or rangers. Phaethon clerics worship Habbakuk, Sirrion, or (rarely) Sargonnas. During the Age of Mortals, some phaethons turned to mysticism, though after the War of Souls most phaethon spellcasters are clerics or druids.

Phaethon characters possess the following racial traits.

—Strength +2, Wisdom +2

—Medium size.

—A phaethon's base land speed is 30 feet. It also has a fly speed of 60 feet (average).

—Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus to saving throws against enchantment spells or effects.

—Low-light vision.

—Racial Skills: A phaethon character has a +2 racial bonus on Search, Sense Motive and Spot checks.

—Racial Feats: A phaethon character gains feats according to its character class.

—Special Attacks (see above): Flaming wings.

—Special Qualities (see above): Elven blood, fire subtype (immunity to fire, vulnerability to cold).

—Automatic Languages: Common, Elven. Bonus Languages: Dwarven, Ignan, Sylvan.

—Favored Class: Monk.

—Level adjustment: +2

SPIDER, MONSTROUS TRAP DOOR

Medium Vermin

Hit Dice: 3d8+3 (16 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+3

Attack: Bite +5 melee (1d8+1 plus poison)

Full Attack: Bite +5 melee (1d8+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits.

Saves: Fort +4, Ref +4, Will +2

Abilities: Str 13, Dex 17, Con 12, Int —, Wis 12, Cha 2.

Skills: Climb +11, Hide +11, Move Silently +11, Spot +9

Feats: Weapon Finesse (bite)B

Environment: Temperate and warm plains

Organization: Solitary or clutch (2-5)

Challenge Rating: 2

Treasure: 1/10 coins; 50% goods; 50% items

Advancement: 4-5 HD (Medium); 6-9 HD (Large); 10-12 HD (Huge).

Level Adjustment: —

A large spider, not unlike a giant wolf spider, except that its carapace is a mottled brown and black, with long fibrous hairs covering its body. Eight glowing eyes gaze from above its large mandibles.

Monstrous trap door spiders are large spiders that build traps and pits in order to capture their prey. The traps of a monstrous trap door spider are surprisingly complex, from burrowing pits and concealing them to laying out sensitive

webs that enable the monstrous trap door spider to detect the approach of predator or prey.

A typical monstrous trap door spider's body is about 5-1/2 feet long and weighs about 300 lbs.

COMBAT

Monstrous trap door spiders are web-spinner spiders, building nests and webs and waiting for their prey, but unlike many spiders, trap door spiders actually construct elaborate traps to lure in and trap their prey, particularly with the pit trap that gave them their name.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d4 Dex. The save is Constitution based and includes a +4 racial bonus.

Web (Ex): Just as other types of monstrous spiders, monstrous trap door spiders can spin webs. A single strand of web is strong enough to support the spider and one creature of the same size.

The monstrous trap door spider may use its web up to eight times per day. It has developed different methods of utilizing its web to ensnare their prey. Each 5-foot section of webbing has 10 hp and a damage reduction of 5/–.

Net: This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled character can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check includes a +4 racial bonus.

Pit Trap: A monstrous trap door spider will construct a deep pit in the ground, typically about 30 feet deep and no more than 10 feet in diameter. Over the pit, they will build a web covered with camouflage. Any creature of Small or larger passing over the pit will instantly fall to the base of the pit (suffering 3d6 falling damage), where the monstrous trap door spider will pounce from a niche it has pressed its body into, using the closed quarters to its advantage.

Sheet: A monstrous trap door spider can create sheets of sticky webbing up to 30 feet square. They usually position these sheets to trap prey on the ground (as trap door spiders tend to be ground dwelling spiders). Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gains a +5 bonus if the trapped creature has something to walk on or grab while pulling free.

Tripwire: Monstrous trap door spiders use tripwires primarily to alert themselves to the presence of prey from a great distance off, leaving strands hidden amongst the ground in such a way that any character passing within 100 feet of a monstrous trap door spider's nest will likely set one off. Characters may make a DC 20 Spot check to notice a tripwire, otherwise they set it off when they move through a square that the strand passes through.

Tremorsense: A monstrous trap door spider can detect

any pinpoint any creature or object within 60 feet in contact with the ground, or within any range if in contact with the spider's web.

Skills: Monstrous trap door spiders receive a +4 racial bonus on Spot checks and a +8 racial bonus to Hide, Move Silently, and Climb checks. A monstrous trap door spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous trap door spiders use either their Strength or Dexterity modifier for Climb checks, whichever is greater.

NEW SPELLS

These spells play various roles in *Key of Destiny*.

ENERGY BARRIER

Abjuration

Level: Drd 3, Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: An amorphous barrier whose area is up to one 10-ft. square/level

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell creates a protective barrier against energy. When you cast this it, you must select the type of energy to protect against (acid, cold, electricity, fire, or sonic). Once created, the barrier cannot move (nor can you change the type of energy protected against), it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *[Mordenkainen's] disjunction* spell. Breath weapons and spells with the energy type descriptor cannot pass through the barrier either way.

An *energy barrier* will prevent a non-native Outsider of the appropriate energy subtype from passing through, although it has no effect upon ethereal creatures, nor does it stop such effects as *dimension door* or *teleport* from functioning.

A *fire barrier* will halt the effects of heat as well as stem the flow of magma or lava. A *cold barrier* will stop solid ice and snow. An *acid barrier* offers protection from water.

Even though the *energy barrier* offers protection, it does not protect against dehydration, starvation, nor does it create oxygen where there is none (thus, an *acid barrier* could be used to create a bubble underwater, but it does not allow excess oxygen to flow through the sphere).

Material Component: A pinch of powdered quartz.

IMMOLATION

Evocation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Concentration

Saving Throw: See below

Spell Resistance: Yes

You cause a creature to burn from within. When the spell is first cast upon a creature, it is allowed a Fortitude save to shake off the spell completely. If the victim fails his initial saving throw, he takes an immediate 1d6 points of fire damage. In each subsequent round following the first, the victim must make an additional Fortitude save or suffer another 1d6 points of fire damage. The internal flames continue to burn for as long as you maintain concentration, or until the spell has dealt a maximum of 15d6 points of damage.

If the creature dies as a result of this spell (is brought to -10 hp or lower), then the victim's body is instantly consumed by flame, leaving behind only ash (and thus making it very difficult to use spells such as *raise dead*, although there is enough 'remains' for a *reincarnation* or *resurrection* spell), although the victim's possessions remain mostly untouched as the body incinerates almost instantaneously.

Material Component: A ball of wax filled with ash from a funeral pyre.

ZONE OF AIR

Evocation [Air]

Level: Clr 3, Drd 2, Rgr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 10-ft.-radius emanation from target creature

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A faintly shimmering magical sphere surrounds the target creature with a gentle breeze, bringing with it clean, breathable air. The magical sphere prevents noxious fumes and vapors from entering the area of effect, as well as mitigates the lack of oxygen from high altitudes or in other situations where the air is lacking oxygen. The *zone of air* is not strong enough to disperse magical fumes (such as that of a *fog cloud*, *stinking cloud*, or *cloudkill* spell), although it does temporarily displace the fumes from entering the area of effect if the target creature is passing through such areas.

The *zone of air* does not function underwater, nor is the breeze strong enough to displace even the lightest of objects (thus provides no deflection bonuses).

Material Component: A hollow glass bead.

NEW MAGIC ITEMS

The following new magical items and artifacts can be found in this adventure, useful to both heroes and villains.

BLADE OF BETRAYAL

+1 *dagger of venom*; AL NE; Int 10, Wis 15, Cha 15; Speech, 60 ft. darkvision and hearing; Ego score 14.

Lesser Powers: Hold person 3/day, item has 10 ranks in Bluff (total modifier +12), item has *deathwatch* constantly active.

Special Purpose: Defeat/slay good-aligned divine spellcasters (including divine entities and servitors).

Dedicated Power: *Crushing despair*.

Personality: Created by a priest of Mishakal who had turned to worshipping Chemosh, the *blade of betrayal* was used to kill a High Priest of Paladine, whose blood was used to desecrate a sacred temple. The blade absorbed a portion of its creator's personality, becoming extremely sly and cunning, willing to lie, cheat, or say whatever it needs to in order to remain 'useful' and to perform its purpose: to slay any worshiper of the Gods of Light.

Description: The *blade of betrayal*, also known as the *dagger of death's embrace*, is a dagger with a wicked blade that curves snakelike, with sharp edges and an even sharper point. The blade itself is pitch black and completely nonreflective, so as to not "betray" its wielder by glinting in ambient light. The crosshilt is shaped to resemble a cobra's hood, offering some protection for the hand, with the blade emerging from the cobra's open mouth, with small black scales covering the hilt and handle.

Aura: Moderate necromancy; **Caster Level:** 15th; **Prerequisites:** Craft Magic Arms and Armor, *poison*; **Market Price:** 77,502 stl.

DIVINER OF LIFE

This device resembles a baton, four-feet in length, with six-inch bands of alternating gold and steel rings capping either end of a three-foot long cylinder of pure crystal. The interior of crystal cylinder is filled with a swirling white fog. When the proper command word is spoken, the fog clears completely. If the end of the rod is then touched to a creature, a colored radiance fills the cylinder. The color of the radiance determines the status of the individual:

Color	Health
White	Full health
Red	Injured (51%+ hp remaining)
Orange	Wounded (0-50% hp remaining)
Yellow	Diseased
Green	Poisoned
Blue	Near Death (0 hp)
Indigo	Dying (-1 or fewer hp)
Violet	Undead
Black	Neither alive nor dead

The *diviner of life* has an AC 8, 10 hit points, hardness 8, and a break DC of 27.

Aura: Moderate divination; **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *deathwatch*; **Market Price:** 10,800 stl.

HUMA'S LANCE [MAJOR ARTIFACT]

This unique *dragonlance* was the first ever forged, so that the knight Huma could face the Queen of Darkness and her dragon hordes. This was the weapon that Huma used to defeat Takhisis in the Age of Dreams.

Huma's Lance is a +5 *holy keen greater dragonlance*. When striking a true dragon (defined as any chromatic or

metallic dragon, including aquatic and sea dragons, but not including draconians, wyverns, or other similar creatures), it ignores damage reduction as if it were an Epic weapon.

When used against an evil true dragon, *Huma's Lance* deals 2 points of permanent Constitution drain with every hit, in addition to the lance's normal damage and the bonus bane and holy damage. If the wielder scores a critical hit, the lance deals a number of points of permanent Constitution drain equal to 5 + wielder's level + wielder's Charisma modifier.

The wielder of *Huma's Lance* gains the benefits of the Mounted Combat feat when wielding the lance.

Once per day, the bearer of the lance can cast *dismissal* as a 20th level spellcaster on any evil outsider struck by the lance (who receive a penalty to their saving throw equal to 5 + wielder's Charisma modifier). This can also be used on divine entities and servitors.

Huma's Lance bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

In the hands of a non-lawful good creature, *Huma's Lance* functions only as a +4 *holy greater dragonlance*, without any of its other characteristics.

It is believed by many that *Huma's Lance* has other special qualities, such as the ability to appear in the dreams of those who are pure of heart to offer advice or visions.



USING HUMA'S LANCE IN YOUR CAMPAIGN...

When the characters discover *Huma's Lance*, the entire shift of power in the adventure can change instantly—dragons, the most feared and revered creatures on Ansalon, are helpless before its power.

In order to handle having one of Krynn's most powerful and legendary artifacts in the campaign, it will require considerable forethought and planning on your part.

First, remember that in the hands of a non-lawful good character, the full powers of the *lance* are not accessible. If you wish to limit its powers even more, you can add the requirement that a character must also be a Knight of Solamnia.

Secondly, as one of the most instantly recognizable artifacts in the world, if the characters flaunt their possession of the *dragonlance*, other parties will make their interests known as well—both the Knights of Neraka and the Solamnic Knights prize this iconic weapon, as would the Wizards of High Sorcery for study.

Thirdly, the *dragonlance* is a divine relic. There is no disguising its holy aura from either those who are strongly aligned with good or those strongly aligned with evil. Clerics and mystics with the chosen domains of Good or Evil, Outsiders with the Good or Evil subtypes, and particularly chromatic (evil) dragons can sense the presence of *Huma's Lance* in the hands of a proper wielder within a 10-ft. radius per HD, although it requires a Concentration check against DC 20 + wielder's Charisma modifier for the creature to pinpoint its location. If the *dragonlance* is not being wielded (i.e., it is put away or appropriately stored), then its aura becomes muted.

Adding *Huma's Lance* to your campaign is going to have drastic, far-reaching effects. *Key of Destiny* and its sequel takes these factors into account.

FEATHER WHISTLE

This large pinion is taken from the wing of a giant eagle. The shaft of the feather is thick, but hollowed out, with a small hole cut near the lip. When the feather is held to the lips and used like a whistle, it will release a single, clarion note sounding not unlike the cry of an eagle. This summons 1d3 giant eagles, who will appear within 50 feet of the user and act immediately upon being summoned. They will obey the directives of the one who summoned them and remain for 7 rounds before disappearing.

A *feather whistle* may only be used once before its magic expires, causing the feather to disintegrate into dust.

Aura: Moderate conjuration (summoning); *Caster Level:* 7th; *Prerequisite:* Craft Wondrous Item, *summon nature's ally* IV; *Market Price:* 1,400 stl.

HELLFIRE LASH

This +1 *flaming burst whip of speed* is 15-feet long, of braided strands of supple black leather crafted from the

hide of a red dragon and studded with jagged obsidian shards. The tip of the whip is weighted down with a wickedly spiked adamantine sphere. The handle of the whip is blackened bone, inset with a spherical obsidian at the base of the haft, lit from within by a flickering tongue of fire. When the whip is uncoiled and upon silent command by its wielder, the length of the whip is sheathed in a nimbus of hungry flames.

Unlike a normal whip, this whip deals base damage as a spiked chain (2d4 damage as a Medium weapon), dealing both bludgeoning and slashing damage (in addition to the fire damage from the *flaming* special quality), and it will affect creatures with natural armor class.

While the whip is wielded, it grants its wielder protection from cold, absorbing the first 10 points of cold damage each round that the wielder would otherwise take.

Aura: Strong evocation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *haste*, *protection from elements*, and *flame blade*, *fireball*, or *flamestrike*; *Market Price:* 25,301 stl.

RING OF GRACE

When preparing divine spells, the wearer of the *ring of grace* is considered to have a higher Wisdom score. This is an enhancement bonus of +2, +4, or +6 (depending on the item) that affects only the preparation of spells and the modifier to saving throws against the wearer's spells.

Aura: Moderate transmutation; *Caster Level:* 12th;
Prerequisites: Forge Ring, *owl's wisdom*; *Market Price:* 3,000 stl (+2), 12,000 stl (+4), 27,000 stl (+6).

RING OF HEART'S PATH

This simple band is set with a perfectly clear diamond with nine facets. If worn on the index finger, three times per day it can be used to detect the presence of either good or evil in any individual that finger is pointed at. The individual must be within line-of-sight and no more than 40 feet away. After one round, the gem will start glowing faintly if it detects either good or evil:

Alignment	Color
Good	Silver
Evil	Indigo

Aura: Moderate divination; *Caster Level:* 12th;
Prerequisites: Forge Ring, *detect evil*, *detect good*; *Market Price:* 25,868 stl.

SHARD OF LIGHT [MINOR ARTIFACT]

The *shard of light* is a +2 *short sword*, with a blade made of solid crystal that appears lit from within, as if sunlight had been captured in the stone. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of x2).

The blade, when unsheathed, gives off light as a torch (20-foot radius). Twice per day, the wielder can hold the blade overhead and call upon the Gods of Light. The *shard of light* begins to shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outwards at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder lowers the blade, the radiance fades to a dim glow but persists for another minute before fading entirely.

Once per day, as a free action, the wielder can transform the blade into pure light, enabling it to ignore nonliving matter when it strikes. This effect lasts until the wielder's next turn. Armor bonuses to AC (including enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) When transformed into solid light, the blade cannot harm undead, constructs, or objects.

Once per week, the *shard of light* can unleash a ray of sunlight as a 60-foot cone. Anything within the cone is revealed as if affected by a *true seeing* spell. The cone only



lasts for 1 minute before fading away, taking the *true seeing* effect with it.

The *shard of light* is of good alignment and any evil creature attempting to wield it gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Aura: Strong abjuration; *Caster Level:* 18th.

STAFF OF BONES [MINOR ARTIFACT]

This staff is typically shaped from the spinal column and skull of an intelligent humanoid creature, sealed with lacquer and decorated with intricate runic carvings across the skull.

The staff is treated as a +1 *ghost touch quarterstaff* in combat. When the wielder scores a critical hit, the staff releases a burst of chilling necromantic energy that deals an additional 2d6 points of damage against any living crea-

ture (undead, constructs, creatures unaffected by critical hits, and creatures immune to death effects are immune to this burst of negative energy).

The wielder of the staff is able to use the following spells:

Chill Touch (1 charge).

Death Knell (1 charge). Instead of the wielder absorbing the life energy, the energy is used to recharge the staff (restoring 1d8 charges to the staff).

Death Watch (1 charge).

Command Undead (2 charges).

Vampiric Touch (2 charges).

Animate Dead (3 charges).

Halt Undead (4 charges).

Create Undead (5 charges).

Create Greater Undead (10 charges, only usable 1/week).

If the staff is drained of all charges, it becomes a simple +1 *quarterstaff* until the wielder casts *death knell* upon the quarterstaff and uses it to kill a dying creature.

Aura: Strong necromancy; *Caster Level:* 17th.



APPENDIX TWO

CHARACTERS & CREATURES

This appendix contains all the game statistics for all the nonplayer characters and monsters encountered during the adventure.

CHAPTER I

TYPICAL COMMONER

Male human Com1 (7): CR 1/2; Medium humanoid (human); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d3 non-lethal, unarmed strike) or +0 melee (1d4/19-20/x2, dagger); Full Atk +0 melee (1d3 non-lethal, unarmed strike) or +0 melee (1d4/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Handle Animal +4, Listen +2, Profession (varies) +7, Spot +2; Endurance, Skill Focus (Profession).

Possessions: Dagger, peasant's outfit, 1d4+2 cp.

DOVE

Female half-elf Exp1: CR 1/2; Medium humanoid (half-elf); HD 1d6+1; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d4-1/19-20, dagger); Full Atk -1 melee (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SQ elvensight, half-elf traits; AL N; SV Fort +1, Ref +2, Will +2; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Information +8, Listen +1, Profession (courtesan) +7, Search +2, Sense Motive +4, Sleight of Hand +6, Spot +1, Use Rope +6; Skill Focus (Profession—courtesan).

Half-Elf Traits: Immunity to *sleep* spells and effects, +1 racial bonus to Listen, Search and Spot checks, +2 racial bonus to Diplomacy and Gather Information checks, +2 racial bonus to saves vs. enchantment spells and effects.

Possessions: Courtesan's outfit, dagger, 6 stl.

BLACKBIRD'S GOONS

Male human War2 (2): CR 1; Medium humanoid (human); HD 2d8+4; hp 12, 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +4; Atk +5 melee (1d3+2, unarmed strike); Full Atk +5 melee (1d3+2, unarmed strike); Space/Reach 5 ft./5 ft.; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 13.

Skills and Feats: Bluff +3, Climb +5, Intimidate +6, Swim +5; Improved Unarmed Strike, Weapon Focus (unarmed strike).

Possessions: Leather armor, 125 stl or 2 garnets (value: 25 stl each).

GARTHAK, THE DRUNKEN OGRE

Male ogre Brb1: CR 3; Large giant; HD 4d8+16 (ogre) plus 1d12+4 (barbarian); hp 45; Init +0; Spd 50 ft.; AC 9, touch 5, flat-footed 9; Base Atk +4; Grp +11; Atk +7 melee (1d4+3 non-lethal, unarmed strike); Full Atk +7 melee (1d4+3 non-lethal, unarmed strike); Space/Reach 10 ft./10 ft.; SA rage 1/day; SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref -3, Will -2; Str 24, Dex 11, Con 19, Int 4, Wis 12, Cha 6.

Skills and Feats: Intimidate +1, Spot +2; Improved Bull Rush, Improved Overrun, Power Attack.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 9 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 28, Con 23, Fort +8, Will +0, AC 7, Atk +9 melee (1d4+5 non-lethal, unarmed strike).

Possessions: +1 *hide armor*, 4 bloodstones (50 stl each), 3 red garnets (100 stl each), and 15 sp.

Note: Garthak's CR is currently 3 owing to his drunken state, and would be 4 if he were sober. The -4 penalty to attack rolls, damage rolls, AC and saving throws is included in the statistics above.

ROWAN WHISPERTOUCH

Male kender Rog1: CR 1; Small humanoid (kender); HD 1d6+1; hp 5; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -4; Atk +1 melee (1d3/19-20, dagger); Full Atk +1 melee (1d3/19-20, dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ kender traits, trapfinding; AL CN; SV Fort +2, Ref +6, Will +2; Str 11, Dex 17, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3 (+7 taunt), Escape Artist +10, Hide +7, Open Lock +9, Search +4, Sleight of Hand +9, Spot +7, Tumble +7, Use Magic Device +3; Skill Focus (Escape Artist).

Kender Traits: Immunity to fear effects, +2 racial bonus on Open Lock, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws, -4 racial penalty on Concentration checks, +4 racial bonus on Bluff checks to taunt others.

Possessions: Dagger, 2 *potions of cure light wounds*, 65 stl

STREET TOUGHS

Male human War1 (6): CR 1/2; Medium humanoid (human); HD 1d8+2; hp 8, 7, 6, 6, 5, 5; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, club) or +2 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d6+2, club) or +2 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; AL CE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.



Skills and Feats: Intimidate +7, Spot +3; Skill Focus (Intimidate), Weapon Focus (club).

Possessions: Club, light crossbow, 10 crossbow bolts, studded leather armor; total of 105 stl, 194 sp, and 75 cp between all toughs.

ARAPOL NIGHTBLADE

Male Silvanesti elf Rog4: CR 4; Medium humanoid (elf); HD 4d6; hp 14; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d6+2/18-20, +1 rapier) or +8 ranged (1d8+1/x3, masterwork composite longbow); Full Atk +5 melee (1d6+2/18-20, +1 rapier) or +8 ranged (1d8+1/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ elvensight, evasion, Silvanesti traits, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +1, Ref +8, Will +3; Str 12, Dex 18, Con 10, Int 13, Wis 14, Cha 6.

Skills and Feats: Bluff +5, Disguise +5, Escape Artist +11, Hide+11, Jump +10, Knowledge (Arcana) +2, Listen +9, Move Silently +11, Spellcraft +2, Spot +9, Tumble +13; Combat Expertise, Improved Feint.

Silvanesti Traits: Immune to sleep spells and effects, +2 racial bonus on saves against enchantment effects, +1 racial bonus on Knowledge (arcana) and Spellcraft checks, +2 racial bonus on Listen, Search and Spot checks.

Possessions: Masterwork studded leather, +1 rapier, masterwork composite longbow [+1 Str bonus], 20 masterwork arrows, 50 ft. silk rope, grappling hook, 2 bags of caltrops, 2 tanglefoot bags, *potions of jump*, 2 *potions of cure light wounds*, 50 stl.

LEPER ELVES

Male Silvanesti elf Com1 (3): CR 1/2; Medium humanoid (elf); HD 1d4; hp 2; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier); Full Atk +3 melee (1d6+2/18-20, rapier); Space/Reach 5 ft./5 ft.; SQ elvensight, Silvanesti traits; AL NG; SV Fort -1, Ref +3, Will +1; Str 14, Dex 17, Con 8, Int 14, Wis 13, Cha 6.

Skills and Feats: Hide +5, Knowledge (Arcana) +3, Listen +7, Profession (varies) +4, Search +4, Spellcraft +3, Spot +7; Weapon Focus (rapier).

Silvanesti Traits: Immune to sleep spells and effects, +2 racial bonus on saves against enchantment effects, +1 racial bonus on Knowledge (arcana) and Spellcraft checks, +2 racial bonus on Listen, Search and Spot checks.

Possessions: Rapier, thick leper's robes (treat as padded armor), 20 stl.

JACOB THE "PEASANT"

Male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+2; hp 8 (currently 3); Init -1; Spd 30 ft.; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +3; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); Space/Reach 5 ft./5 ft.; AL CG; SV Fort +4, Ref -1, Will +1; Str 15, Dex 8, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Craft (armorsmithing) +4, Craft (blacksmithing) +4, Craft (weaponsmithing) +4; Power Attack, Weapon Focus (longsword).

Possessions: Masterwork chain shirt, masterwork longsword, peasant's outfit, starjewel medallion, 200 stl.

JACOB'S SONS

Male human Exp1 (2): CR 1/2; Medium humanoid (human); HD 1d4+1; hp 4; Init -2; Spd 30 ft.; AC 8, touch 8, flat-footed 8; Base Atk +0; Grp +1; Atk +1 melee (1d3+1 non-lethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger); Full Atk +1 melee (1d3+1 non-lethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +1, Ref -2, Will +2; Str 13, Dex 6, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Craft (blacksmithing) +4, Diplomacy +4, Profession (merchant) +7; Endurance, Skill Focus (Profession—merchant), Martial Weapon Proficiency (longsword).

Possessions: Dagger, peasant's outfit, 8 sp.

DARK KNIGHT PATROL

Male human War1 (3): CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d10+1/19-20, bastard sword) or +1 ranged (1d8/19-20, heavy crossbow); Full Atk +2 melee (1d10+1/19-20, bastard sword) or +1 ranged (1d8/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 11, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Ride +4, Sense Motive +2; Exotic Weapon Proficiency (bastard sword), Toughness.

Possessions: Chainmail, heavy steel shield, bastard sword, sounding horn, manacles with average quality lock.

DARK KNIGHT PATROL LEADER

Male human Ftr2: CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d10+2/19-20, masterwork bastard sword) or +3 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +6 melee (1d10+2/19-20, masterwork bastard sword) or +3 ranged (1d8+2/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Gather Information +1, Intimidate +4, Jump -2, Ride +6, Sense Motive +2; Combat Expertise, Exotic Weapon Proficiency (bastard sword), Toughness, Weapon Focus (bastard sword).

Possessions: Masterwork chainmail, masterwork heavy steel shield, masterwork bastard sword, masterwork composite longbow [+2 Str bonus], 20 arrows, sounding horn, sketches.

MAYOR'S GUARD

Male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+2; hp 8; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d10+2/19-20, bastard sword) or +1 ranged (1d8/19-20, heavy crossbow); Full Atk +3 melee (1d10+2/19-20, bastard sword) or +1 ranged (1d8/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Knowledge (Local) +2, Sense Motive +2; Exotic Weapon Proficiency (bastard sword), Skill Focus (Intimidate).

Possessions: Breastplate, heavy steel shield, bastard sword, heavy crossbow, 10 crossbow bolts.

BLACKBIRD

Male half-ogre Ftr5/Rog4: CR 10; Medium humanoid (half-ogre); HD 4d6 (rogue) + 5d10 (fighter); hp 42; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +8; Grp +11; Atk +13 melee (1d8+6/19-20, +1 longsword); Full Atk +13/+8 melee (1d8+6/19-20, +1 longsword); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, low-light vision, trap sense +1, trapfinding, uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 16, Dex 10, Con 10, Int 13, Wis 13, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +16, Gather Information +15, Intimidate +19, Knowledge (local) +8, Listen +9, Profession (inkeeper) +8, Ride +4, Sense Motive +10, Use Magic Device +10; Combat Expertise, Improved Feint, Leadership, Negotiator, Persuasive, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 glamer (peasant's outfit) chain shirt, +1 longsword (kept under bar), ring of protection +1, brooch of shielding (78 points remaining), cloak of resistance +1, 3 potions of cure moderate wounds, 2 tanglefoot bags, 417 stl.

DARK KNIGHT SENTRY

Male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+2; hp 11; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d10+2/19-20, bastard sword) or +2 ranged (1d8/19-20, heavy crossbow); Full Atk +4 melee (1d10+2/19-20, bastard sword) or +2 ranged (1d8/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Gather Information +3, Intimidate +3, Ride +4, Sense Motive +2; Exotic Weapon Proficiency (bastard sword), Toughness, Weapon Focus (bastard sword).

Possessions: Chainmail, heavy steel shield, bastard sword.

GOBLIN THIEVES

Male goblin Rog1 (2): CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7, 5; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +0; Grp -3; Atk +2 melee (1d6+1/19-20, longsword), or +3 ranged (1d2+1/19-20, throwing dagger); Full Atk +2 melee (1d6+1/19-20, longsword); or +3 ranged (1d2+1/19-20, throwing dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfind-

ing; AL CE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 17, Con 13, Int 12, Wis 10, Cha 6.

Skills and Feats: Bluff +2, Disable Device +7, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Search +5, Sleight of Hand +7, Spot +4; Dodge.

Possessions: Leather armor, longsword, 4 daggers

ELVEN SCOUTS

Female Silvanesti elf Rgr1 (2): CR 1; Medium humanoid (elf); HD 1d8-1; hp 7, 5; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/18-20, rapier), or +3 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA favored enemy humans +2; SQ elvensight, Silvanesti traits, wild empathy -1; SV Fort +1, Ref +5, Will +2; AL N; Str 12, Dex 17, Con 8, Int 15, Wis 14, Cha 6.

Skills and Feats: Handle Animal +2, Heal +6, Hide +5, Knowledge (arcana) +3, Knowledge (nature) +6, Listen +4, Move Silently +5, Search +8, Spellcraft +3, Spot +4, Survival +6, Swim +5; Track^B, Weapon Finesse (rapier).

Silvanesti Traits: Immune to sleep spells and effects, +2 racial bonus on saves against enchantment effects, +1 racial bonus on Knowledge (arcana) and Spellcraft checks, +2 racial bonus on Listen, Search and Spot checks.

Possessions: Chain shirt, rapier, longbow, 20 arrows, 150 stl.

HICCUP, GOBLIN THUG

Male goblin Ftr2: CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 9; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +2; Grp -1; Atk +4 melee (1d2+1 non-lethal, whip) or +4 melee (1d4+1/19-20, short sword); Full Atk +2 melee (1d2+1 non-lethal, whip) and +2 melee (1d4+1/19-20, short sword); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft.; SV Fort +4, Ref +3, Will -1; AL CE; Str 13, Dex 16, Con 13, Int 10, Wis 8, Cha 10.

Skills and Feats: Hide +9, Intimidate +2, Move Silently +9; Exotic Weapon Proficiency (Whip), Two Weapon Defense, Two Weapon Fighting.

Possessions: Chain shirt, whip, short sword.

CHAPTER 2

MINOTAUR SCOUTS

Male minotaur Ftr1 (2): CR 1; Medium humanoid (minotaur); HD 1d10+2; hp 8; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +5; Atk +6 melee (2d6+6/19-20, greatsword) or +5 melee (1d6+4, gore) or +2 ranged (1d6+4, javelin); Full Atk +6 melee (2d6+6/19-20, greatsword) and +0 melee (1d6+2, gore); or +2 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +4, Ref +0, Will +1; Str 19, Dex 11, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Survival +5, Swim +6, Use Rope +2; Power Attack, Weapon Focus (greatsword).

Possessions: Chain shirt (carried, not presently worn), greatsword, 3 javelins, desert robes (+2 bonus on Fort saves to resist heat exhaustion), water skins (7 days worth).

MINOTAUR LEADER

Male minotaur Rgr2/Barb1: CR 3; Medium humanoid (minotaur); HD 2d8+4 (ranger) + 1d12+2 (barbarian); hp 21; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +7; Atk +8 melee (1d8+6/19-20, masterwork two-bladed sword) or +7 melee (1d6+4, gore) or +5 ranged (1d6+4, javelin); Full Atk +6/+6 melee (1d8+6/19-20, masterwork two-bladed sword) and +2 melee (1d6+2, gore) or +5 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA favored enemy humans +2, rage 1/day; SQ wild empathy; AL NE; SV Fort +7, Ref +5, Will -1; Str 18, Dex 15, Con 15, Int 13, Wis 8, Cha 12.

Skills and Feats: Hide +7, Intimidate +9, Knowledge (Geography) +6, Knowledge (Nature) +8, Listen +5, Spot +4, Survival +5, Swim +6, Use Rope +4; Exotic Weapon Proficiency (two-bladed sword), Track^B, Two Weapon Defense, Two-Weapon Fighting^B.

Combat Style (Ex): This ranger has chosen two-weapon combat as his combat style.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 8 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 22, Con 19, Fort +7, Will +1, AC 13, Atk +10 melee (1d8+8/19-20, masterwork two-bladed sword) or +9 melee (1d6+6, gore) or +5 ranged (1d6+6, javelin).

Possessions: Masterwork chain shirt (carried, not presently worn), masterwork two-bladed sword, desert robes (+2 on Fort saves to resist heat exhaustion), water skins (7 days worth), 7 days worth of rations, 2 *potions of cure light wounds*.

GILDED MAPE

Male centaur Rgr1: CR 4; Medium monstrous humanoid; HD 4d8+4 (centaur) +1d8+1 (ranger); hp 31; Init +9; Spd 60 ft.; AC 17, touch 14, flat-footed 12; Base Atk +5; Grp +17; Atk +8 melee (1d6+4, hoof) or +8 melee (1d10+6/x3, masterwork longspear) or +10 ranged (1d10+4/x3, masterwork composite longbow); Full Atk +8 melee (1d10+6/x3, masterwork longspear) and +3 melee (1d6+4, 2 hooves); or +10 ranged (1d10+4/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA favored enemy minotaurs +2; SQ darkvision 60 ft., wild empathy; AL NG; SV Fort +2, Ref +9, Will +6; Str 18, Dex 20, Con 12, Int 12, Wis 14, Cha 13.

Skills and Feats: Hide +11, Knowledge (nature) +3, Listen +9, Spot +9, Survival +10; Improved Grapple, Improved Initiative, Track^B.

Possessions: Masterwork composite longbow [+4 Str bonus], masterwork longspear, waterskin (1 day).

BLACK RIDERS

Male nomad human War1 (4): CR 1/2; Medium humanoid (human); HD 1d8+1; hp 6; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/19-20, scimitar) or +3 melee (1d8+2/x3, lance) or +3 ranged (1d6/x3, shortbow); Space/Reach 5

ft./5 ft.; AL NE; SV Fort +3, Ref +2, Will -1; Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 13.

Skills and Feats: Handle Animal +5, Jump +6, Ride +5; Mounted Combat, Ride-By-Attack.

Possessions: Chain shirt, scimitar, light wooden shield, lance, shortbow, 20 arrows, light horse.

BLACK RIDER LEADER

Male nomad human Ftr3: CR 3; Medium humanoid (human); HD 3d10+3; hp 22; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/18-20, masterwork scimitar) or +6 melee (1d8+2/x3, masterwork lance) or +6 ranged (1d6+2/x3, masterwork composite shortbow); Full Atk +6 melee (1d6+2/18-20, masterwork scimitar); or +6 melee (1d8+2/x3, masterwork lance); or +6 ranged (1d6+2/x3, masterwork composite shortbow); Space/Reach 5 ft./5 ft.; AL N; SV Fort +4, Ref +4, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 14.

Skills and Feats: Handle Animal +8, Jump +7, Ride +9; Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

Possessions: Masterwork chain shirt, buckler, masterwork lance, masterwork scimitar, masterwork composite shortbow [+2 Str bonus], 20 arrows, warhorse.

MALAT, THE "MINOTAUR"

Male nomad human Bbn4: CR 4; Medium humanoid (human); HD 4d12+8; hp 31; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk: +4; Grp +9; Atk +10 melee (1d12+5, masterwork greataxe) or +9 melee (1d4+5, unarmed strike); Full Atk +10 melee (1d12+5, masterwork greataxe) or +9 melee (1d4+5, unarmed strike); SA Rage 2/day; SQ Trap sense +1, uncanny dodge; Space/Reach 5 ft./5ft.; AL CN; SV Fort +6, Ref +1, Will +0; Str 20, Dex 11, Con 15, Int 10, Wis 9, Cha 14.

Skills & Feats: Climb +10, Handle Animal +9, Listen +5, Ride +7, Survival +6, Swim +8; Improved Bull Rush, Improved Unarmed Strike, Power Attack.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 7 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 24, Con 19, Fort +8, Will +2, AC 13, Atk +12 melee (1d12+7, masterwork greataxe) or +11 melee (1d4+7, unarmed strike).

Possessions: Cloak of the bull (acts as *rhino hide* armor), masterwork studded leather, masterwork greataxe.

THANATOR "SHROUD" GRAVE-EYES

Male kender Rog5/Kender Nightstalker1: CR 6; Small humanoid (kender); HD 6d6+6; hp 27; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +3; Grp -2; Atk/Full Atk +3 melee (1d4-1, masterwork hoopak as staff) or +7 ranged (1d2-1/x2, masterwork hoopak as sling); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ death sight, evasion, kender traits, trap sense +1, trapfinding,

turn undead, uncanny dodge; AL NG; SV Fort +4, Ref +9, Will +7; Str 8, Dex 16, Con 13, Int 10, Wis 14, Cha 12.

Skills and Feats: Bluff +9 (+13 taunt), Diplomacy +9, Gather Information +9, Listen +10, Open Lock +13, Sense Motive +10, Sleight of Hand +13, Spot +12, Use Magic Device +5; Extra Turning, Great Fortitude, Iron Will.

Death Sight (Sp): 1/day—as *detect undead*, but the nightstalker does not have to concentrate to maintain the spell. Caster level 1.

Kender Traits: Immunity to fear effects, +2 racial bonus on Open Lock, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws, -4 racial penalty on Concentration checks, +4 racial bonus on Bluff checks to taunt others.

Turn Undead (Su): 4/day, turning check 1d20+1, turning damage 2d6+2 HD.

Nightstalker Spells Known (1; spell save DC 12 + spell level): 1st—*deathwatch*.

Possessions: +1 leather armor, masterwork hoopak, collection of macabre and creepy objects, 65 stl

OGRE SKELETONS

CR 2; Large undead; HD 4d12; hp 26; Init +4; Spd 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +2; Grp +11; Atk +7 melee (2d8+7/19-20, greatsword) or +7 melee (1d6+5, claw); Full Atk +7 melee (2d8+7/19-20, greatsword); or +7 melee (1d6+5, 2 claws); Space/Reach 10 ft./10 ft.; SA —; SQ damage reduction 5/bludgeoning, immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Improved Initiative

Possessions: Rusty breastplate, greatsword

THE GUARDIAN

Male spectral minion human Ftr4: CR 5; Medium undead (incorporeal); HD 4d12; hp 26; Init +3; Spd 60 ft.; AC 17, touch 15, flat-footed 11; Base Atk +3; Grp —; Atk +3 melee (1d8/19-20, longsword); Full Atk +3 melee (1d8/19-20, longsword); Space/Reach 5 ft./5 ft.; SA —; SQ obsession, spell resistance 16, turn immunity; AL N; SV Fort +4, Ref +4, Will +0; Str —, Dex 18, Con —, Int 8, Wis 10, Cha 12.

Skills and Feats: Bluff +3, Hide +8, Intimidate +10, Jump +7, Listen +6, Spot +6; Alertness, Dodge, Improved Feint, Mobility, Persuasive.

Obsession (Su): The Guardian gains a +2 morale bonus on any ability check, skill check, attack roll, or saving throw that applies to his guardian duties.

Possessions: Incorporeal breastplate, incorporeal longsword.

CHAPTER 3

OPALESCENT

Water naga; CR 7; Large aberration; HD 7d8+28; hp 59; Init +1; Spd 30 ft., swim 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +12; Atk/Full Atk +7 melee (2d6+4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison,

spells; SQ darkvision 60 ft; AL N; SV Fort +6, Ref +5, Will +8; Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11; Alertness, Combat Casting, Eschew Materials^B, Lightning Reflexes

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con.

Sorcerer Spells Known (6/7/7/4; spell save DC 12 + spell level): 0—*acid splash, daze, detect magic, light, mage hand, open/close, read magic*; 1st—*expeditious retreat, magic missile, obscuring mist, shield, true strike*; 2nd—*invisibility, elemental dart**, *mirror image*; 3rd—*protection from energy, suggestion*.

*Spell from DRAGONLANCE CAMPAIGN SETTING.

GHOST OF YOUNG PRIEST

Ghost human male Clr3 of Mishakal; CR 5; Medium undead (augmented humanoid [human], incorporeal); HD 3d12; hp 19; Init +0; Spd fly 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d6, incorporeal touch); SA corrupting touch, manifestation, telekinesis; SQ darkvision 60 ft, incorporeal traits, rejuvenation, turn resistance +4, undead traits; AL N; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con —, Int 10, Wis 15, Cha 12.

Skills and Feats: Heal +11, Hide +9, Knowledge (religion) +6, Listen +10, Search +8, Spot +10; Combat Reflexes, Dodge, Skill Focus (Heal)

Cleric Spells Prepared: None. This ghost's maddened state means that it no longer has access to clerical spells.

ΑΡΑΣΑΡΑ

Aranea Sor3; CR 7; Medium magical beast (shapechanger); HD 3d10+3d4+12; hp 35; Init +6; Spd 50 ft., climb 25 ft.; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk/Full Atk +5 melee (1d6 plus poison, bite) or +5 ranged (web); Space/Reach 5 ft./5 ft.; SA poison, spells, web; SQ change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Jump +13, Knowledge (arcana) +6, Listen +6, Spellcraft +8, Spot +6, Use Magic Device +8; Improved Initiative, Iron Will^B, Magical Affinity, Weapon Finesse

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Str.

Web (Ex): 6/day—10 ft range increment, 50 ft max range; DC 13 Escape Artist or DC 17 Strength check to escape; hardness 0, hp 6, double damage from fire.

Sorcerer Spells Known (6/7/6/4; spell save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, mending, read magic, touch of fatigue*. 1st—*obscuring mist, sleep, summon monster I*; 2nd—*fog cloud, summon swarm*; 3rd—*summon monster III*.

Possessions: robes, arcane scrolls (1st—*protection from chaos*; 3rd—*bilim's bifrost bridge**; 4th—*charm monster, mass enlarge person*; 5th—*break enchantment, passwall*; all caster level 9), divine scrolls (2nd—*calm emotions, gentle*

repose, zone of truth; 3rd—protection from energy; 5th—righteous might; all caster level 9), writing materials, spell components, scrollcases.

*Spell from DRAGONLANCE CAMPAIGN SETTING.

SACRED GUARDIAN OF MISHAKAL

Sacred Guardian of Healing: CR 4; Medium construct; HD 2d10+30; hp 41; Init +0; Spd 40 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +4; Atk +4 melee (1d8+3, slam) or +5 melee (1d6+4 and 1d6 non-lethal, +1 *quarterstaff*); Full Atk +4 melee (1d8+3, slam) or +5 melee (1d6+4 and 1d6 non-lethal, +1 *quarterstaff*); Space/Reach 5 ft./5 ft.; SA *Merciful blow*; SQ Construct traits, darkvision 60 ft., divine grace, fast healing 5, hardness 8, low-light vision; AL NG; SV Fort +0, Ref +0, Will -5; Str 16, Dex 14, Con —, Int 10, Wis 12, Cha 12.

Skills and Feats: None.

Merciful Blow (Su): Strikes with the quarterstaff deal an additional 1d6 non-lethal damage.

Divine Grace (Su): Once per day, the sacred guardian of Mishakal may cast *heal*.

SACRED GUARDIAN OF PALADINE

Sacred Guardian of Sun: CR 4; Medium construct; HD 2d10+30; hp 41; Init +0; Spd 40 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +4; Atk +4 melee (1d8+3, slam) or +5 melee (1d8+4/19-20, +1 *longsword*); Full Atk +4 melee (1d8+3, slam) or +5 melee (1d8+4/19-20, +1 *longsword*); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Construct traits, darkvision 60 ft., divine grace, fast healing 5, hardness 8, low-light vision; AL LG; SV Fort +0, Ref +0, Will -5; Str 16, Dex 14, Con —, Int 10, Wis 12, Cha 12.

Skills and Feats: None.

Spell-Like Ability: May cast *searing light* 1/day as a 2nd-level sorcerer.

Divine Grace (Su): May turn undead as if a 2nd level cleric. The sacred guardian may turn undead 4/day.

CHAPTER 4

FIRE MYSTIC

Male human Mys2; CR 2; Medium humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1, morningstar); SA spells; SQ spells; AL N; SV Fort +4, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 8, Wis 15, Cha 14.

Skills and Feats: Diplomacy +7, Knowledge (arcana) +4; Endurance, Spell Focus (evocation)

Mystic Spells Known (6/5; spell save DC 12 + spell level, DC 13 + spell level w/evocation spells): 0—*cure minor wounds, detect magic, light, purify food and drink, resistance*; 1st—*burning hands**, *endure elements, magic weapon*.

* Domain spell. Domain: Fire (turn water creatures or rebuke fire creatures 5/day)

Possessions: Masterwork scale mail, morningstar, robes, flint & tinder, 1 week's dry rations, waterskin, components

FIRE MYSTIC LEADER

Male human Mys4; CR 4; Medium humanoid (human); HD 4d8+4; hp 22; Init -1; Spd 20 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d8+1, masterwork morningstar); SA spells; SQ spells; AL N; SV Fort +5, Ref +0, Will +8; Str 12, Dex 8, Con 13, Int 11, Wis 15, Cha 14.

Skills and Feats: Craft (glassblowing) +5, Diplomacy +6, Knowledge (arcana) +6, Spellcraft +6; Endurance, Iron Will, Spell Focus (evocation)

Mystic Spells Known (6/7/4; spell save DC 12 + spell level, DC 13 + spell level w/evocation spells): 0—*cure minor wounds, detect magic, light, mending, purify food and drink, resistance*; 1st—*burning hands**, *cure light wounds, endure elements, magic weapon*; 2nd—*produce flame**, *resist energy*.

* Domain spell. Domain: Fire (turn water creatures or rebuke fire creatures 5/day)

Possessions: Masterwork breastplate, masterwork morningstar, robes, flint & tinder, 1 week's dry rations, waterskin, spell components

ELVEN MERCHANT

Male Silvanesti elf Exp2; CR 1; Medium humanoid (elf); HD 2d6+2; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d6/18-20, masterwork rapier); SA —; SQ elvensight, Silvanesti traits; AL LG; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 13, Cha 13.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +7, Gather Information +8, Knowledge (local) +5, Listen +8, Search +2, Sense Motive +8, Spot +3; Negotiator

Silvanesti Traits: Immune to *sleep* spells and effects, +2 on saves against enchantment effects, +1 bonus on Knowledge (arcana) and Spellcraft, +2 bonus on Listen, Search and Spot checks.

Possessions: Masterwork rapier, courtier's outfit, scrolls, coin purse

PRESS GANG THUG

Male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 13; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk/Full Atk +4 melee (1d6+2, club or 1d4+2/19-20, dagger); SA —; SQ —; AL CN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +5, Profession (sailor) +6; Improved Unarmed Strike, Power Attack

Possessions: Leather armor, buckler, club, dagger, sailor's outfit

RAND LUCAS, BROKER

Male human Rog5/Mys3; CR 8; Medium humanoid (human); HD 5d6+3d8; hp 33; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +6; Grp +7; Atk +9 melee (1d6+2/18-20, +1 *rapier*); Full Atk +9/+4 melee (1d6+2/18-20, +1 *rapier*); SA sneak attack +3d6, spells; SQ; evasion, spells, trap sense +1, trapfinding, uncanny dodge;

AL NG; SV Fort +4, Ref +8, Will +6; Str 13, Dex 17, Con 10, Int 15, Wis 15, Cha 19.

Skills and Feats: Appraise +10, Bluff +12, Decipher Script +10, Diplomacy +16, Disguise +6, Forgery +10, Gather Information +14, Hide +11, Intimidate +6, Knowledge (local) +10, Profession (broker) +10, Sleight of Hand +13, Spellcraft +6, Spot +10, Survival +10, Use Magic Device +7 (+9 scrolls); Dodge, Run, Spell Focus (enchantment), Weapon Finesse

Mystic Spells Known (6/6; spell save DC 12 + spell level, DC 13 + spell level w/enchantment): 0—*cure minor wounds, detect poison, guidance, mending, purify food and drink, virtue*; 1st—*command, doom, longstrider**, *remove fear*.

* Domain spell. Domain: Travel (*freedom of movement* effect 3 rounds/day; Survival as class skill)

Possessions: +1 studded leather armor, masterwork buckler, +1 rapier, ring of protection +1, traveler's outfit, scrolls, writing instruments, coin purse, loaded dice

HALF-OGRE GOONS

Male half-ogre Ftr3; CR 3; Medium humanoid (half-ogre); HD 3d10+6; hp 22; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +7; Atk +8 melee (1d6+4/18-20, masterwork cutlass or 1d4+2, masterwork spiked gauntlet); Full Atk +6 melee (1d6+4/18-20, masterwork cutlass) and +6 melee (1d4+2, masterwork spiked gauntlets); SA —; SQ low-light vision; AL NE; SV Fort +6, Ref +2, Will -1; Str 18, Dex 15, Con 15, Int 7, Wis 7, Cha 7.

Skills and Feats: Intimidate +4; Cleave, Combat Expertise, Power Attack, Two-Weapon Fighting

Possessions: Chain shirt, masterwork cutlass, masterwork spiked gauntlet, sailor's outfit

HOUSE GUARD

Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 6; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk +5 melee (2d4+3/18-20, masterwork falchion); SA —; SQ —; AL LN; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Intimidate +3, Knowledge (local) +2, Listen +3, Spot +3; Alertness, Weapon Focus (falchion)

Possessions: Chain shirt, masterwork falchion, guard's outfit, manacles

LEGION PATROL

Male human Ftr1/Rog1; CR 2; Medium humanoid (human); HD 1d10+1d6+2; hp 11; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk/Full Atk +4 melee (1d8+2/19-20, masterwork longsword or 1d4+2/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL; SV Fort +3, Ref +3, Will +2; Str 14, Dex 13, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Jump +6, Gather Information +4, Listen +2, Ride +5, Sense Motive +4, Spot +4, Swim +6; Alertness, Improved Initiative, Iron Will

Possessions: Chain shirt, light steel shield, masterwork longsword, dagger, starjewel, desert robes, manacles

DARK KNIGHT PATROL

Male human War2; CR 1; Medium humanoid (human); HD 1d8+4; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL LE; SV Fort +5, Ref +0, Will +2; Str 14, Dex 10, Con 15, Int 12, Wis 10, Cha 13.

Skills and Feats: Climb +7, Intimidate +6, Jump +3, Knowledge (local) +3, Ride +5; Iron Will, Weapon Focus (longsword)

Possessions: Breastplate, heavy steel shield, longsword, dagger, Khurish phrasebook

DARK KNIGHT PATROL LEADER

Male human Ftr3; CR 2; Medium humanoid (human); HD 3d10+3; hp 19; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword); SA —; SQ —; AL LE; SV Fort +5, Ref +1, Will +2; Str 14, Dex 10, Con 12, Int 13, Wis 8, Cha 15.

Skills and Feats: Climb +8, Intimidate +8, Knowledge (local) +4, Ride +6; Improved Initiative, Iron Will, Mounted Combat, Weapon Focus (longsword)

Possessions: Masterwork breastplate, heavy steel shield, masterwork longsword, dagger, duty roster

SILVER SHADOW

Male human Rog3/Bbn1; CR 4; Medium humanoid (human); HD 3d6+1d12; hp 16; Init +3; Spd 40 ft.; AC 13 (14 w/two weapons), touch 13, flat-footed 10; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/18-20, masterwork scimitar or 1d4+1/18-20, masterwork kukri); Full Atk +4 melee (1d6+2/18-20, masterwork scimitar) and +4 melee (1d4+1/18-20, masterwork kukri); SA rage 1/day, sneak attack +2d6; SQ evasion, fast movement, trap sense +1, trapfinding; AL N; SV Fort +3, Ref +7, Will +2; Str 14, Dex 16, Con 10, Int 12, Wis 13, Cha 8.

Skills and Feats: Balance +8, Climb +8, Disguise +4, Gather Information +6, Hide +10, Intimidate +4, Jump +8, Knowledge (local) +7, Listen +7, Move Silently +10, Tumble +8; Stealthy, Two-Weapon Defense, Two-Weapon Fighting

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 5 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 18, Con 14, Fort +5, Will +4, AC 11 (12 w/two weapons), Atk +8 melee (1d6+4/18-20, masterwork scimitar or 1d4+2/18-20, masterwork kukri), Climb +10, Jump +10.

Possessions: Masterwork scimitar, masterwork kukri, 3 vials blue whinnis poison, monk's outfit, 50 foot rope and grappling hook

CHATOMI MIKKU, DAUGHTER OF THE KHAN

Female human Bbn2/Rog5; CR 7; Medium humanoid (human); HD 2d12+5d6; hp 36; Init +8; Spd 40 ft.; AC 14 (15 w/two weapons), touch 14, flat-footed —; Base Atk +5; Grp +7; Atk +8 melee (1d6+3/15-20, +1 keen scimitar) or +8 melee (1d4+3/18-20, +1 kukri); Full Atk +6 melee (1d6+3/15-20, +1 keen scimitar) and +6 melee (1d4+3/18-20, +1 kukri); SA rage 1/day, sneak attack +3d6; SQ evasion, fast movement, improved uncanny dodge, trap sense +1, trapfinding; AL N; SV Fort +4, Ref +8, Will +3; Str 15, Dex 18, Con 11, Int 11, Wis 15, Cha 16.

Skills and Feats: Bluff +9, Climb +6, Diplomacy +16, Gather Information +14, Hide +6, Intimidate +5, Jump +8, Knowledge (local) +9, Listen +8, Move Silently +6, Sense Motive +11, Survival +8, Tumble +8; Improved Initiative, Stealthy, Two-Weapon Fighting, Two-Weapon Defense

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 5 rounds. In a rage, she temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a –2 penalty to Armor Class. This modifies her statistics as follows:

Str 19, Con 15, Fort +6, Will +5, AC 12 (13 w/two weapons), Atk +10 melee (1d6+5/15-20, +1 keen scimitar) or +10 melee (1d4+3/18-20, +1 kukri), Climb +8, Jump +10.

Possessions: +1 keen scimitar, +1 kukri, noble's outfit, signet ring, 4 potions of pass without trace, 2 potions of mage armor.

ZOE LEFT-HAND, MAGE OF KHURMAN TOR

Female half-Qualinesti elf Rog2/Wiz4/Red Robe4; CR 10; Medium humanoid (half-elf); HD 2d6+8d4+10; hp 40; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +5; Grp +4; Atk/Full Atk +5 melee (1d4-1/19-20, adamantite dagger); SA sneak attack +1d6, spells; SQ arcane research +2, elvensight, evasion, half-elf traits, moon magic, order secret (magic of change), spells, trapfinding; AL N; SV Fort +3, Ref +7, Will +9; Str 9, Dex 15, Con 13, Int 17, Wis 12, Cha 11.

Skills and Feats: Appraise +9 (+11 alchemical items), Bluff +6, Concentration +9, Craft (alchemy) +11, Decipher Script +9, Diplomacy +10, Disable Device +9, Forgery +9, Gather Information +10, Knowledge (arcana) +11, Knowledge (local) +11, Listen +8, Search +4, Sleight of Hand +10, Spellcraft +15 (+17 scrolls), Spot +8, Use Magic Device +8 (+12 scrolls); Craft Wondrous Item, Magical Affinity, Scribe Scroll^B, Spell Focus (transmutation)

Half-elf Traits: Immunity to sleep spells and effects, +2 racial bonus on saves against enchantment effects, +1 racial bonus to Listen, Search and Spot checks, +2 racial bonus to Diplomacy and Gather Information checks.

Wizard Spells Prepared (4/5/4/4/2; spell save DC 13 + spell level, DC 14 + spell level w/transmutation): 0—*detect magic, mending, open/close, read magic*. 1st—*charm person, expeditious retreat, identify (2), reduce person*. 2nd—*bull's strength, cat's grace, knock, summon swarm*. 3rd—*fly, haste, protection from energy, slow*. 4th—*mass reduce person, phantasmal killer*.

Spellbook: 0—all; 1st—*charm person, enlarge person, expeditious retreat, identify, feather fall, reduce person*. 2nd—*bull's strength, cat's grace, detect thoughts, eagle's splendor, knock, levitate, summon swarm*. 3rd—*blink, fly, haste, protection from energy, slow, tongues*. 4th—*detect scrying, lesser globe of invulnerability, mass reduce person, phantasmal killer, scrying*.

Possessions: Bracers of armor +2, ring of protection +1, adamantite dagger, elemental gem (water), hand of the mage, wand of magic missile (5th-level), scholar's outfit, keys to the lighthouse, pouches and scrollcases.

HARLOWE BARSTOOL, SHERIFF OF PORT BALIFOR

Male afflicted kender Ftr4/Rog3; CR 7; Small humanoid (kender); HD 4d10+3d6+14; hp 47; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +4; Atk +11 melee (1d6+5/19-20, +1 longsword) or +10 ranged (1d3+2, masterwork sling); Full Atk +11/+6 melee (1d6+5/19-20, +1 longsword); SA sneak attack +2d6; SQ afflicted kender traits, evasion, trap sense +1, trapfinding; AL NG; SV Fort +8, Ref +7, Will +3; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Bluff +4, Climb +11, Hide +12, Intimidate +7, Move Silently +8, Open Locks +8, Sleight of Hands +8, Spot +6; Combat Expertise, Improved Feint, Improved Initiative, Leadership, Weapon Focus (longsword), Weapon Specialization (longsword)

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Possessions: +1 chain shirt, masterwork light steel shield, +1 longsword, masterwork sling, pouch w/10 bullets, sheriff's outfit, potion of jump, 2 potions of cure moderate wounds)

BLIGHT THISTLEKNOT

Male afflicted kender Rgr5/Rog3; CR 8; Small humanoid (kender); HD 5d8+3d6+8; hp 44; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +7; Grp +5; Atk +11 melee (1d4+3/x4, +1 heavy pick or 1d3+2/x4, +1 light pick) or +11 ranged (1d6/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d4+3/x4, +1 heavy pick) and +9 melee (1d3+2/x4, +1 light pick) or +11/+6 ranged (1d6/19-20, masterwork light crossbow with Rapid Reload feat); SA combat style (two-weapon), favored enemy dragons +2, favored enemy Knights of Neraka +4, sneak attack +2d6; SQ evasion, spells, trap sense +1, trapfinding, wild empathy; AL CG; SV Fort +6, Ref +8, Will +3; Str 14, Dex 14, Con 13, Int 12, Wis 16, Cha 14.

Skills and Feats: Balance +4, Climb +7, Handle Animal +10, Heal +11, Hide +16, Knowledge (geography) +9, Jump +4, Knowledge (nature) +9, Listen +13, Move Silently +12, Sleight of Hand +12, Spot +13, Survival +11 (+13 above ground or avoid hazards), Tumble +10; Endurance^B, Rapid Reload, Resist Dragonfear, Self-Sufficient, Track^B, Two-Weapon Fighting^B

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Ranger Spells Prepared (1; spell save DC 13 + spell level): 1st—*endure elements*.

Possessions: +1 *studded leather*, +1 *heavy pick*, +1 *light pick*, masterwork light crossbow, 10 normal bolts, 10 silvered bolts, explorer's outfit, 4 *potions of cure moderate wounds*.

SIR ALDRETH AUCHURAN, THE CLANDESTINE KNIGHT Male Human Ftr3/Clr2 (Kiri-Jolith)

/Crown2/Sword3/Rose2: CR 12; Medium humanoid (human); HD 7d10+5d8+24; hp 82; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +10; Grp +14; Atk +16 melee (1d8+5/19-20 plus 1d6 cold, +1 *frost longsword*); Full attack +16/+11 melee longsword (1d8+5/19-20 plus 1d6 cold, +1 *frost longsword*); SA strength of honor 1/day, turn undead 5/day, spells, smite evil 1/day, rallying cry, *detect evil*, inspire courage 2/day; SQ aura of courage, aura of good, heroic initiative, knightly courage; AL LG; SV Fort +19, Ref +3, Will +13; Str 16 (18), Dex 10, Con 14, Int 10, Wis 14, Cha 15.

Skills and Feats: Diplomacy +9, Disguise +8, Knowledge (nobility and royalty) +4, Knowledge (religion) +8, Ride +11, Sense Motive +4; Cleave, Die Hard, Endurance, Honorbound, Iron Will, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Disguise), Weapon Focus (longsword)^B.

Aura of Courage (Su): The knight and all allies within 10 feet have a +4 morale bonus on saving throws against fear effects.

Inspire Courage (Su): 2/day, +2 morale bonus on saves against fear effects, and a +2 morale bonus on attack and damage rolls, for all allies who hear the knight speak and for 5 rounds afterwards.

Rallying Cry (Ex): 3/day, +1 morale bonus to next attack roll and increase base speed by 5 feet on the next move action of all allies who hear the knight's shout.

Smite Evil (Su): 1/day, +2 attack and +3 damage against an evil opponent.

Strength of Honor (Su): 1/day, +4 morale bonus to knight's Strength score for 4 rounds as a free action.

Turn Undead (Su): 4/day, turning check 1d20+4, turning damage 2d6+7 HD.

Cleric Spells Prepared (6/6/5/3; spell save DC 12 + spell level): 0—*cure minor wounds*, *detect magic* (x2), *guidance*, *light*, *read magic*. 1st—*bless*, *comprehend languages*, *endure elements*, *magic weapon*, *protection from evil**, *shield of faith*. 2nd—*align weapon*, *bear's endurance*, *shield other*, *spiritual weapon**, *status*. 3rd—*dispel magic*, *magic circle against evil**, *searing light*.

* Domain Spell. Domains: Good (cast good spells at +1 caster level), War (bonus feats).

Possessions: +2 *breastplate*, +2 *light steel shield*, +1 *frost longsword* ("Winter's Edge"), *ring of mind shielding*, *ring of protection* +1, *gauntlets of ogre power*, *amulet of natural*

armor +1, *cloak of resistance* +2, *potion of invisibility*, 2 *potions of cure serious wounds*, explorer's outfit, writing instruments

SIVAK HUNTER

Sivak Draconian: CR 6; Large Dragon; HD 6d12+12; hp 51; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 21, touch 9, flat-footed 21; Base Atk +6; Grp +13; Atk claw +8 melee (1d6+3) or tail +8 melee (2d4+4) or +9 melee (2d6+5/19-20, +1 *greatsword*); Full Atk +8 melee (1d6+3, 2 claws) and +6 melee (1d8+1, bite); or +8 melee (2d4+4, tail); or +9 melee (2d6+5, +1 *greatsword*) and +6 melee (1d8+1); SA death throes, trip; SQ draconian traits, shapeshift, spell resistance 16; AL LE; SV Fort +7, Ref +5, Will +5; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Climb +5, Diplomacy +4, Disguise +5, Gather Information +4, Jump +5, Intimidate +9, Listen +9; Improved Initiative, Multiattack, Run, Weapon Focus (greatsword).

Death Throes (Su): When a male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days and then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak, or it is not humanoid, the sivak instead bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius (DC 17 Reflex save negates).

Trip (Ex): A sivak that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sivak.

Shapeshift (Su): A male sivak can assume the form of a Large or smaller humanoid that it has just killed. The shapeshift is a standard action that must be performed within one round of killing the victim. The sivak does not gain the memories, skills, or spell use of its victim, but his appearance and voice is an exact match of his victim's. The sivak can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Possessions: +1 *breastplate*, +1 *greatsword*, *figurine of wondrous power* (*silver raven*), assorted gemstones worth a total of 350 stl.

KPONN THISTLEKNOT

Male afflicted kender Rgr5/Rog7; CR 12; Small humanoid (kender); HD 5d8+7d6+36; hp 84; Init +3; Spd 20 ft.; AC 19, touch 14, flat-footed 17; Base Atk +10; Grp +9; Atk +17 melee (1d6+5/x3, +2 *chapak* as battle axe) or +16 melee (1d3+1, masterwork spiked gauntlet) or +16 ranged (1d3+5, +2 *chapak* as slingshot); Full Atk +15/+10 melee (1d6+5/x3, +2 *chapak* as battle axe) and +14 melee (1d3+1, masterwork spiked gauntlet); SA combat style (two-weapon), favored enemy dragons +4, favored enemy goblins +2, sneak attack +4d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge, wild empathy; AL NG; SV Fort +10, Ref +12, Will +4; Str 16, Dex 15, Con 16, Int 10, Wis 11, Cha 12.

Skills and Feats: Balance +12, Climb +15, Escape Artist +10, Handle Animal +9, Hide +8, Jump +15, Knowledge (geography) +8, Listen +8, Move Silently +14, Open Locks +4, Ride +4, Sense Motive +8, Sleight of Hand +4, Spot +10, Survival +14 (+16 avoid hazards), Tumble +12; Diehard, Endurance^B, Improved Resist Dragonfear, Resist Dragonfear, Track^B, Two-Weapon Fighting^B, Weapon Focus (chapak)

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Possessions: +2 *studded leather*, +2 *chapak*, masterwork spiked gauntlet, explorer's outfit, *periapt of wound closure*, *ring of protection +1*, *ring of sustenance*, canteen, tobacco & papers

ELIJAYESS МООПШАДОУ

Male Kagonesti elf Bbn2/Rgr3; CR 5; Medium-size humanoid (elf); HD 2d12+3d8+15; hp 55; Init +5, Spd 40ft.; AC 19, touch 15, flat-footed 19; Base Atk +5; Grp +8; Atk +9 melee (1d10+5/19-20, +1 *dragon bane bastard sword*); Full Atk +9 melee (1d10+5/19-20, +1 *dragon bane bastard sword*) or +13 ranged (1d8+3/x3, masterwork composite longbow) or +11/+11 ranged (1d8+3/x3, masterwork composite longbow w/rapid shot); SA combat style (archery), favored enemy undead +2, rage 1/day; SQ elven-sight, fast movement, Kagonesti traits, uncanny dodge, wild empathy; AL NG, SV Fort +9, Ref +8, Will +2; Str 17, Dex 20, Con 16, Int 12, Wis 13, Cha 15.

Skills and Feats: Climb +7, Craft (bowmaking) +3, Heal +4, Hide +13 (+18 w/cloak), Jump +5, Knowledge (geography) +2, Knowledge (nature) +3, Listen +6, Move Silently +13 (+15 w/boots), Search +3, Spot +6, Survival +5, Swim +5; Endurance^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Kagonesti Traits: Immunity to sleep spells and effects, +2 racial bonus on saves against enchantment spells and effects, +2 racial bonus on Listen, Search & Spot checks, +1 racial bonus on Knowledge (nature) and Survival checks.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 9 rounds.

Possessions: +2 *leather armor*, +1 *dragon bane bastard sword*, masterwork composite longbow (+4 Str bonus), *cloak of elvenkind*, *boots of elvenkind*, *ring of mind shielding*, quiver w/masterwork arrows (20), masterwork daggers (2), gold amulet.

CHAPTER 5

DARK KNIGHT PATROL

Male human War2; CR 1; Medium humanoid (human); HD 1d8+4; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL LE; SV Fort +5, Ref +0, Will +2; Str 14, Dex 10, Con 15, Int 12, Wis 10, Cha 13.

Skills and Feats: Climb +7, Intimidate +6, Jump +3, Knowledge (local) +3, Ride +5; Iron Will, Weapon Focus

(longsword)

Possessions: Breastplate, heavy steel shield, longsword, dagger, provisions

LORD CRAGER DARKHOLT, DARK KNIGHT LEADER

Male human Ftr5/Lily2; CR 7; Medium humanoid (human); HD 7d10+7; hp 35*; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +9; Atk +11 melee (1d8+5/19-20, +1 *longsword*) or +9 melee (1d4+2/19-20, dagger); Full Atk +11/+6 melee (1d8+5/19-20, +1 *longsword*); SA demoralize, sneak attack +1d6; SQ —; AL LE; SV Fort +8, Ref +1, Will +3; Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 15.

Skills and Feats: Climb +8, Diplomacy +10, Intimidate +10, Knowledge (local) +4, Knowledge (religion) +2, Ride +8; Honor-Bound, Improved Initiative, Iron Will, Mounted Combat, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *longsword*, dagger, duty roster

*Lord Crager is currently severely wounded and at 0 hp, though conscious.

DESOLATION GIANT

Male giant; CR 7; Large giant; HD 10d8+40; hp 85; Init +2; Spd 50 ft.; AC 21, touch 11, flat-footed 19; Base Atk +7; Grp +17; Atk +12 melee (1d8+6, claw); Full Atk +12/+12 melee (1d8+6, 2 claws) and +10 melee (2d6+6, bite); SA Pounce, rend 2d6+9; SQ Low-light vision; Space/Reach 10 ft./10 ft.; AL NE; SV Fort +11, Ref +5, Will +3; Str 23, Dex 14, Con 18, Int 10, Wis 11, Cha 8. See *Bestiary of Krynn* for full details on the Desolation Giants.

Skills and Feats: Jump +23, Listen +8, Spot +8; Dodge, Mobility, Multiattack, Spring Attack.

Pounce (Ex): If a desolation giant leaps upon a foe on the first round of combat, it can make a full attack even if it has already taken a move action.

Rend (Ex): If a desolation giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 damage.

RAGNIIR, GNOLL RANGER

Male gnoll Rgr4; CR 5; Medium humanoid (gnoll); HD 2d8+2 plus 4d8+4; hp 33; Init +2; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +5; Grp +7; Atk +8 melee (1d8+2/x3, masterwork battleaxe) or +9 ranged (1d8+3, +1 *composite longbow*); Full Atk +8 melee (1d8+2/x3, masterwork battleaxe) or +9 ranged (1d8+3, +1 *composite longbow*); SA Favored enemy, spells; SQ darkvision 60 ft., endurance, wild empathy; AL CE; SV Fort +7, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Handle Animal +3, Hide +5, Listen +9, Spot +9, Survival +8; Alertness, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Combat Style (Ex): Ragnir's chosen combat style is archery, which gives him the Rapid Shot feat as a bonus feat.

Favored Enemy (Ex): Humanoid (human); Ragniiir gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this type. Likewise, he gains a +2 bonus on weapon damage rolls against such creatures.

Spells: As a 1st level ranger.

Ranger Spells Currently Known (1; 12 + spell level); 1st—entangle.

Possessions: +2 leather armor, +1 composite longbow, 20 silver arrows, 20 iron arrows, masterwork battleaxe.

• **Animal Companion (Wolf):** hp 13; see *Monster Manual*, but it is considered a magical beast (see Druid Animal Companions in the *Player's Handbook*).

KENDER BANDIT

Male afflicted kender Bbn1; CR 1; Small humanoid (kender); HD 1d12+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +1; Grp -2; Atk/Full Atk +3 melee (1d6+1/x3, battleaxe) or +4 ranged (1d4+1, throwing axe); SA rage 1/day; SQ afflicted kender traits, fast movement; AL CN; SV Fort +4, Ref +3, Will +2; Str 13, Dex 15, Con 13, Int 9, Wis 11, Cha 9.

Skills and Feats: Climb +3, Hide +8, Move Silently +4, Jump +5, Listen +4, Spot +2, Survival +4; Endurance

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 6 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 17, Con 17, Fort +5, Will +3, AC 14, Atk +5 melee (1d6+3/x3, battleaxe) or +4 ranged (1d4+2, throwing axe), Climb +4, Jump +6.

Possessions: Studded leather, battleaxe, throwing axe (2), waterskin, 30 ft. rope & grapple

FIERA BLACKBAND

Female afflicted kender Bbn4; CR 4; Small humanoid (kender); HD 4d12+4; hp 31; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +4; Grp +0; Atk/Full Atk +7 melee (1d6+2/x3, +1 battleaxe) or +8 ranged (1d4+1, throwing axe); SA rage 2/day; SQ afflicted kender traits, fast movement, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +5, Will +3; Str 13, Dex 17, Con 13, Int 13, Wis 13, Cha 11.

Skills and Feats: Climb +10, Hide +8, Move Silently +4, Jump +8, Listen +8, Sense Motive +8, Spot +3, Survival +8; Cleave, Power Attack

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 6 rounds. In a rage, she temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. This modifies her statistics as follows:

Str 17, Con 17, Fort +8, Will +5, AC 14, Atk +9 melee (1d6+3/x3, +1 battleaxe) or +8 ranged (1d4+2, throwing axe), Climb +12, Jump +10.

Possessions: +1 studded leather, +1 battleaxe, masterwork throwing axe (2), waterskin, tanglefoot bag (3).

POMAD WARRIORS

Male nomad human War1 (4); CR 1/2; Medium humanoid (human); HD 1d8+1; hp 6; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/19-20, scimitar) or +3 melee (1d8+2/x3, lance) or +3 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; AL CE; SV Fort +3, Ref +2, Will -1; Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 13.

Skills and Feats: Handle Animal +5, Jump +6, Ride +5; Mounted Combat, Ride-By-Attack.

Possessions: Chain shirt, scimitar, light wooden shield, shortbow, 20 arrows, 3 waterskins.

BARIKAN, POMAD BANDIT LEADER

Male nomad human Rgr4; CR 4; Medium humanoid (human); HD 4d8+4; hp 25; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (1d6+3, +1 iron short sword) or +7 ranged (1d6+2, composite short bow); Full Atk +6 melee (1d6+3, +1 iron short sword) and +6 melee (1d6+2, masterwork silver short sword), or +7 ranged (1d6+2, composite short bow); SA Combat style, favored enemy, spells; SQ; AL CE; SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Handle Animal +5, Heal +6, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +10; Combat Reflexes, Endurance^B, Track^B, Two-Weapon Defense, Two-Weapon Style^B, Weapon Focus (short sword).

Combat Style (Ex): Barikan's chosen combat style is two-weapon style, giving him Two-Weapon Style as a bonus feat.

Favored Enemy (Ex): Monstrous humanoid; Barikan gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this type. Likewise, he gains a +2 bonus on weapon damage rolls against such creatures.

Spells: Cast spells as a 1st-level spellcaster.

Ranger Spells Known (1; DC 10 + spell level): 1st—endure elements.

Possessions: +1 studded leather, +1 iron short sword, masterwork silver short sword, composite short bow (+2), 20 arrows, 2 potions of cure moderate wounds, 4 waterskins.

Animal Companion (hawk): hp 4; see *Monster Manual*, but it is considered a magical beast (see Druid Animal Companions in the *Player's Handbook*).

SARAGAN WINDFLAME

Male phaethon Mnk5; CR 6; Medium humanoid (elf, fire); HD 5d8-2; hp 21; Init +2; Spd 30 ft., fly 60 ft. (average); AC 16, touch 16, flat-footed 16; Base Atk +3; Grp +3; Atk +3 melee (1d8, unarmed strike) or +4 melee (1d6+1,

+1 *quarterstaff*); Full Atk +2/+2 melee (1d8, unarmed strike with flurry of blows or 1d6+1, +1 *quarterstaff* with flurry of blows); SA flaming wings, flurry of blows, *ki* strike (magic); SQ low-light vision, elf traits, evasion, immunity to fire, purity of body, slow fall 20 ft., still mind, vulnerability to cold; AL LN; SV Fort +4, Ref +4, Will +4; Str 11, Dex 15, Con 9, Int 12, Wis 16, Cha 10.

Skills and Feats: Diplomacy +10, Escape Artist +10, Listen +13, Search +3, Sense Motive +11, Spot +13; Deflect Arrows^B, Flyby Attack, Improved Grapple^B, Improved Unarmed Strike^B, Toughness

Elf Traits: Immunity to *sleep* spells and effects, +2 racial bonus on saves against enchantment effects, +2 racial bonus on Listen, Search and Spot checks

Flaming Wings (Su): As a free action, phaethons can manifest a pair of angelic wings made of fire which enable them to fly at the listed speed. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot also use them to fly in that round.

Possessions: +1 *quarterstaff*, monk's outfit, 30 ft. of rope, grappling hook, 1 weeks provisions.

SLIG SCOUTS

Male sligs (3): CR 2; Medium humanoid (reptilian); HD 3d8+3; hp 16; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d10+2/x3, glaive); Full Atk +4 melee (1d10+2/x3, glaive) or +4 melee (1d4+2 plus 1 acid, bite) and -1 melee (1d3+1, 2 claws); SA Acid spit; SQ Darkvision 60 ft., resistance to fire 10; AL LE; SV Fort +2, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 7.

Skills and Feats: Craft (trapmaking) +4, Hide +9, Listen +2, Move Silently +7, Ride +4, Spot +2, Survival +2; Alertness, Stealthy

Acid Spit (Ex): A slig's bite deals an additional 1 point of acid damage with a successful attack. Three times a day, a slig can spit a caustic fluid at an opponent as a ranged touch attack that deals 1d6 acid damage. This attack has a range of 10 feet and has no range increment. Anyone hit by a slig's acid spit must succeed on a DC 12 Reflex save or be blinded for 1d6 rounds. The save is Constitution-based. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an attack of opportunity.

Skills: Sligs have a +2 racial bonus on Craft (trapmaking) and Hide skills.

KENDER ZOMBIE

Afflicted kender commoner zombie; CR 1/2; Small undead; HD 2d12+3; hp 14; Init +0; Spd 30 ft. (can't run); AC 12, touch 11, flat-footed 12; Base Atk +1; Grp -3;

Atk/Full Atk +1 melee (1d4, slam); SA —; SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness

DEVCE SPADESTOMPER

Male afflicted kender Exp5; CR 4; Small humanoid (kender); HD 5d6; hp 17; Init +3; Spd 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +3; Grp -1; Atk/Full Atk +5 melee (1d4, masterwork shovel) or +7 ranged (1d3, sling); SA —; SQ afflicted kender traits; AL NG; SV Fort +4, Ref +5, Will +4; Str 10, Dex 16, Con 14, Int 11, Wis 9, Cha 9.

Skills and Feats: Climb +2, Craft (trapmaking) +11, Disable Device +10, Disguise +7, Hide +17, Move Silently +13, Open Locks +4, Profession (gardener) +7, Sleight of Hand +5, Spot +1; Nimble Fingers, Skill Focus (Craft-trapmaking)

Afflicted Kender Traits: +2 racial bonus on Climb, Hide, Move Silently, Open Locks, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws.

Possessions: Padded armor, masterwork shovel, sling, pouch w/10 bullets, collection of dirt

GRUP CLAN GULLY DWARF

Male gully dwarf Com1; CR 1/2; Small humanoid (dwarf); HD 1d4+1; hp 3; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; Base Atk +0; Grp -4; Atk/Full Atk +1 melee (1d4, club); SA —; SQ darkvision 60 ft., gully dwarf traits; AL N; SV Fort +1, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +4, Hide +7, Jump +4, Move Silently +3, Survival +2; Run

Gully Dwarf Traits: +2 racial bonus on Hide, Move Silently and Survival checks; +4 racial bonus on Diplomacy checks to convince an enemy not to harm them; -4 penalty on level checks to resist Intimidate checks and -4 penalty on saves against fear effects, +2 racial bonus on Fortitude saves against poison and disease.

Possessions: Leather armor, club, filthy peasant's outfit

HIGH GRUP TWO

Male gully dwarf Nob2; CR 2; Small humanoid (dwarf); HD 2d8+2; hp 11; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d3, dagger); SA —; SQ bonus class skill (Survival), favor +1, darkvision 60 ft., gully dwarf traits, inspire confidence 1/day; AL N; SV Fort +1, Ref +4, Will +4; Str 11, Dex 13, Con 13, Int 8, Wis 12, Cha 8.

Skills and Feats: Bluff +5, Gather Information +5, Hide +7, Move Silently +3, Sense Motive +5, Survival +3; Cornered Rat.

Gully Dwarf Traits: +2 racial bonus on Hide, Move Silently and Survival checks; +4 racial bonus on Diplomacy checks to convince an enemy not to harm them; -4 penalty on level checks to resist Intimidate checks and -4 penalty on saves against fear effects, +2 racial bonus on Fortitude saves against poison and disease.

Possessions: Leather armor, dagger, dirty robes, sack of small shiny rocks

KARAK, OGRE SLAVELORD

Male ogre Bbn2; CR 5; Large giant; HD 4d8+2d12+24; hp 57; Init +0; Spd 50 ft.; AC 13, touch 9, flat-footed 13; Base Atk +5; Grp +17; Atk/Full Atk +13 melee (1d8+9/18-20, +1 scimitar) or +14 melee (1d4+8, masterwork spiked whip); Space/Reach 10 ft./10 ft. (20 ft. w/spiked whip); SA rage 1/day; SQ darkvision 60 ft., fast movement, uncanny dodge; AL CE; SV Fort +11, Ref +1, Will +1; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +11, Intimidate +7, Listen +3, Spot +4; Exotic Weapon Proficiency (whip), Skill Focus (Intimidate), Weapon Focus (whip)

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 9 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. This modifies his statistics as follows:

Str 30, Con 22, Fort +13, Will +3, AC 11, Atk +15 melee (1d8+11/18-20, +1 scimitar) or +16 melee (1d4+10, masterwork spiked whip), Climb +13.

Possessions: Masterwork breastplate, +1 scimitar, masterwork spiked whip, 10 ft length of chain, manacles, provisions, slaver's outfit

PARRICK WHISTLEWALK

Male kender Rog3; CR 3; Small humanoid (kender); HD 3d6+3; hp 14; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13; Base Atk +2; Grp -3; Atk/Full Atk +3 melee (1d4-1, masterwork hoopak as staff) or +5 ranged (1d3-1, masterwork hoopak as sling); SA sneak attack +2d6; SQ evasion, kender traits, trap sense +1, trapfinding; AL NG; SV Fort +3, Ref +6, Will +3; Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 11.

Skills and Feats: Balance +10, Bluff +6, Climb +5, Hide +12, Listen +6, Move Silently +8, Open Locks +4, Sleight of Hand +12, Spot +2, Tumble +8; Alertness, Lightning Reflexes

Kender Traits: Immunity to fear; +1 racial bonus on all saving throws; +4 racial bonus on Bluff checks when taunting; +2 racial bonus on Open Locks, Sleight of Hand and Spot checks

Possessions: Masterwork leather armor, masterwork hoopak, pouch w/20 sling stones, many, many pockets.

CHAPTER 6

RED DRAGONSPAWN WARRIORS

Male red dragonspawn human War2; CR 4; Medium dragon (augmented humanoid [human], fire); HD 3d12+18; hp 31; Init +1; Spd 30 ft., fly 60 ft. (average); AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +7; Atk +6 melee (1d4+4, bite) or +8 melee (2d6+4/19-20, masterwork greatsword) or +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+4, bite) and +3 melee (2d6+4/19-20, masterwork greatsword); or +6 melee (1d4+4, bite) and +1 melee

(1d4+2, 2 claws); SA breath weapon, spells; SQ darkvision 60 ft., dragon traits, death throes, low-light vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 19, Dex 13, Con 17, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +5, Jump +5; Cleave, Power Attack, Weapon Focus (greatsword)

Breath Weapon (Su): 30-ft. cone, damage 4d10 fire, Reflex DC 14 half.

Death Throe (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 14 half.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4; spell save DC 12 + spell level): 0—*flare, light, resistance, virtue*; 1st—*burning hands, disguise self*.

Possessions: Masterwork breastplate, masterwork greatsword, 1 week's dry rations

DRAGONSPAWN TEMPLATE ERRATA

What follows are changes to the dragonspawn template presented in the *Dragonlance Campaign Setting*, Chapter 7.

—“Dragonspawn” is an acquired template that can be added to any corporeal giant, humanoid or monstrous humanoid of Small, Medium or Large size (hereafter known as the “base creature”).

—Creature type changes to dragon, with the augmented subtype and the same subtype as the dragon type (fire, cold, etc) of its creator. Size remains unchanged. Do not recalculate base attack bonus or saves.

—The creature gains immunity to *sleep* and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc).

SOULBURN

Male young red dragon; CR 7; Large dragon (fire); HD 13d12+39; hp 123; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 21, touch 9, flat-footed 21; Base Atk +13; Grp +24; Atk +19 melee (2d6+7, bite); Full Atk +19 melee (2d6+7, bite) and +14 melee (1d8+3, 2 claws) and +14 melee (1d6+3, 2 wings) and +14 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon; SQ darkvision 120 ft., immunity to fire, low-light vision, spells, vulnerability to cold; AL CE; SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Escape Artist +16, Intimidate +17, Knowledge (arcana) +17, Listen +17, Search +17, Spot +17, Use Magic Device +17; Hover, Flyby Attack, Flyby Breath, Power Attack, Strafing Breath.

Breath Weapon (Su): 40-ft. cone, damage 6d10 fire, Reflex DC 19 half.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4; spell save DC 11 + spell level): 0—*daze, flare, resistance, virtue*; 1st—*burning hands, true strike*.

OGRE ABOMINATION

Male abomination red dragonspawn ogre; CR 6; Large dragon (augmented giant, fire); HD 4d8+23; hp 42; Init +0; Spd 40 ft.; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +16; Atk +12 melee (1d8+4, claw); Full Atk +12 melee (1d6+9, bite) and +7 melee (1d8+4, 2 claws); Space/Reach 10 ft./10 ft., SA breath weapon, spells; SQ darkvision 60 ft., death throes, immunity to fire, *sleep*, and paralysis, low-light vision, vulnerability to cold; AL CE; SV Fort +9, Ref +1, Will +2; Str 29, Dex 10, Con 21, Int 4, Wis 8, Cha 11.

Skills and Feats: Climb +9, Listen +1, Spot +1; Power Attack, Toughness

Abomination Mutations (Su): Enhanced breath weapon (+2d10 damage, already figured), razor claws (claws deal greater damage, already figured), trample (see below).

Breath Weapon (Su): 30-ft. cone, damage 6d10 fire, Reflex DC 17 half.

Death Throe (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 17 half.

Trample (Ex): After a successful charge attack, the abomination can trample creatures of size Medium or smaller for 2d6+9 points of gore damage. Opponents who do not make attacks of opportunity against the abomination can attempt a Reflex DC 17 save for half damage.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/3; spell save DC 10 + spell level): 0—*dancing lights, flare, light, resistance*; 1st—*cause fear, feather fall*.

DRAGATH

Male red dragonspawn human Bbn3; CR 6; Medium dragon (augmented humanoid [human], fire); HD 3d12+9; hp 47; Init +1; Spd 40 ft. (30 ft. in breastplate), fly 80 ft. (average, 60 ft. in breastplate); AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +7; Atk +6 melee (1d4+4, bite) or +8 melee (1d12+4/x3, masterwork greataxe) or +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+4, bite) and +3 melee (1d12+2/x3, masterwork greataxe); or +6 melee (1d4+4, bite) and +1 melee (1d4+2, 2 claws); SA breath weapon, death throes, rage 1/day, spells; SQ darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, trap sense +1, uncanny dodge, vulnerability to cold; AL CE; SV Fort +6, Ref +2, Will +2; Str 19, Dex 13, Con 17, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +5, Jump +5; Improved Sunder, Power Attack, Weapon Focus (greataxe)

Breath Weapon (Su): 30-ft. cone, damage 4d10 fire, Reflex DC 14 half.

Death Throe (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 14 half.

Rage (Ex): This barbarian can fly into a rage once a day, which lasts for 8 rounds. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to

Armor Class. This modifies his statistics as follows:

Str 23, Con 21, Fort +7, Will +5, AC 21, Atk +8 melee (1d12+6/x3, greataxe), Jump +7, breath weapon save DC 16.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4; spell save DC 12 + spell level): 0—*dancing lights, detect magic, flare, resistance*; 1st—*summon monster I, true strike*.

Possessions: *Diviner of life*, masterwork breastplate, masterwork greataxe, length of chain and manacles, 1 week's dry rations, spyglass.

KENDER ZOMBIE

Afflicted kender commoner zombie; CR 1/2; Small undead; HD 2d12+3; hp 14; Init +0; Spd 30 ft. (can't run); AC 12, touch 11, flat-footed 12; Base Atk +1; Grp -3; Atk/Full Atk +1 melee (1d4, slam); SA —; SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness

GRIGOLTHAN

Male fallen ogre mage; CR 7; Large giant (ogre); HD 5d8; hp 32; Init +4; Spd 40 ft., fly 40 ft. (good); AC 21, touch 11, flat-footed 21; Base Atk +3; Grp +10; Atk +7 melee (1d6+4, *staff of bones*); Full Atk +7 melee (1d6+4, *staff of bones*); SA spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +4, Ref +1, Will +1; Str 17, Dex 10, Con 11, Int 12, Wis 14, Cha 14.

Skills and Feats: Concentration +6, Knowledge (arcana) +8, Listen +8, Spellcraft +8, Spot +8; Dodge, Improved Initiative.

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 13), *cone of cold* (DC 17), *gaseous form, polymorph, sleep* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fallen Titan: As a fallen titan, Grigolthan suffered a permanent loss of -4 Strength, -6 Constitution, -4 Intelligence, -8 Charisma (from base statistics), as well as losing all benefits from the ogre titan template.

Possessions: Large masterwork chain shirt, *ring of protection* +2, *major ring of energy resistance (fire)*, *staff of bones* (20 charges), *pink and green sphere ioun stone* (+2 enhancement bonus to Charisma, factored in to stats above).

SINDRA

Female red dragonspawn human Bbn5; CR 8; Medium dragon (augmented humanoid [human], fire); HD 5d12+20; hp 53; Init +3; Spd 40 ft., fly 80 ft. (average); AC 25, touch 13, flat-footed 22; Base Atk +5; Grp +12; Atk +12 melee (1d4+7, bite) or +13 melee (2d4+8 and 1d6 fire/x2 and 1d10 on critical, *hellfire lash*); Full Atk +12 melee (1d4+7, bite) and +8/+8 melee (2d4+4 and 1d6 fire/x2 and 1d10 on critical, *hellfire lash*) or +12 melee (1d4+7, bite) and +7 melee (1d4+3, 2 claws); SA breath weapon, death throes, rage 2/day, spells; SQ darkvision 60 ft., immunity to

fire, *sleep*, and paralysis, improved uncanny dodge, low-light vision, trap sense +1, uncanny dodge, vulnerability to cold; AL CE; SV Fort +8, Ref +4, Will +4; Str 24, Dex 17, Con 19, Int 15, Wis 17, Cha 19.

Skills and Feats: Concentration +7, Intimidate +12, Listen +9, Spot +7, Survival +11; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Whip).

Breath Weapon (Su): 30-ft. cone, damage 4d10 fire, Reflex DC 16 half.

Death Throe (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 16 half.

Rage (Ex): This barbarian can fly into a rage twice a day, which lasts for 9 round. In a rage, she temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. This modifies her statistics as follows:

Str 28, Con 23, Fort +10, Will +6, AC 23, Atk +14 melee (1d4+9, bite) or +13 melee (2d4+10 and 1d6 fire/x2 and 1d10 on critical, *hellfire lash*), breath weapon & death throes save DC 18.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4; spell save DC 14 + spell level): 0—*daze, detect magic, flare, resistance*; 1st—*mage armor, true strike*.

Possessions: +1 *breastplate, hellfire lash* (see New Magic Items), *ring of evasion* (worn as a bracer around her ankle), 2 sets of caltrops, 2 thunderstones, spell component pouch.



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