

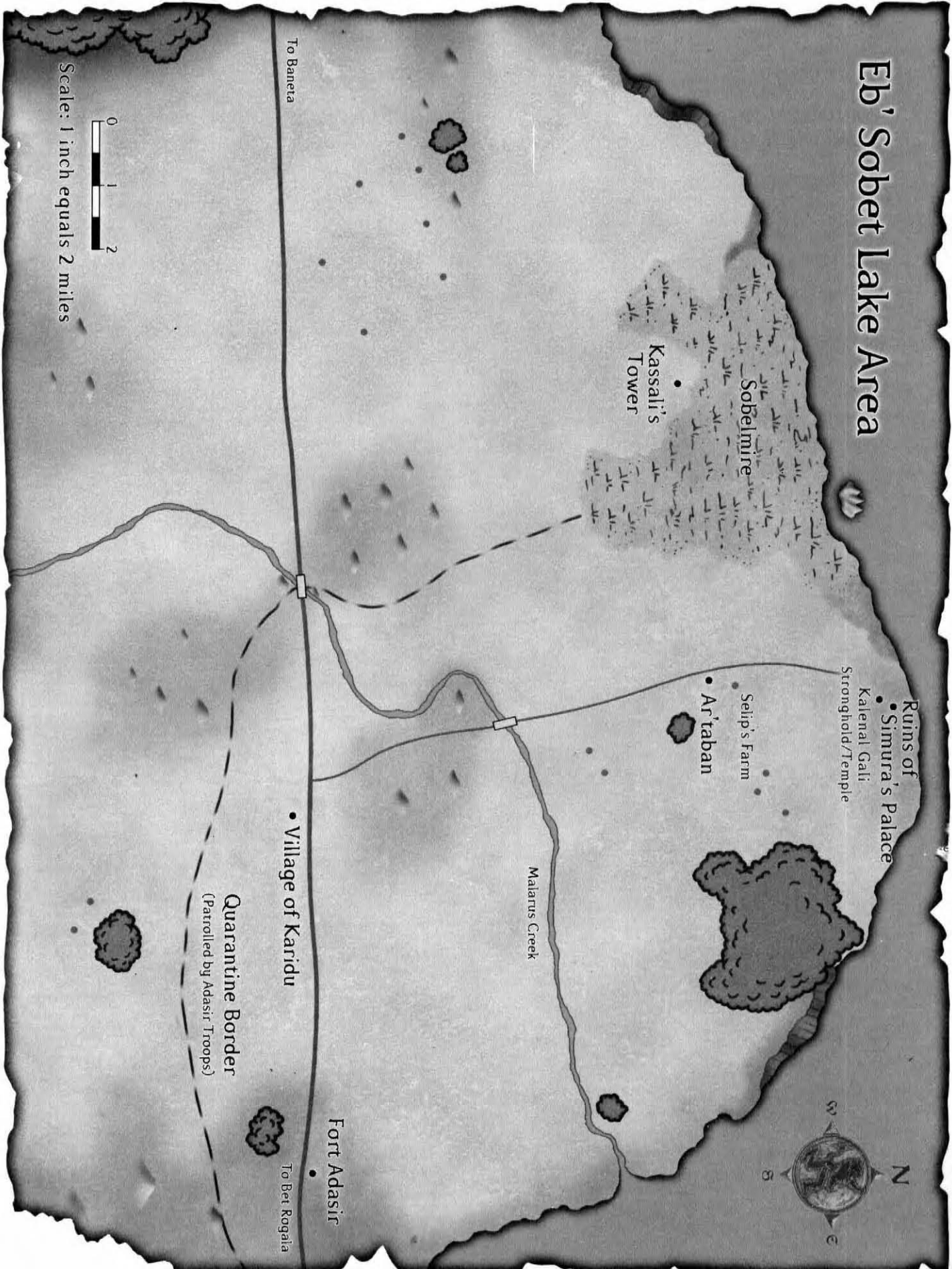
DUNGEONS
DRAGONS®

Kingdoms of Kalamark



DEATHRIGHT

Eb' Sobet Lake Area



Scale: 1 inch equals 2 miles



To Baneta

• Village of Karidu

Fort Adasir

To Bet Rogala

Quarantine Border
(Patrolled by Adasir Troops)

Malarrus Creek

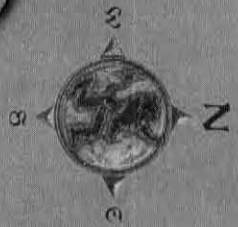
Kassali's Tower

Sobelmire

• Ar'taban

Seip's Farm

Ruins of
• Simura's Palace
• Kalenal Gali
Stronghold/Temple



DEATHRIGHT

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Manufactured in the
United States of America

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INTRODUCTION

This fantasy adventure is recommended for use with four to six characters of 8th – 9th level, and of any class (though it is suggested that PC parties contain a minimum of one rogue). This adventure is adaptable for use with more or less experienced PCs by boosting or lowering the strength of the foes described within the text. The adventure takes place in the Principality of Pekal, on the southern shore of Eb'Sobet Lake. A map of this area appears on the inside front cover of this book.

The Dungeon Master will need to have a copy of the D&D Player's Handbook, Dungeon Master's Guide, and the Monster Manual for this adventure. Because this adventure takes place in the Kingdoms of Kalamar campaign setting, the DM should also have the Kingdoms of Kalamar core sourcebook.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Each encounter includes abbreviated monster and NPC statistics. Detailed statistics for key Non-Player Characters (NPCs), as well as monsters, new spells, new diseases, new prestige classes and other supplemental materials, are included in the Appendices at the back of this book.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure. The DM should be familiar with the timeline of the story (see Appendix H: Timelines). The following information is for the Dungeon Master only.

BACKGROUND

The Courting of the Queen

The tale of Queen Simura, ruler of Pekal, begins three hundred years ago (I.R. 263) in a time of prosperity, long before the people of Pekal rose up against the oppressive Kalamaran Empire. She was a fine Queen, ruling her lands in a way that, though not quite leading to an earthly paradise, at least ensured the prosperity and respect of her subjects. The only cause of distress of which her subjects, nobles and commoners alike, complained was that she showed no signs of producing an heir. In vain, she tried to emphasize that her twin responsibilities of running the principality and deepening her studies (of such arcane subjects as astronomy and natural philosophy) left her little time for such foolishness.

Ignoring her words, the Queen's well-meaning counselors invited many eligible princes and nobles to her palace in the capital at Ar'taban, in hopes that at least one would find favor with her. Unfortunately for their plans, the suitors' foppishness, arrogance and stupidity always repelled her. This continued for some time, before the Queen bowed to the pressure. Calling the people together beneath her palace balcony, she declared that if she were to have a consort, then he would be one of her choosing. He would be someone with an intellect to mirror her own.

To this end, she devised a series of cunning riddles and puzzles that only the most adroit of wit could solve. This complete, she issued an edict that the first man of marriageable age to solve these tests could win her hand, be he noble or commoner. Though the tests were not dangerous, merely subtle, they were of such difficulty that she felt there was little danger of anyone succeeding. If nothing else, the test would at least silence her critics. For some time, her instincts proved correct, as disappointed suitors were prominent throughout the region. Though the puzzles remained unsolved, something of a festival atmosphere prevailed among the people, with riddles and puzzles becoming a popular pastime even to this very day.

As a year passed, the people began to despair of the Queen ever taking a mate, when a young wandering bard by the name of Gallanos arrived from the east. Amazingly, Gallanos easily solved her puzzles and presented himself at court. Despite his being both charming and intelligent, Queen Simura expected nothing more of the marriage than a political expediency. The last thing she expected was to find herself falling in love.

Despite her previous reputation for being indifferent to the softer emotions, Simura became enamored of the young man, devoting herself to him. Through the efforts of the other nobles, the country still prospered. Her studies, on the other hand, suffered as she devoted all her attention to her new consort. For almost two years this continued, yet there was still no sign of a new heir to the throne.

Simura's Tragedy

Suddenly, in I.R. 266, disaster struck when Gallanos returned from a three month-long sea and overland journey. As he walked through the courtyard to take the Queen into his arms, he collapsed. The Queen immediately summoned the finest wizards, clerics and healers in the land, but to no avail. After four lingering days, Gallanos finally succumbed to the embrace of death. Simura fell into the blackest of despairs, withdrawing to her private rooms in the palace and refusing to see anyone. The country wept with their Queen, but eventually the sorrow passed. Still the Queen was a recluse.

Only a month after Gallanos' death, a black-robed man calling himself Teshudang arrived at the palace. Seemingly a rough and common man, the guards were about to remove him when he claimed he had news to break the Queen of her despair. Unexpectedly, she agreed to see him, despite the advice of wiser heads who did not like the look of this newcomer. Within hours of his arrival, Teshudang moved into the Queen's chambers. Days went by with no sign of them, but when the Queen ventured forth, she seemed less despondent than before. She occasionally made veiled references to a "Darklight Codex," within which she claimed her new companion had showed her something to lighten her heart. Some spoke loudly their happiness that she had returned to her former studies, while others whispered rumors that Teshudang was her new lover. The truth would turn out to be much less pleasant.

Night of the Living Dead

After some months had passed, the pair remained behind closed doors, and unpleasant rumors begin to circulate. Harvesters, clerics of the Congregation of the Dead, frequented the palace. Noises of construction and digging echoed at all hours, while the Queen shunned her wise old advisors. Without the influence of a strong ruler, the country began to fall apart.

Then, two years to the day after Gallanos died (I.R. 268), the citizens became the victims of a curse far worse than an indifferent ruler. All over the countryside, the peacefully buried began to rise from their graves and roam the land. In an orgy of slaughter that lasted four days and four nights, the dead terrorized the living. Meanwhile, a fearsome plague known as "The Wrack" began to manifest itself among the people. As stories of the horror began to spread, an order of fanatical knights calling themselves the Kalenal Gali (see Appendix G: New Prestige Classes) moved into the area. Declaring that the necromantic work of an insane Queen had caused the curse, they rallied the stronger and braver of the townsfolk and stormed the palace.

However, the Queen, with the aid of her still-loyal nobles, their servants and the Harvesters had built a cunning dungeon maze beneath her palace. In her insanity, she filled it with arcane and subtle traps that she hoped Gallanos would solve upon his return from the grave. The Queen believed that he, and he alone, would be able to win through and find her again. In truth, the Harvesters cared not whether Gallanos returned, but they continued to help the Queen, confident that with her death they would be able to conquer the countryside from their new power base under the palace.

Many of the Queen's guards, in an agony of indecision about whether to support or oppose the Kalenal, remained neutral, though many others followed her and her dark allies. Whether they did or not, it made no difference, for the newcomers were too strong.

Long and terrible were the battles fought between the Harvesters and the Kalenal, both on the surface and deep within the maze, but neither side would yield. Finding themselves incapable of defeating the Queen and her allies in their own domain, the Kalenal opted to seal them into what would become their tomb. The mighty knights razed the palace and sealed the dungeons beneath with their magics (I.R. 269).

The battle over, the Kalenal informed the people that the plague of undead was the result of the Queen's misguided attempts to raise her lost love. The Kalenal built a stronghold within a few hundred yards of the ruins. Their clerics and wizards instituted daily rituals to keep the Queen sealed, even many years, when they assumed that she and her followers must be dead. The town, much of it destroyed by the fighting and plague, was largely abandoned. As time passed, the Kalenal Order reduced their garrison to only a token force, while the commoners grew less frightened of the area, and began to return. The village of Ar'taban, built upon the flattened ruins of the former city began to grow again (I.R. 402), and the stories of Simura and Gallanos faded from fact into legend.

Land Beneath the Ground

As time passed beneath the seal of the Kalenal, Queen Simura focused only on studying the magical texts she and her companions managed to bring underground. With their combined magics, the prisoners managed to stay alive for many years, though none managed to escape. As those years passed, Simura expanded her knowledge with the spells of her companions, even creating new ones in her boredom. Then, something happened that would have been unthinkable to her had she still lived in the fresh air with Gallanos – the Queen became a lich. Her companions were not as fortunate. As time continued to pass, the older ones began to die, leaving the remainder that much weaker, and bereft of the magic the older ones had possessed. It was then that the Queen realized that eventually she would be left alone, sealed beneath the ground without companionship of any kind. In her insane state, she found a solution. She would reanimate the corpses of those who had died, ensuring that she would never be alone again.

All but the Harvesters were repulsed by this event, but the Queen's power overshadowed them all, and they had no choice but to continue living their daily lives with the shambling corpses of those they had known in life. Decades passed, and the remainder of the living nobles perished, only to become undead under the rule of Simura (or to return as undead at their deity's whim, in the case of the Harvesters). Simura did not care. She had grown so accustomed to the imitation of life that her undead servants performed that she began to believe that they were indeed alive. She had her castle, her servants, and eternal life. Now all she needed was her lover. She waited for decades more, but Gallanos did not return. In despair she put herself into a dormant sleep, in hopes that her lover would return, find his way through the maze and awaken her.

Wolves in Sheep's Clothing

Centuries later, a cult of Harvesters found the tale of Teshudang, Gallanos, Simura and the Darklight Codex in a crumbling scroll deep with the vaults of an ancient temple. The Harvesters immediately became intrigued. Approximately two months ago (I.R. 563), the Harvesters overran the old Kalenal stronghold – in the belief that the Codex was in their protection. Their attack on the Kalenal stronghold successful, the necromancers killed or drove off the Kalenal knights. Still searching for the Codex, the Harvesters now masquerade as the Kalenal themselves. The Kalenal were always an aloof and reclusive order, so the deception has thus far gone unnoticed. Safe within their disguises, they work under the tutelage of their twisted leader, Yin Allal and his ambitious second-in-command, Shaf Karrez.

The Tale of Shaf Karrez

Shaf Karrez seldom showed pleasure. Occasionally the death-throes of a victim or the culmination of a vicious plan would prompt a cruel rictus across her harsh face, but even among the Congregation of the Dead, she stood out as a dispassionate and forbidding character.

"Driven" was the word many would have used to describe her. Driven not by the petty lusts of humanity, such as money and love, nor even power - except as a means to an end. She was driven to conquer death.

Galapiti promised life in exchange for death, but most would see it as a fool's bargain. Those who sacrificed innocent lives to him were rewarded with the shadowy unlife that he bestowed upon his most effective lieutenants. The unlife of the wraith, the vampire or the lich was the reward of the most worthy, the most effective killers in his name, and Shaf Karrez considered the bargain a fine one. What purpose was there in a brief warm existence, with one's head buried between the swollen teats of indulgence, only to have that life inevitably snuffed out by the passage of time?

She enjoyed telling people she met how little time they had remaining. If you are a thirty-year-old commoner, then you have an average of one thousand weeks left to you. She enjoyed the look on their faces, as the briefness of the time remaining became apparent when put in familiar terms. Twenty years sounds like a long time because a whole year cannot really be held firm in the human imagination. A week, though, a week flashes past while we barely notice; just as a single copper coin will go from one's coin pouch without its loss really registering. A man who has 1000 of those coins is not really so very rich.

She had come to see that most people did not see the world and the terrible briefness of their time upon it as she did. Even at a young age, she felt different from the other children. They would play, while she would study ancient religions, ancient magic and ancient gods. While her contemporaries would laugh, frolic and (when they got older) dance, drink, flirt and make merry, she set about her plans for the future. She considered her fellow humans as cattle, fit only for the sacrificial knife, a knife that she would wield.

She studied, researched, eventually apprenticing herself to a wizard. She was a swift learner. The sanctimonious old fool warned her that some of her studies were, as he put it, "unwholesome." He reminded her of the legend of the great Queen Simura who had been seduced by necromancy. Shaf Karrez listened quietly, nodding in all the appropriate places, and killed the senile old dotard when she was just fourteen years old. He had not been the first nor was he to be the last. She had learned all she could from the old man, realizing also that wizardry alone was not enough to achieve her aim.

So she had joined the abominable Congregation of the Dead, and had risen slowly but surely through their administrative ranks. She was not a cleric, however, and the deficiency of having no direct contact with the god hindered her advancement. She needed a patron, and so attached herself to a rising star in the church, Yin Allal, a death cleric with his own coterie of adepts and allies. She had nothing to offer him but her magical expertise, and the wily Yin Allal had seen her potential in this area. However, he still took care to remind her of her comparatively lowly position, calling her by the insulting name of "magician" or "conjurer" when he felt she was getting above herself. She resented his condescension, his arrogance. She was

smarter, and more dedicated, but he had the god's favor and she did not. At least, not yet.

She remembered her first meeting with him, the humiliation of approaching him as a supplicant, seeking to join his group of adepts.

"And how many fights have you lost, magician?" he had inquired.

"None," she replied proudly.

"Fool!" he spat at her, slapping her across the face for her presumption. "I suppose you think your answer makes you a great warrior, a great magician? It makes me think that you are a coward who has not sought out greater and greater opponents to test yourself against. If you had done that, then your answer would mean that you had conquered the world. I would certainly have heard of you then," he sniggered. "You would not now be a lowly beggar, crawling for favor within one of the conclaves of our great church. Remember that, magician."

Self-assured bastard. She had hated him at that moment and every moment hence, but he had accepted her into the circle when no one else would. Now she had a foundation upon which to build. Nor could she fault Yin Allal's inventiveness or tactical acumen. His research had uncovered evidence of the fabled Darklight Codex, a tome of almost unimaginable necromantic power. It was a work of evil reputation, having brought about death, insanity and the fall of at least one kingdom. Apparently, several hundred years ago, the book had been used to convert a pious and goodly Queen of Pekal to necromancy. The conversion drove her mad and led to her eventual deposing at the hands of the hated Kalenal, so the story went. The Codex did not reappear after this and Yin Allal surmised that it might be still in the keeping of these knights.

Posing as pilgrims, they infiltrated the stronghold and fell upon the hated Kalenal during the night. Shaf Karrez was pleased at the memories. The self-satisfied Kalenal had fought with the strength of many, but they were no match for the combined attack of the Harvesters and their horde of undead. Many unliving bodies were sent to a final death in the attempt to bring the knights to their knees, but eventually the Harvesters stood victorious.

The Harvesters then set about desecrating the stronghold, fouling the font, burning the sacred writings, and destroying anything that was associated with their enemy. All the while they were looking for evidence of the Darklight Codex, but to this end they were frustrated.

Shaf Karrez was not dismayed, for the very night after the defeat of the knights the dreams began. Initially, the images were vivid but incoherent. Strong emotions flowed through them, emotions with which Shaf Karrez was unfamiliar, love, despair and aching hope. After several nights, the dreams became more directed. Now, a formerly vague figure in them became recognizable as a lich. At last, she had been favored! With difficulty, she kept her exultation to herself. She was receiving some sort of divine favor in the form of these, she hoped, prophetic but maddeningly indecipherable dreams.

Reluctantly, she admitted to herself that she could not decipher them alone. Seething, she told Yin Allal, who was

initially scathing and then affronted at her good fortune. So the fabled Lich Queen, the one who had last owned the Codex, still walked the earth!

He had been ready to give up the search, but now conceived a new plan. He decided he would try to contact her himself, and to this end he collected the material components for an especially potent ritual. These components included the brains and eyes of children, which he sent out his ghouls to bring to him. He would have to be quick. Although the Kalenal's disappearance had gone unnoticed, the locals were unlikely to ignore children going missing.

With some components gathered, Shaf Karrez assisted him in these rites. A feeling of vague success swept over the two Harvesters. The lich was merely rousing and already he could feel the psychic tremor of dozens of undead rising throughout the lake area. Yin Allal was ecstatic. What would happen when she fully awoke?

Shaf Karrez had taken careful note of every step of the rituals. Now she was convinced that Yin Allal was an unnecessary hindrance. The swine had refused to share with her what he had learned, but it seemed obvious that he had made contact with the Lich Queen and was planning to learn the location of the Codex. It was maddening to watch his self-satisfied smile. Was it not she who had been contacted by the Queen? With difficulty, she mastered her hatred and frustration.

Originally, she had planned to poison Yin Allal and complete the search alone, but circumstances had changed. The locals would soon come to the stronghold seeking help to find their missing children and defeat the undead that were rising from the ground. Although the Harvesters were now wearing the raiment of the Kalenal, Shaf Karrez did not believe that this would fool the villagers for very long. There would be a conflict. She smiled, thinking. If a battle broke out, and a stray weapon or spell were to catch Yin Allal at an inopportune moment, then the way would be clear for her to seek out the Codex. As the new church leader, the lower level Harvester clerics would follow her. Then she could use them for her purposes, discarding them as the need arose. As the pieces of her plan began to form in her mind, she contemplated the vast power that would open to her. Though not normally one to show pleasure, she permitted herself the smallest of satisfied smiles.

Breaking the Seal

While Yin Allal attempted his rituals to awaken the Lich Queen, their followers began the work of interpreting the few Kalenal scrolls left intact after Yin Allal's first blasphemous rampage through the stronghold. The prospect of shattering such a powerful magic seal as was left by the ancient Kalenal filled the Harvester clerics with trepidation and excitement. Surely, it would not be long before the path to the Darklight Codex lay open to them. That was eight weeks ago.

Only now, as the PCs enter the area, is the seal shattered. (This most likely places the PCs at or near Fort Adasir, the village of Karidu or Kassali's Tower – see below for details on each of these locations.)

Without bothering (or caring) to inform Yin Allal, the gleeful clerics clambered down beneath the ground, in hopes of either securing the Codex, the goodwill of the lich Queen, or both. Now, Yin Allal paces back and forth within the Kalenal stronghold, waiting for word of success from the palace ruins.

ADVENTURE SYNOPSIS

While in the Principality of Pekal, near the southernmost shore of Eb'Sobet lake, the party becomes isolated from the surrounding world by a combination of disease quarantine and undead activity. Many non-linear adventures are possible. This description assumes only one such possibility. After a brief stop at Fort Adasir, the PCs will travel to the village of Karidu, where they find that a deadly plague is ravaging the village. As they continue to travel, the players may encounter the retired adventurer Kassali, the ranger Andara and/or a group of bandits led by the half-ogre, Quin. The next major stop for the PCs is at the village of Ar'taban. The PCs will become aware of mysterious disappearances of local children and learn of the legend of Queen Simura. The players will discover a variety of routes and clues leading to the stronghold of the Kalenal. Here the players will discover that the stronghold is now the center of activity for the Congregation of the Dead. After locating the missing children, the PCs must stop the Harvesters from gaining possession of the Darklight Codex and prevent the Lich Queen from becoming a new power beneath the sky of Tellene. If the players survive the ruins of the Queen's palace and the dungeon maze beneath, they will either battle the Queen or rid her of her delusions. At this point, the Queen will die (by her own hand or by the players), and the players will escape with whatever wealth they managed to collect.

ADVENTURE HOOKS

This is where the adventurers enter the story. There have been increasing numbers of undead incursions in the region. The Kalenal order supposedly has no explanation for the events and the people are terrified. First, livestock disappeared, and then ghouls or wandering zombies attacked travelers. Now children have been disappearing and the locals are desperate. The old stories are being retold in half-remembered ways and there are rumors that it all must have something to do with the Queen's tomb.

Below are several ways to draw the PCs into the plot:

- The PCs learn that one of their young relatives, or perhaps the child of a friend, has gone missing, and travel to the area in hopes of helping in the search.
- Upon hearing several rumors of increasing sightings of undead (or perhaps experiencing them personally) the PCs decide to investigate.
- The PCs hear rumors of the Darklight Codex and, motivated by their own selfish ends, decide to acquire it.

- An NPC in the village of Ar'taban, perhaps jealous of the PCs wealth and might, accuses them of the abductions. Now the PCs must flee and prove their innocence, with a lynch mob at their heels.

- The PCs might become involved with one the NPCs (especially Bargora or Kassali) whose children have gone missing, and decide to assist them.

In any case, once the PCs enter the area the clock begins to tick. They will soon be isolated by the Prince's decision to quarantine this plague-infected area. If they sit around and do nothing, they are likely to succumb to infection, wandering bands of increasingly bold undead or the quick and powerful spread of Harvesters attempting to retrieve the Darklight Codex from the Queen.

The village of Ar'taban will most likely be used as the primary location for involving the PCs in the plot. However, other locations (Fort Adasir, the village of Karidu, Kassali's Tower or the Woods) can also serve as effective plot hooks and encounter locations. The DM should feel free to use these encounters in any order in favor of creating an effective story. DMs who wish to add random encounters to the adventure should consult Appendix J: Encounter Tables for locations on the road, off the road, in the swamp, in wooded areas and in the Queen's maze.

SETTING THE SCENE

Regardless of what adventure hook the DM uses to bring the PCs into the plot, the DM should note several other plot devices that can bring more atmosphere into the story.

1) The darkening of the Brightstar.

The Brightstar is a double star that exists only a half light-year away from Tellene, its twin being a black hole. The rotation of the two is such that this very bright star slowly disappears and reappears. The legend of the Brightstar, generally known among most people of Tellene, is that the two stars represent, and perhaps influence, the dominance of good and evil on Tellene. The exact rotation of the Brightstar is left open to the DM so as to allow for greater campaign flexibility. The DM may choose to have this be an annual or semi-annual event. However, considering the large celestial bodies and forces that are involved, this should not be an event that normally passes too rapidly (a day or a week would be too rapid).

At the time the PCs are dragged into the plot, the Brightstar has been dim for the last eight weeks. The DM may choose to have the Brightstar grow light again at the conclusion of this module (perhaps just as they leave the underground maze), signifying that the PCs have successfully completed the adventure.

2) Encountering undead.

In Yin Allal's attempt to wake Queen Simura, he has unwittingly caused her powerful mind to subconsciously reach out and animate dead throughout the area. As Yin Allal continues

his magical probes, the Queen grows more restless and more undead (including both human, humanoid, animal and monster) begin to walk (2d4 undead arise per day). As Yin Allal has been attempting to awaken the Queen for eight weeks, the quantity of undead (maximum of 448 undead) is growing rapidly. PCs who wander about in the lake area will encounter 1d10 undead the first day of the adventure, plus a cumulative +2 undead every day the PCs are in the area (though this may include more or less undead at the DM's option). These do not need to be all direct attacks on the PCs, but can include undead who see the PCs, but do not attack unless provoked. Examples of this could include: a troop of undead soldiers seen going to war out on an ancient battlefield, a group of undead merchants riding undead horses or even an undead mother duck and her ducklings splashing about in the water at the edge of a river.

3) Calendar and climate.

Tellene has its own calendar (see the Kingdoms of Kalamar core sourcebook p233). This adventure takes place during Arid (the 8th month of Tellene's 13-month calendar). This will mean that the average daily temperature will be 70+2D8 degrees Fahrenheit, dropping by 15 degrees at night. It can be very humid in this unpleasant marshland. There may be a brief but vigorous rainfall at about 4pm every evening. The DM may use this for the purposes of determining if tracks exist or are obscured.

FORT ADASIR

This stone walled fort that acts as a way station and horse-changing stop for official messengers travelling west from Bet Rogala, as well as the representatives of Prince Kafen's authority in the area. Merchants from Bet Rogala or Baneta may also be found here, as the soldiers have set aside an open area of courtyard for the travelers to rest within and sell their goods, safe within the walls of the fort.

If the PCs are travelling along the lakeshore, read the following flavor text. Otherwise, skip ahead to the next gray box.

You are walking along of the southernmost shore of Eb'Sobet lake. Cicadas chirrup from the bushes and the sweet sickly smell of vegetation hangs heavily in the air. Despite its being the arid season the air is close and sultry. Dark clouds at the edge of vision hint perhaps of approaching storms. In the distance, a stout stone building slowly comes into view.

As the PCs travel along the road towards the fort, **DISPLAY ILLUSTRATION 1 ON IQ 1** and read:

Beside the road is a compact stone walled fort.



The gates stand open, but a wooden tower at each corner holds crossbowmen who appear to be very alert.

Whether or not the PCs approach the fort directly or decide to pass on by, the guards will hail them and ask them their business in this area. The recent discovery of spies from Tokis within the Pekalese military has caused speculation and fear among the guards. They question all travelers, whether they appear to be simple merchants looking to sell goods to the soldiers or travelers of the highborn nobility. No tolls or taxes are collected here. As Tokite military is composed primarily of Kalamarans, parties of mixed races will attract less suspicion in Pekal than human-only groups.

Unless the PCs are unruly or are known and wanted criminals, they should have no trouble passing through the area. If the PCs wish to enter the fort for any reason, they may do so only if they leave their weapons with the guards. If the PCs are low on armor, weapons and other traveling supplies, the DM may place travelling merchants here who have these goods for sale.

Should the PCs decide to attack the fort, they must face the superior numbers of the guards. The stone walls of the fort are 1 foot thick, DC 35 to break, 8 hardness and have 90 hp per 10-foot section. They are DC 15 to climb. Wooden towers and the gates are break DC 25, hardness 5, 60 hp each. Wooden internal doors and walls are DC 20 to break, hardness 5, 40 hp each.

If the PCs enter the fort, read:

Within, a few buildings stand against the inner walls. A barracks, mess hall, latrines and smithy/stable are all in evidence. There is a main office directly opposite the gate. Through its barred window a grizzled warrior hunched over some papers eyes you suspiciously through the bars. Various notices are posted upon the outside walls of the office.

Creatures (EL Variable). The grizzled warrior in the office is Tibor, a 10th level human fighter and the commander of the fort. His lieutenant is Valan, a 5th level elven ranger. Approximately 50 soldiers and support personnel operate from the fort.

Tibor: hp 76; chainmail, longsword.

Valan: hp 18; studded leather armor, dagger, short bow, longsword.

Archers, Elven (4): hp 19 each; chainmail, longbow.

Cavalry, Light Elven (5): hp 22 each; chainmail, longbow, pike.

Cavalry, Heavy Human (6): hp 15 each; half-plate armor, lance, mace, short sword.

Cleric (of the Pure One), Human (1): hp 11; scale mail, heavy mace.

Engineers, Gnomish (2): hp 29; padded armor, short sword.

Infantry, Heavy Dwarfen (3): hp 24; splint mail, small steel shield, greataxe, greatsword.

Infantry, Heavy Human (7): hp 15; half-plate mail, large steel shield, longsword.

Infantry, Light Elven (4): hp 20; chainmail, crossbow, longsword.

Scouts, Elven (3): hp 17; leather armor, shortbow, short sword.

Scouts, Human (2): hp 32; leather armor, shortbow, short sword.

Scouts, Halfling (1): hp 43; leather armor, shortbow, short sword.

Slingers, Halfling (5): hp 36; sling.

Wizards, Human (2): hp 11; dagger, light crossbow.

At any one time, half of these will be asleep or off-duty. The others are either on duty in the fort or out on various patrol missions. These soldiers are well paid and loyal to Prince Kafen. It would require a very compelling argument to convince any soldier within the fort to leave their post without orders from their superior.

If the PCs engage Tibor in conversation, **DISPLAY ILLUSTRATION 2 ON PAGE IQ2** and read the following:



Before you can finish your sentence, he looks at you with narrowed eyes and waves a dismissive hand. "I have no time to talk. Rumors of spies spotted near here require my complete attention."

He runs a hand over his forehead and lets out a deep sigh as he mutters to himself.

"A few children turn up missing and the entire countryside demands my attention."

If the PCs press on this subject, they will learn that Tibor received a message yesterday from the village of Ar'taban requesting help in locating some missing children. Tibor is certain that the children will show up any time now, and refuses to waste his resources on a pointless mission when spies are "afoot all over the land." Incidentally, the paper he has before him is actually a loving letter to his wife. He would be a little bit embarrassed for anyone else to see it (due to its intimate nature) but it has no other significance.

Should the PCs speak with any of the other soldiers around the fort, the soldiers repeatedly question them about their business in the area. However, the PCs may learn some information in return. The DM should roll 1d8 for each soldier questioned to relay one or more pieces of the following information:

1 - Tibor is a fair but hard commander, but he does not like it when the guards waste time with idle chatter. (With that, the guard hastens back to his duty.)

2 - Tibor seems to be a driven man when it comes to ferreting out spies. The soldier says that the PCs are lucky Tibor didn't arrest them on sight.

3 – A pair of Tokite spies named Banam and Mokira were captured and executed only three days ago. (The PCs may learn about these innocent adventurers in the village of Karidu.)

4 – Passing peasants told the soldiers that the dead are rising near the lake. (The soldier thinks this is nonsense.)

5 – The eastern village of Karidu is always feuding with the northern village of Ar'taban. (The soldiers do not know why.)

6 – The ancient palace ruins of Queen Simura rest near the lake.

7 – Travelers should beware of bandits. The soldiers have been searching for one gang, led by a half-ogre named Quin, without success.

8 – Tibor spends most of his time searching for two Tokite spies named Ulen'tia (female) and Y'mir (male). Two hundred pieces of gold are offered for each of their heads, five times that if captured alive.

The two spies are actually Bargora (Ulen'tia) the female blacksmith of Ar'taban, and Kassali (Y'mir), a retired adventurer and wizard. Either of these NPCs may be encountered later in the adventure. The soldiers are able to give only vague descriptions of them, though they may be persuaded (80% chance) to sketch a crude drawing of one or both. Unfortunately, the pictures and descriptions of them are not terribly good. If just glanced at, a Wisdom check (DC 35) will be sufficient to make their faces seem familiar to the party when (and if) they eventually meet. Intelligence checks (DC 25) are required to remember the source of that association. The DM should make these rolls secretly. If the pictures are actively committed to memory the PC need only make two Intelligence checks (DC 15) to recognize both of them upon meeting (one check for each face to be recalled). The bounty can be collected here but with a delay of two weeks to send them to Bet Rogala and for a messenger to return with the bounty.

THE VILLAGE OF KARIDU

This village lies along road directly east of Fort Ar'taban. As the PCs approach Karidu, read the following:

As you proceed along the road toward a village coming clearly into view, you spy a blue-robed man approaching you and waving his arms. He appears to be shouting something but it is difficult to make out the details at this distance.

If the PCs continue to approach the town, the figure will run towards them. **DISPLAY ILLUSTRATION 3 ON PAGE IQ 2** and read the following:



As the shouting figure nears you, you can clearly hear his

cries of "Turn back! Turn back! The village is cursed!"

The blue-robed figure is Kesa, a cleric of Selanadi the Caregiver. The PCs are now near enough to view a symbol on his robe (a capital psi with a circle above it and raiment of sky blue robe with large rainbow pin). PCs who worship Selanadi the Caregiver, or who succeed at a Knowledge: Religion check (DC 25), recognize that the figure is adorned and garbed as a cleric of that deity.

If the PCs halt as soon as they spot him, they will not be able to hear his words or recognize his clerical garments. In fact, at this distance he may even appear to be chanting. If the PCs do misinterpret his shouts for chanting, they may attack and kill Kesa before he can explain. If this occurs, the PCs are liable to bring trouble down upon themselves, as they will certainly contract the disease if they search the body.

Regardless, getting within five feet of Kesa gives each PC a 5% chance of contracting the disease. Touching him with skin-to-skin contact gives the PC a 25% chance of contracting the disease (see Appendix I: New Disease: The Wrack for details). Kesa believes he is not afflicted, but he will not physically touch the PCs' skin or clothing unless asked to do so for some reason.

The PCs may learn the following information from Kesa:

1 – The cursed village is named Karidu.

2 – Karidu is afflicted with a plague known as "The Wrack."

3 – Kesa is the fifth member of a passing adventuring party who found the village and decided to help. Kesa was left behind to protect the villagers while two of his comrades (Banam and Mokira) traveled east to Bet Rogala, and the other two (Raan and Wuxea) traveled north to Ar'taban, all in hope of finding a healer.

4 – A noble order of knights named the Kalenal Gali have a stronghold to the north, near the village of Ar'taban. They may be able to supply a cleric who can cure The Wrack.

5 – A village named Ar'taban is the nearest place where room and board can be obtained. "And I believe that you are in luck, for if memory serves it is market time at present."

6 – Kesa overheard his comrades speak of a powerful adventurer (Kassali) who lives in a tower on the edge of the Sobelmire swamp.

7 – Skeletons and zombies have been seen roaming the land. Kesa's party encountered them at three different times.

8 – Passing merchants complained to Kesa's party about bandits along the road.

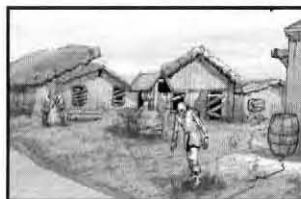
He will explain the situation inside the village, and plead with the PCs to assist him and his comrades in his quest. The journey to Bet Rogala is longer, so he is not worried about his friends who went there, but the pair who traveled to Ar'taban have been gone longer than he expected. He will ask the PCs to travel to Ar'taban in hopes of finding his friends, as well as a powerful healer who can cure the villagers.

What Kesa does not know is that Banam and Mokira, being Kalamarans from Tokis, were arrested at Fort Adasir the next day. There they were accused of being Tokite spies, and

executed. Quin and his bandits (see "Bandits!") ambushed and slaughtered Raan and Wuxea before they reached Ar'taban.

If the PCs were told about the recently executed spies at Fort Adasir, and convey this information to Kesa, he will sink into a depressed state, bemoaning the fact that his comrades were killed merely for trying to help. He will refuse any offer to come with the PCs, insisting that he must stay and wait for his comrades. If nothing else, he will keep the innocent from entering the plague-filled village.

Kesa: hp 13. Note that he has (fruitlessly) expended all his spells trying to cure the unfortunate villagers.



If the PCs are foolhardy enough to enter the village of Karidu, **DISPLAY ILLUSTRATION 4 ON PAGE IQ 3**, and read the following:

The village appears to be largely deserted. Those few people wandering about are covered in what appear to be running sores. They lurch about slowly and drunkenly. Their sores give off a rank odor.

The unaffected have locked themselves indoors. Without Kesa's warning, it is possible that the PCs will mistake the villagers for zombies (65% chance), as they are unable to do more than mumble and moan with their sore-ridden mouths.

Of the 100 or so inhabitants of the village, 25 are in the latter stages of the disease. A further 20 are infected but yet have no symptoms. Within the village the plague is much more concentrated, and coming within five feet of any of the exposed villagers gives the PC a 50% chance (roll once per encounter) of being exposed to the disease. PCs who cover their mouths and noses with cloth can reduce this to a 25% chance.

The few items of value in Karidu (gold, jewelry, weapons) are hidden within the houses of those who are not yet showing symptoms, none of whom are willing to interact with strangers. Their doors are barred and any unfortunate plague victims left to wander outside.

Roll 1d8 for each plague victim the PCs encounter. Remember that their minds are almost gone from the neural deterioration and they should be played as such. Each plague victim can only repeat one phrase:

- 1 – You. . . came in! You're dead, you fool! Fool fool fool!
- 2 – Gaaaaarrrrrrhhhh. . .
- 3 – Horse meat is goood. Umahhhhagggg. . .
- 4 – The dead! The dead are rising! Come dance with the dead!
- 5 – Ummmmmm. . .
- 6 – The cleric lies to you! He lies! He lies! He lies! Gee hee hee hee!
- 7 – My sores bleed yellow. . . See?
- 8 – I know a rhyme! Listen! Ar'taban, Ar'taban, give us the plague they can!

If the PCs break into any of the houses, or call out to any villagers shut inside their houses, they may learn various rumors and information. Roll 1d8 on the following list to determine what this information is. Each villager will only supply one rumor or piece of information before refusing to speak any further:

- 1 – Get out, you fool! Get out before the Wrack takes you too!
- 2 – Please! Bring help! We need help!
- 3 – I have nothing of value! Please leave me alone!
- 4 – The village of Ar'taban did this to us! Avenge us!
- 5 – Bring Kassali! He can help us!
- 6 – Tell the Kalenal to come quickly! Only they can help us!
- 7 – We have nothing for you! Go away!
- 8 – This is punishment that we deserve! You must flee!

Creatures (EL variable). Anyone encountered within the village is a human, Com 1; with no skills or abilities useful or accessible to the party.

Villagers, Disease Carriers (20): hp 5 each.

Villagers, Infected (25): hp 3 each.

Villagers, Uninfected (55): hp 6 each.

Though the PCs may hear rumors about the village of Ar'taban being the cause of the disease, this is untrue. The people of Karidu and Ar'taban have nursed ill feelings for each other for many years now, and suspicion comes easily to both parties. The ill feeling began almost a decade ago, over a dispute over town boundaries, though almost no one remembers (or cares about) the real reason for the feud.

If the PCs leave Kesa to guard the village, he will gradually grow worse as the disease takes hold of him. Within three days, Fort Adasir will be infected with the plague, as Kesa (in the latter stages of the disease) wanders into the fort. Upon the discovery of the plague, Fort Adasir will send uninfected soldiers to inform Bet Rogala, and will dispatch mounted troops in an attempt to cordon off the area and let the disease burn itself out (see the Eb'Sobet lake area map inside the front cover). Ar'taban and other areas north will be unaffected (unless the PCs foolishly carry it there), but the rest of the area will be in the grip of an epidemic. Of the population, 70% will die. Any persons attempting to cross the quarantine area who are spotted by the patrols will be turned back or shot on sight.

KASSALI'S TOWER

Partially surrounded by the Sobelmire is a three-story tower which is the home of the retired adventurer Kassali. He has very little contact with the outside world and is generally mistrusted in the area. His tower is not terribly impressive being overgrown and somewhat dilapidated, having suffered from the rasping winds that sear in over the lake. It will take the PCs a full day's ride from Karidu to reach the tower. If they are traveling overland from Ar'taban, it will take them half a day. If they are traveling from Ar'taban and decide to take a shortcut

through the swamp, it will still take half a day as their movement rate will be slowed.

As the PCs approach, their ears may detect a harsh wailing noise (Listen check at DC 30) at a range of 400 yards. At a range of 100 yards they will be able to see half a dozen poles with round objects (severed heads) set atop them standing around the tower. The keening comes from them.

When the PCs reach the 400 yard mark, read:

The oppressive heat worsens in the marsh. An incessant buzz of filthy and importunate insects is a background nuisance. A combination of water-laden air and heat haze conspires to reduce visibility to that of a misty day. Out of the haze the outlines of a low tower become visible a few hundred yards away.

When the PCs reach the 100 yard mark, **DISPLAY ILLUSTRATION 5 ON IQ 3** and read:

As you near the structure, an eerie quality in the soft wind's murmuring susurruration, previously only discernible on the edge of conscious awareness, increases until it sounds as if of a sentient being howling in anguish. From your vantage point you can discern round objects set atop wooden stakes around the three-tired building.



Closer inspection reveals these objects to be a half-dozen preserved human heads, each fastened to a tall stick. Each appears to be screaming. This is all likely to unnerve passersby, and is entirely deliberate. In fact, the "screaming" is caused by whistles set within the preserved heads. On a day with sufficient breeze (85% chance) the wind passing through them sets up the keening noise. However, the heads can be dismantled if the PCs are determined enough. The heads' previous owners were local bandits of which Kassali rid the area a few days ago.

With the aid of his familiar (Korvex the crow) Kassali will easily spot the approach of the PCs. He is not, as it may first appear, evil, but the nature of his tower may well influence the PCs into believing he is. Though Kassali prefers solitude, he does not mind occasional visitors and will treat them with courtesy.

When Kassali comes out of the tower, **DISPLAY ILLUSTRATION 6 ON PAGE IQ 4**. If the soldiers at Fort Adasir described or sketched the spy Ymir, and the PCs succeeded at their Wisdom or Intelligence checks, they may recognize Kassali as the person described by the soldiers. If the PCs confront him with this information, but do not attack, read the following:



He halts for a moment, looking at you with obvious

surprise on his face. Then, in an instant, he bursts out laughing. "You must be jesting!" he laughs, wiping tears of mirth from his eyes. "I can't believe they're still searching for me. And here I sit, under their very noses, too!"

Whether the PCs confront him with this information or not, he will invite them inside to sit down and talk. He is very confident in his abilities, and has no worries that the PCs will be able to overpower him (though he may be wrong in this belief). If attacked, he will fight to the death.

If the PCs enter the tower, read the following:

As you step inside, you see a large sitting room, complete with battered furniture and littered with various odds and ends probably collected over the years. Several large bookcases sit against the wall, and appear to be primarily devoted to local and ancient history. In a corner, you see various vials and jars set up in what appears to be a small alchemist's lab. A small vial set over a whale-oil burner bubbles from the heat. A hanging tapestry divides this room in half. As the wind blows in from outside, the tapestry shifts, and the strong smell of fish hits you. As Kassali closes the door and the tapestry settles back into position, you catch a glimpse of a kitchen area, as well as stairs leading to the higher levels.

The building has a diameter of 20 feet. There is a single room on each of the three floors, with hangings separating certain areas, such as the area for cooking. (Refer to Kassali's Tower on page 63.) Kassali's tower contains the usual accoutrements of a retired wizard who has taken to research. The topmost level contains an observatory complete with a telescope, astronomical charts, and books about the moons and constellations. The middle floor contains his bed and various alchemical research materials. The ground floor contains: battered furniture, a kitchen area that smells strongly of fish and various odds and ends picked up from his travels, including a considerable library of local and ancient history, and various equipment that amounts to an alchemists lab. In fact, some of Kassali's alchemical experimentation has been quite successful. The usable equipment consists of:

- four flasks of acid (PH 114)
- one flask of alchemist's fire (PH 113)
- ten smokesticks (PH 114)
- a tanglefoot bag (PH 114)

Unbeknownst to Kassali, the tanglefoot bag is flawed in construction (DC 20 against alchemy skill or DC 15 against craft (weaving) skill to notice this). If used, it has a 25% chance of bursting in the thrower's hand, affecting the user with the same effects as if they were struck by it. The other 75% of the time the bag works normally.

If the PCs realize that they need information on the history of the area, and particularly that of Queen Simura, they may remember Kassali's library of history books. Kassali may be used to give the PCs the following information:

1 – Queen Simura ruled Pekal from 274 I.R. to 263 I.R. It is said that, after the death of her husband Gallanos, she meddled in dark necromancy and was overthrown by an order of knights known as the Kalenal Gali.

2 – “Kalenal Gali” is the Kalamaran name for an order of warrior knights, wizards and clerics that exist only to destroy the undead.

3 – The sacred animal of the Kalenal Gali is the horse.

4 – The current village of Ar'taban has only existed for about 150 years. Most of the current structures were built using the remains of the previous town.

5 – “The Wrack” is a horrid wasting disease only heard of in history books. (Kassali does not know the cure.)

6 – Ar'taban and Karidu are always feuding over very minor issues. (Kassali tends to ignore it).

7 – Kassali has seen corpses of people and animals walking through the swamp.

8 – Six bandits tried to attack Kassali when he stepped outside his tower. Their heads now rest on poles outside. Before eliminating them, he learned they were underlings of someone named Quin.

If the PCs ask Kassali to explain why he is suspected of spying, read the following:

Kassali sits back in a rough wooden chair, steepling his fingers in front of him, and speaks. “It was fifteen years ago, when I was a younger man. The fighting between Pekal and Tokis was more intense then, and a female comrade of mine, who I will not name, and myself were hired by Alkor, then the commander of Fort Adasir, to infiltrate a band of Tokite spies. We changed our names to Kalamaran ones, and successfully gained the confidence of the spies. Unfortunately, Alkor was murdered shortly thereafter. He died in the arms of his second in command - a man named Tibor. I hear Alkor died with our Kalamaran names on his lips. I'm sure that it was an attempt to tell Tibor of our innocence, but he misunderstood, and instead made it his personal mission to hunt us down. Tibor tracked down the spies we were infiltrating, slaughtering them all, but we managed to escape.

Afterwards, we journeyed east to Reanaaria Bay. Adversity had brought us close, and we lived there together for several years. Five years ago, we felt that we would no longer be hunted and, as we missed our homeland, we returned, once again using our birth names. Now, I've tired of adventures, and I spend most of my time tinkering with my alchemical experiments.”

He stretches, yawning. “Now, are there any other questions you have for me? You may as well ask while I'm in a talkative mood,” he says with a grin.

Kassali will refuse to answer any questions about what happened to his lover or tell the PCs her name. Her name is Bargora, though the soldiers at the fort only know of her as Ulen'tia. At most, he will say that they went their separate ways,

and that, being a very strong woman, she still uses her strength to make a living. Bargora now works in Ar'taban as the village blacksmith.

In truth, what happened was this: two such strong characters found it hard to live up to the requirements of domesticity and they separated, Kassali remaining close by to watch and guide his son. There is still some affection and much respect between Kassali and Bargora, although the wizard is resentful of the way Devi's mother keeps him in ignorance of his true parentage. Devi visits the old man about once a month, bringing supplies from town and has become quite a keen astronomer under the wizard's tutelage. His mother indulges but does not entirely approve of this.

What Kassali does not know is that Devi has disappeared. If the PCs have already learned of this from Bargora or someone else in Ar'taban, and inform Kassali, he will most certainly ask the PCs if he may join their party.

Kassali: hp 55.

Korvex (Familiar): hp 26.

BANDITS!

Creatures (EL Variable). This encounter may be used anywhere along the road. A half-orc bandit chief named Quin has set up shop in the lake area recently. He and his band of distinctly unmerry men are planning to rob and exact toll from those passing by the road. Quin is a dangerous fighter, and with him at their head his bandits are troubling opposition. Without him, their morale drops and they must make a collective will save (DC10) or flee immediately. This should be repeated if they suffer any additional losses beyond Quin. Their preferred tactic is to have scouts forewarn of the approach of likely victims. At that point, bandits armed with heavy crossbows set up a field of



fire, concealed behind rocks at either side of the road. This done, Quin and the rest of his men will stride boldly into the path of the travelers and demand payment. When this occurs, **DISPLAY ILLUSTRATION 9 ON PAGE IQ6.**

At any sign of resistance, the crossbows will fire. Quin will then repeat his demands, resorting to melee only if this is unsuccessful. He is very unlikely to be a useful ally to the party, although ignoble characters may try to deal with him.

Regardless of where along the road the encounter takes place, one scout will be stationed about 500 yards from the ambush point. The other scout will be 1000 yards down the road, waiting for travelers to approach from the other direction. The scout will attempt to avoid combat and simply spot likely targets, rushing back to ready the main group. However, it is possible that an alert party might spot the scout first and manage to gain a jump on Quin's brigade.

If the scout is not spotted, the bandits will be ready for them. The two crossbowmen will then be stationed in the rocks by the

side of the road, with their heavy crossbows trained on the expected path of the victims. They thus gain a +2 bonus to-hit from having the weapons firmly braced, ready and aimed at a known point of movement. The crossbows take a full round to reload, so only one volley is likely.

None of the bandits carries much treasure, only 1-6 gp each. However a diligent search, possibly assisted by tracking skills (DC 15) will reveal the bandits' campsite about a half mile away from the ambush point. A cold fire, the remains of a cooked deer carcass and a few filthy bedrolls will be all that is apparent. A Search check (DC 20) will reveal that there is a cache of loot buried in a rusty iron box within the campsite. This contains 950 sp, 524 gp, five rubies (which used to be attached to a brooch) worth 50 gp each, a scroll case and two potion bottles. One of these is a *potion of heroism* (+2 competence bonus to attacks, saves and skill checks for 1 hour), the other is a *potion of cure light wounds*.

The scroll case was taken from Mokira, a mage who was one of Kesa's comrades (see "The Village of Karidu"). It contains the following spells: 1st – *feather fall*, *spider climb*, *unseen servant*, *sleep*; 2nd – *minor image*, *bull's strength*, *cat's grace*; 3rd – *blink*.

If the PCs manage to capture Quin or any of his gang, they may gain some information. The DM should roll 1d8 twice for each captured bandit. No bandit knows more than two items on the following list. The bandits are prejudiced by their own worldview, but they will tell the PCs the truth (as they know it):

- 1 – Many landowners and their families are being driven out by undead. The bandits have robbed many of them. (True)
- 2 – Quin lost six of his men to an insane wizard who lives in a tower in the Sobelmire. (Partially true. Quin lost men, but the wizard Kassali is not insane.)
- 3 – A village named Karidu is inhabited by zombies. (False)
- 4 – Ghouls, zombies and skeletons are roaming the land. (True)
- 5 – A crazed elf lives in the woods east of Ar'taban. (False)
- 6 – The elves of Cilorealon are readying to invade Pekal. (False)
- 7 – The Kalenal knights have not been harassing the bandits for almost two months. (True)
- 8 – Harvester clerics have been seen heading north to Ar'taban. (True)

Quin: hp 54; +1 chainmail shirt, +1 greatsword.

Crossbowmen (2): hp 9 each; crossbow.

Bandits (10): hp 9 each; longsword.

Scouts (2): hp 9 each; handaxe.

THE VILLAGE OF AR'TABAN

Ar'taban (population 500) is a small community based around farming and fishing. The people hereabouts keep cattle or grow wheat, corn and tubers. The village grew up near the site of a former city (see "Background"), some evidence of which can be spotted by those with architectural knowledge (Dwarves, stone-

masons, etc). This is obvious, as most of the buildings are built from stones obviously taken from larger, older and more ornate structures. There would normally be primarily wooden buildings in a town, but most of the structures here are at least partially built from stone. (refer to the Village of Ar'taban map on page 61)

Every month a market fair is held in the town center, and this month is no exception. This being the arid season, there is not much work to do on the farms. Farmers sell produce stored from the mid-season harvest, travelling mummers put on plays, and various minstrel acts perform for a few coppers. This month the festivities have been overshadowed by the recent disappearances and tension in the town is high. Almost 90% of the villagers are human, the remaining percentages a mixture of elves (less than 1%), gnomes, and halflings (5% each).

The townsfolk shun the woods east of Ar'taban, except for the occasional berry collecting expedition at the outskirts. Quin's gang of bandits (see "Bandits") occasionally set up camp there.

Almost all of the adult villagers in Ar'taban (80%) know the story of Queen Simura and Gallanos, as well as that of the underground maze, and can direct the PCs to the ruins of the palace. Except as a source of blocks and stone to use for building material, they generally avoid going there, or talking about it, and will not broach the subject unless asked.

Regardless of what the PCs do while they are in town, the DM should pay close attention to the NPCs' actions on the timeline given in Appendix H: Timelines: Ar'taban Timeline.

Only notable buildings with some relevance to the plot are detailed. Villagers can be assumed to be 1st level commoners with no special skills, unless otherwise noted. Stone buildings are typically 6 in. thick, break DC 30, hardness 8, 60 hp per 10 ft section, DC 15 to climb. Wooden walls are 3 in. thick, break DC 18, hardness 5, 40 hp per 10 ft. section, DC 20 to climb. All doors can be assumed to be DC 10 in wooden houses, DC 12 in stone ones.

As the PCs approach the town, read:

The track leads to a small town with a surprising number of low stone buildings. Some, especially the church, of surprisingly large size. In the streets, a number of poorly but respectably dressed agricultural types are going about their business. Faint strains of music are audible from the town square, and smells of wood smoke and meat linger about.

As the PCs walk down the streets, roll 1d8 every two minutes to determine what snatches of conversations they hear. If the PCs confront the speakers, they will find them to be typical law-abiding citizens of Ar'taban who will answer any further questions to the best of their ability.

1 - "I still say there's something evil in the forest. My best hunting dog went missing too, you know!"

2 - "Petana said she sent a letter to Fort Adasir, but I don't think it's going to help. What do they care about our problem?"

3 – “Kassali’s to blame, I tell you! Hidden out there in the Sobelmire, who knows what kind of devilry he’s brewing?”

4 – “I think Bargora knows something.” “Hah! You never trust any woman that can beat you at arm-wrestling!” “Yes, but none of her children vanished yet, have they?”

5 – “Poor Pad’ri. Since his children disappeared, he doesn’t know whether he’s coming or going. I just saw him in the Bear, still drinking himself into a stupor.”

6 – “I see Selip’s even more grumpy than usual today.” “Well, I’m not surprised. Miko’s been gone for two days now.”

7 – “Damned Kalenal think they’re too good for us! They should be helping us, not sitting on their backsides discussing undead!”

8 – “The village of Karidu? Pah! They can’t be trusted, you know that! Why, they’re probably responsible for the missing children!”

If the PCs ignore the above clues, they will be approached by an elderly male commoner (Dejy) named Shaja. If this occurs, read the following:

An old man dressed in a simple gray robe totters up to you, holding out his hands in supplication. “Mighty warriors! A mysterious force is taking the children of this peaceful village! Please, you must help us!”

If the PCs question Shaja, he will can provide descriptions of the missing children, the names of their parents and how long the children have been gone. He will then direct the PCs to Petana (see “Petana’s House”). If the PCs ignore Shaja, the villager will shun them for not respecting their elders. If the PCs harm Shaja in any way, the townsfolk will attempt to drive them out of town.

The following paragraph contains descriptions of the missing children and their parents:

- Meril, Pilamar, Satimar, the daughter and two sons of widowed local serf Pad’ri, went missing eight, seven, and six weeks ago, respectively. Meril is about 9 years old, with long black hair and blue eyes. She is also missing her two upper front teeth. Pilamar and Satimar are 10 and 7, respectively, and have short black hair and blue eyes, with no distinguishing features. Pad’ri may be found drinking himself into a stupor at the Black Bear.

- Rurmak, the young son of resident dwarven engineers, Aduraft and Edda, went missing three weeks ago. Aduraft and his wife Edda have a small house in town, but they are unlikely to be found there (20%). They have spent most of their time searching the forest (80%). Rurmak has unusually bright red hair and typical dwarven features.

- Laranet and Wyika, the two daughters of the town’s Elven couple (Celarissa and her husband Jurellen), were taken two weeks and one week ago, respectively. Both daughters have

blond hair and beautiful features. After a fruitless search, and being turned away by the (supposedly) Kalenal, their parents have returned to Cilorealon in hopes of bringing Elven troops to scour the area and locate their children. They will not return for 1d12+4 days.

- Miko, the son of Selip the farmer, was taken two days ago (with Petu). Miko is 8 years old, with scruffy brown hair, green eyes and a large wart on his chin.

- Petu, the son of B’rano a town ruffian, was taken just two days previously (with Miko). Petu is 6 years old and chubby, with curly brown hair and brown eyes.

Aduraft: hp 10; warhammer.

B’rano: hp 10; dagger.

Edda: hp 21; waraxe.

Pad’ri: hp 8.

Petana’s House

Petana is the town council leader, known as the Magistrate, and usually the person deferred to in organizational matters. She will be courteous and helpful if approached, and may well try to enlist the PC’s aid in finding the lost children. She is a retired adventurer (age 62) and thinks that she is more aware of the world’s evils than is actually the case. She tends to be somewhat narrow-minded and, like most of the townsfolk, inclined to dismiss supernatural explanations of events in favor of more natural ones. Solving the disappearances is beyond her ability, but she is loath to admit this. She does not want the townsfolk to form mobs because she knows of the risk to innocent life this represents. However, since the Kalenal have refused to help (see Appendix H: Timelines: History Timeline), she has no idea what to do otherwise.

She spends much of her free time lately in the Black Bear Inn, attempting to soothe the frayed nerves of the villagers.

She seldom uses weapons (although she is proficient with a longsword) and wears no armor. She is willing to supply the PCs with weapons or armor from the militia supply in the town hall, if necessary, to ensure their help in searching for the missing children. Also, she will certainly be willing to use her healing skills on those wounded in the course of aiding the village.

If the PCs encounter Petana, **DISPLAY ILLUSTRATION 7 ON PAGE 104** (note that this illustration also includes the twins Til and Gil). If asked, Petana can provide the PCs with the following information:



- 1 – Names and descriptions of the children and their parents.
- 2 – Petana knows that the town was built from the ruins of a much more substantial site when the lake area was ruled from Simura’s palace hundreds of years ago.

3 – If the PCs are asking for historical information, she suggests the PCs go to the temple of Lokalas, and approach Folikar the cleric for any historical knowledge.

Petana: hp 17.

Town Hall

This stout stone building is where the town council meetings are held, and where any legal disputes are settled. These are presided over by Magistrate Petana, who has a reputation for fairness and understanding of human nature. It is not often used, as most decisions are left to her. This is where any official town discussions are held concerning the missing children and where the PCs may be offered employment. It is also where the village militia is trained, so there is a supply of weapons (longswords, short swords, spears, bows and arrows) and armor (studded leather, ring mail, shields and basic helmets). Petana conducts most of the training herself. There are no official guards or police in the village, although Bargora (see “Stable and Smithy”), the strongest warrior, is usually called upon to act as constable. Miscreants are the responsibility of any able-bodied citizen to apprehend.

The Twins

The fraternal twins Til (male) and Gil (female) may be encountered playing outside the town as the PCs approach, or running about within the town. They will stop playing and stare openly at any newcomers. There is something slightly unsettling about the way the pair of them seem to act in sync, finishing each other's sentences, and acting as if they know what one another is thinking. For example, one might suddenly toss a ball in the air that the other catches without even looking or they might break off conversation and both suddenly run off without explanation. Their blond hair and blue eyes are also unusual in this area. They are the children of Renala, an irresponsible rogue who is now working as a cook at the Black Bear while trying to rob or fleece visitors. She abandoned them on the church steps. People give them food and they generally sleep in hay lofts and the like. Folikar (see “The Temple of Lokalas”) looks out for them and gives them shelter whenever they need it, but they appear to prefer living as they please. The villagers are a little protective of them and at the same time often a trifle disturbed by them. Devi (Kassali and Bargora's son) occasionally plays with them.

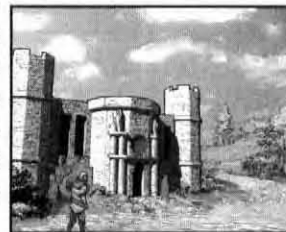
The twins have hardly any information to offer, save that they have both seen a “funny gnarled man” lurking near the woods east of the town. This was actually a ghoul from the Congregation of the Dead. If the PCs pursue this lead, it is possible that they might be able to pick up a trail here (Tracking (DC 30) which will lead them to the Kalenal Stronghold.

On the first night the PCs arrive in town, Til will disappear. Gil will be found curled up and terrified in a hay-loft or on a doorstep somewhere. This would be an excellent opportunity to rope the players into the mystery of the disappearances, with the PCs encountering her early the following morning. She will be unable to communicate, but will scream in sympathy with her

sibling as her twin brother is left to the tender mercies of the Harvesters.

The Temple of Lokalas

Although Lokalas the Eye Opener is not the patron god of the town (Fapeki the True is) the church here dates back to the time when Simura still ruled the region. PCs with keen noses will note a faint smell of burnt (beech) wood hangs around the temple. When the PCs approach the temple, **DISPLAY ILLUSTRATION 8 ON PAGE IQ 5** and read:



As you draw near the temple, your eyes are drawn to its bright white walls and many stained glass windows. One of these, a circular window over the main door, depicts an owl swooping in flight. A passing villager with the aspect of a common farmer eyes you suspiciously.

The villager is a simple farmer named Selip (see “Selip's Farm”). If the PCs have encountered him already, he is only eyeing them because they are heading for the temple. Selip worships Shanydefyn the Raiser, and distrusts anyone who worships another deity. If the PCs have not encountered Selip before, he is simply eyeing them because he is suspicious of strangers, as well as the aforementioned reason. (Refer to the Temple of Lokalas map on page 63.)

If the PCs enter the temple, read the following:

As you step into the temple, you feel the typical chill and mustiness of an unheated stone room. Looking around, you see at least a dozen stained glass windows depicting scenes that may be from local and mythological events, as well as six tombs topped with effigies.

As the PCs look around, **DISPLAY ILLUSTRATION 12 ON PAGE IQ 9** and read:

As you take in the scene around you, a smiling, wizened gentleman approaches you cheerfully. He is clad in light brown robes, wearing a hat adorned with feathers, and supporting his weight on a long wooden staff.



A PC with Wilderness Lore may notice that the feathers in Folikar's hat are owl feathers (DC 10) and that his staff is made of beech wood (DC 20). PCs without this skill have a DC 20 for the feathers and a DC 40 for the staff. Folikar has few duties since

most functions like registry of birth, marriage and death are now carried out by Petana, although she keeps the records here.

If at all suspicious of the PCs, he will use his divination-type spells on them. If he believes them to be acting for the best, then he will happily aid them with either magic or information but he is too frail to leave the town.

Ironically, for a man of such powerful will and intellect, he has begun to suffer from the dreadful curse of senile dementia. Before casting a spell or recalling a vital fact he must make two checks, one against Wisdom and one against Intelligence. Both are at DC 10. If he fails the first then he loses track of what he was doing and stands motionless for one round as he struggles to remember. If he fails the second he becomes confused and produces wrong (but probably plausible) information or casts the wrong (determine randomly) spell. He is tragically aware of his condition and it undermines his confidence to the extent that he will not volunteer information. Most of the townsfolk still respect him although some of the children have cruelly taunted him in the past. However, this will not weaken his resolve to try to find those children that are lost in any way. He could be a useful ally and probably knows more than anyone else for miles around. PCs who are impatient with him will get very little information.

The temple includes various veiled references to the local history, but these clues, although not terribly meaningful as yet, should not simply be handed out. Folikar can be relied upon to detail the often tedious facts surrounding them if given half a chance. If asked about Simura or Gallanos, Folikar will go and fetch his history books. From these, he can supply any of the information provided in Appendix E: Other Items, "Folikar's History Books" as well as any information about the tombs and windows detailed below.

Folikar: hp 22.

The Temple Windows

If the PCs inquire about the history of the area, Folikar leads them into the temple, where they may view the temple windows.

The largest window, overlooking the altar, depicts an elderly man with a staff speaking to an armed multitude. The craftsmanship is masterly; the soldiers appear to have been in the act of attacking when they were halted by the old man's presence.

Folikar, or a local PC with Knowledge: Religion (DC 10) will recognize this. It represents a scene from the legends of Lokalas the Eye Opener, when one of his clerics, Balam, quelled an army with the force of his arguments.

Folikar continues to describe another window, which depicts Selip, a local landowner who was a generous contributor to the temple over two hundred years ago.

Selip the farmer, who the PCs may have encountered previously, is one of the original Selip's descendants.

An arched window depicts a magnificent woman dressed in gold chainmail and a flowing white cloak. She carries a golden sword in one hand and a set of scales in the other. An owl on her shoulder seems to be whispering into her ear. Above her image, flowing script reads "Without truth, reality is but an illusion."

She represents Fapeki the True. Her church and that of Lokalas (represented in this window by the owl) are on friendly terms and Folikar has much respect for their teachings.

One small window shows an Acolyte of Lokalas being given a riddle to solve (shown in flowing Ancient Kalamaran text) by an elder.

The riddle depicted ("What we caught we threw away; what we could not catch, we kept.") is not one of their hardest. The answer is not shown in the window – it is "Fleas." Folikar knows the answer, and the party may think it significant. It isn't.

To one side of the altar is a stained glass window depicting a marriage between a Queen and a commoner. Two names are inscribed beneath the figures: Simura and Gallanos. The glass is dated 283 (in Imperial Reckoning).

Folikar will point out that the fact that the man wears no special regalia is an indication of his status. The date shows that the event took place nearly 300 years ago. Gallanos carries a harp, Simura a staff. Those with relevant skills (History check (DC 15)) will realize that these symbols indicate that he was a bard and she a scholar or a wizard. If asked, Folikar can also supply this information.

The Temple Tombs

If the DM wishes to lead the party in this direction, read the following when Folikar is asked a question.

Folikar seems distracted, "I cannot remember... something troubles me – I seem to have forgotten... but no matter. Here are the tombs of prominent citizens of our fine village of Ar'taban."

The most prominent of the five tombs in this room has a life-size stone effigy of a handsome figure, holding both a heart and a harp atop his chest.

Examination reveals that the lid has recently been moved. If opened (Strength check (DC 15)), the tomb is found to be empty. Up to four PCs may combine their bonuses here, as well as a +5 bonus if using a lever. If Folikar is present when this desecration occurs, he will try to dissuade the party unless a good reason can

TAVERN RIDDLES

A favorite local pastime is the exchange of riddles in a semi-competitive game. Being good at this game will lead to a favorable reaction with the locals (+1 to +3 depending on the number of riddles answered).

Riddle 1:

When there is fire in me I
am still cold.

When I own your true love's
face then you will not see me.

To all things I give no more
than I am given.

I might have all things yet I
can keep nothing.

Answer: A mirror.

Riddle 2:

When you lock up
for the night, and the
house is barred against
all coming and going;
Yet, when you awake
in the morning

I have always gone out.

Answer: Fire.

Riddle 3:

I have never existed,
And do not exist now.
Everyone knows this, yet
Still they hope for me.

Answer: Tomorrow.

be found. The PCs showing him that it has been tampered with will persuade him. He seems troubled when the tomb is mentioned, and especially so when it is found to be empty. In fact, Gallanos' corpse left the tomb of his own accord, only two weeks ago (this was a side effect of the awakening of the Queen). Folikar has forgotten that this ever happened and replaced the lid with the help of some farm laborers. His manner might make the party suspicious of him but he is really just trying to remember the events in question.

As well as the disturbed tomb of Gallanos there are several others, containing the desiccated remains of corpses and rotten or corroded articles. Significantly, Simura's is not amongst them. The remaining four tombs contain:

Selip, topped with a carving of him alongside his wife and carrying a hoe.

Vel'mar, a local knight who died fighting the Kalamarans in the year 456, during the wars of secession.

Kravel, a knight whose body was brought back from a crusade against the hobgoblins in the year 381. Kravel was buried with his magical *+1 longsword*. It is still in excellent condition, but Folikar does not know it exists, and unless the PCs open the tomb, it will lie undisturbed.

Feru, a cleric of this temple who died in the year 429. His tomb is topped with the effigy of an owl.

Folikar will resist any desecration of the tombs unless he can be convinced by powerful argument or force. Hurting the old man will result in the entire village uniting against the party.

Other objects in the temple include the registry of births, marriages and deaths. This goes back for over 450 years (to the first building of Ar'taban) and so has something like 5000 entries. It will take some time to go through it unless the PCs know what to ignore. If the PCs take the time (2d10+20 minutes), they will find that in the year 283 I.R. the marriage of Simura and Gallanos is entered.

The Black Bear Inn

The Black Bear is the largest inn in the region, and an unofficial meeting point when the Town Hall is not in use. It is run by Liper't, a former adventurer who claims he retired early when he lost a leg to a howler. Liper't is very bitter about this, and if howlers are mentioned he will launch into a long tirade about the beasts and how they should be hunted to extinction. No one else has ever seen a howler, and most of the villagers believe he lost it in a wood-chopping accident. They are right. Liper't thinks adventurers are crazy but is still a sucker for wild and wonderful stories of battles and magic.

Liper't: hp 14; cudgel.

The Inn employs two local girls to cook, clean and wait on tables. There are six rooms (including two doubles) available for rent at standard prices (rooms 5 sp/day, food 3 sp/day). One of the girls, Renala, is a rogue who uses her job at the inn as a cover for thieving operations on guests. She enjoys gambling (with loaded dice, or "tops" as they are known) and has been known to rifle through belongings in the rooms of guests. Renala might be encountered in this way or be spotted trying to pick a pocket (Spot check (DC 15)). If cornered, she will produce her punch dagger with deadly speed and defend herself if necessary. She is the utterly irresponsible mother of the twins Til and Gil (see "The Twins"), though when one of these goes missing even her selfish nature may be sufficiently overcome to join in a rescue attempt. The PCs may recruit Renala into the group if they feel their group is missing the skills of a rogue.

Renala: hp 16; punch dagger.

Plank and Barrel Tavern

More frequented by the local farmhands than the Black Bear Inn, this tavern is run by Tirun, a sour-faced but otherwise unremarkable man. He serves only beer and cider from a plank resting on two barrels in the corner of a straw-strewn and dingy room. If the PCs enter the tavern, 1d6 hard-faced farmhands will be found here during the day, twice that at night time. Food is not served here, and there are no accommodations for sleeping. The villagers in here are uncommunicative. Typical comments include "You're not from these parts, huh?"; "I've got me some drinking to do, friend,"; and "Got no time to chatter."

Temporary Stage and Fair

The usual festivities have been somewhat curtailed by recent events, but there are still some stalls and players in evidence. Clothing, trinkets and hot food (including Korit'sa, a spicy sausage which is a specialty of the region) are all available.

As the PCs enter the fair, read:

The fair seems to be going at full swing. Farmers call out to you to come buy their dried produce, jerky, ale and cider. A temporary stage has been set up where a gaudily dressed young man attempts to entertain some of the locals with a conjuring trick.

If the PCs approach the stage, **DISPLAY ILLUSTRATION 13 ON PAGE IQ 9**. The young man, Gar'ma, has only recently joined up with the players. He is a lazy gadabout and not terribly good as an entertainer, lacking the self-discipline to take



anything other than the line of least resistance. Even so, his meager conjuring and juggling skills are sufficient to keep a fairly naive audience amused. He loves sagas and imagines himself a hero from one of them at many fantasy moments. He jumps at the chance to appear heroic, but will complain at the first forced march required of him. He has struck up an unlikely friendship with K'hiron (see below) whom he sees as a dim-witted older brother. He will attempt to impress any personable female with some of his entertaining skills. See Appendix K: Gar'ma's Conjuring Trick.

Gar'ma happens to be the descendant of Gallanos, the Queen's consort. Only a month before Gallanos heard the tale that Queen Simura was seeking a mate, he dallied with a tavern girl in the Reanaaria Bay area. He thought nothing more of it and it was not until he had already passed the Queen's tests that the serving girl discovered her misfortune. She never knew who Gallanos was, and Gar'ma is as ignorant of his heritage as his ancestors. The DM should roll a Wisdom check (DC 20) secretly to determine if the PCs notice the resemblance between Gar'ma and the effigy atop Gallanos' tomb. Unless the DM chooses to use this fact in some other way, it will only become relevant if Gar'ma becomes a member of the party and enters the Maze of Queen Simura (see "The Maze").

Gar'ma: hp 18; rapier.

There is also an improvised boxing ring where a barker tries to lure likely-looking farm hands into a bout with the champion, K'hiron. There are not many takers, considering how swiftly K'hiron dealt with the last two. Naturally, this is causing the barker some anxiety. If a PC wishes to try their luck, they will be informed that combat is non-lethal. The cost of entry is a gold coin, but the person who defeats K'hiron will receive 10 gp. The barker only carries a total of 30 gp.

K'hiron is an outcast from both orcish and human society although he is fortunate that his appearance favors his human parent over the orcish one. He was abandoned on the steps of a monastery as a baby and never met his parents. Although he appears slow of wit, this could be a dangerous misperception to anyone who tries to take advantage of him. K'hiron is honorable, loyal, highly skilled and more than happy to aid the townspeople or the PCs in finding the children. He regards Gar'ma as foppish but basically good-hearted.

K'hiron: hp 35; quarterstaff.

Stable and Smithy

The stable and smithy is run by Bargora the local blacksmith, a retired adventurer who once had a long relationship with Kassali when they were adventurers together (see "Kassali's Tower" for more details). Her son, Devi (who is 13 years old, strong for his age, with black hair and blue eyes), is the result of this relationship. Apart from Folikar, whom she likes and trusts, this is a secret to everyone in Ar'taban. She is the best smith in the area and most jobs are brought to her. She can repair armor

and weapons, even making them occasionally - though there is not much call in the region for swords over ploughshares.

Bargora: hp 46; +1 chain shirt, greatsword.

Selip's Farm

Just outside the village of Ar'taban is a small farm, run by a grizzled old veteran named Selip. The farm has a couple of cows, goat and horse (for ploughing) but its main crop is the local tubers. Three men are employed as farm-hands, though Selip and his sons do the lion's share of the work. Since his wife died in childbirth eight years previously, Selip has become somewhat embittered. Selip worships Lokalas, and distrusts anyone who worships another deity. He is used to getting his own way and, although he has reputation as a fair employer, rules his farm and family with a rod of iron. His three sons are named Tibar, Jo'er and Miko, who are aged 22, 18 and 8 respectively. At the time of the PC's arrival, Miko has been missing for two days. Selip's suspects include any newcomers (such as the PCs), the villagers of Karidu, local bandits and the wizard Kassali.

Selip: hp 22.

Woods

If the PCs have spoken to the twins (see "The Twins"), they may go to the woods in search of the "funny gnarled man" the twins saw lurking near the woods. A potential source of help here is the ranger Andara who lives near the center of the woods. She lives by hunting and trapping, coming into town every month or so to trade. She is a quiet and resourceful hunter and quite likely to detect the PCs presence before they know of hers. She is something of a recluse and is very unlikely to make her presence known without good reason. She is not happy to allow innocents to suffer. Andara recently encountered some undead in the woods, a thing which has never happened before, so she knows that something unnatural is occurring.

Andara is bad tempered and suspicious. She suspects everyone's motives to an almost paranoid level. She is also mildly phobic about crowds. The reclusive lifestyle has suited her for the last 10 years (she is 35) and she seldom misses human society. Her appearance is scruffy and unattractive. For the most part, the townsfolk think that she is somewhat 'touched in the head,' but if approached carefully by the party she could be a useful ally. The PCs may (80% chance) encounter Aduraft and his wife Edda, searching for their son, Rurmak.

Andara can be convinced to join the party, or supply some help, if convinced of the party's sincerity in seeking the children. The DM may wish to engineer her running afoul of the bandits or ghouls who roam here, at which point the PCs will hear the sounds of battle within the woods. If they come to her aid, this will make her more favorably inclined to them, although she will not show this, insisting that she could have "handled the scum alone."

Andara: hp 32; chainmail shirt, handaxe.

THE KALENAL GALI STRONGHOLD

The Kalenal Gali stronghold is almost three hundred years old, built near the site of the old Queen's palace as a fortress and temple for the Kalenal Order. (see the Kalenal Gali stronghold/temple map on page 61) Eight weeks ago, it was seized in a fierce battle by a group of Harvesters. The Harvesters now use it as a center of operations, posing as the Kalenal. They have been abducting the children of Ar'taban in order to utilize the youngsters in ghastly rites intended to assure the awakening of the sleeping Queen. To this end, Yin Allal has summoned a force of ghouls to aid them. A side effect of the Queen's awakening has been the recent rising of undead (including Gallanos, two weeks ago – see "The Temple of Lokalas") in the surrounding area.

The Harvesters have also seen ghosts of the slain Kalenal Gali wandering about the stronghold (see "Ghosts!"). One of the Harvesters was slain by the ghosts (he now is a ghoul). The other Harvesters have managed to avoid contact with the ghosts and, along with their other duties, search for a way to destroy them.

The PCs will be unaware that the Harvesters are their deadly enemies unless they are extremely cautious and decide to watch their activities from afar. This will not be horribly difficult and they will see quite a bit of night-time activity, though ghouls and other undead will certainly harass them. It is also possible that the PCs could track one or more ghouls to the stronghold and meet up with the clerics in that fashion.

The DM will have to tailor the Harvesters' actions to the PCs. They are bloodthirsty but have a more important goal that they do not wish to jeopardize. They are not foolish and will always attempt their attacks from a position of strength.

Their leaders are Yin Allal, a thoroughly foul and obnoxious necromancer, and Shaf Karrez, his ambitious lieutenant. There are a total of four Harvesters here at the stronghold, as well as twelve ghouls that have been summoned as aides. They are prowling about the grounds (if it is after dark), resting (if daylight) or hiding in wait to attack (if the PCs are the guests of Yin Allal). The remaining nine Harvesters are in various locations in, under and around Simura's palace. After breaking the Kalenal seal, six of them stepped down into the maze (the other three lie dead in the palace ruins) and have not been heard from or seen since. Yin Allal is currently unaware that the seal has been broken.

If the PCs approach the stronghold during the day, **DISPLAY ILLUSTRATION 10 ON PAGE IQ7** and read the following:



The otherwise omnipresent sticky heat is cut through by a bracing wind blowing from the north over the great Eb'Sobet Lake. It carries a faint smell of rotting vegetation. Ahead you see a single-story stone structure, a temple by its general demeanor, with a pair of adjoining buildings. The main temple has two towers and carries

with it the air of a fortress as well as a place of worship. Little activity is discernible, but a tall, kindly-looking gentleman wearing red robes trimmed with gold smilingly approaches you.

If the PCs investigate the rotten smell, it leads them to a ruined herb garden adjacent to the building. A Search (DC 25) of the herb garden will reveal small fragments of bone (the bodies of Laranet and Wyika are buried here). If questioned, Yin Allal will simply state that the bones are those of animals, commonly mixed into the garden as fertilizer. A second, deeper Search (DC 25) will reveal two small skulls with missing tops and decaying flesh, and even though the ears have been sliced off with a rough instrument, the skulls are obviously Elven.

At all times, Yin Allal will attempt to allay the suspicions of the PCs, (remember that casting detect evil is likely to be an obvious and insulting act and, in any case, he can cast *undetected alignment* on himself). He will approach the PCs, wearing the robes of the Kalenal instead of his own black robes, and greet them warmly. Yin Allal wears a plain pendant with an amber stone around his neck (Spot DC 15 to notice). This pendant marks his rank as a Harvester. A successful Knowledge: Religion check (DC 50 or DC 5 if the PC is a Harvester himself) will notice this. He will pretend great concern over the missing children and take seriously any talk about undead, offering to help the party in any way he can. He offers them two *potions of healing* (actually Arsenic, DC 13, damage 1 Con then 1d8 Con), and a magical shield that he claims was a relic of the Kalenal.

This shield was actually created in a failed attempt to make a usefully magical one. It is a cursed shield -2. This will not become obvious until it is first used in combat. At that point, it will become apparent that the shield gets in the way. When first used in anger, the metal holding straps tighten onto the arm, inflicting 1 point of crushing damage and giving the shield's holder a penalty of -2 to Dex and to AC (this will be recovered 1d4 turns after getting rid of the shield). The shield will now be impossible to remove without dismemberment. It requires a *remove curse* spell to rid oneself of the shield once it is in place. It can be damaged, given enough time and patience (Hardness 8, 30 hp). This will remove the -2 AC penalty but it still will affect the wearer's Dex until the holding bands are magically exorcised.

Yin Allal will invite the PCs to dinner, where he plans to drug them and subsequently sacrifice them to his god. However, he wants to know what they know, such as whether anyone in the town is suspicious of them yet. He will offer to assist in searching the area for ghouls but not until the other Kalenal, who he claims have had a hard day at their duties, get a night's rest.

If the PCs do eat with him they have a chance to detect that the food is drugged. A Wisdom check (DC 15) will detect this. An Alchemy check (DC 20) will reveal that the nature of the drug is to put one to sleep rather than kill. If the drugged food is detected, Yin Allal will claim that he meant no harm and simply believed the PCs had evil intentions toward him, and he wanted them unconscious so he could cast spells to confirm or deny this.

If the food is eaten, each PC must make a Fortitude save (DC 15) within two turns after ingestion. A failed check causes the PC to drift into a deep and comatose sleep for 2-8 hours. PCs who do nod off are unlikely to awake. The DM should make these rolls in secret, passing notes to affected PCs to indicate that they are sleepy. The drugged PCs must then make a Fortitude save (DC 15) or else fall into a slumber over the dinner table.

If the PCs do not eat the food, and act as if they are suspicious of him, Yin Allal will offer them a tour of the grounds, as if he is a true Kalenal warrior showing off the complex.

Shaf Karrez is not as good at playing her part as her leader is. She will stay out of the way, studying her books on necromancy and torture in her rooms in the east tower.

The following rooms detailed here all contain clues that the Kalenal are not who they seem to be. If Yin Allal or any of the Harvesters are confronted with these facts, they will shout a scream for help and attack. When the attack occurs, skip ahead to "Reaping the Harvesters."

Chapel

A huge stained glass window is set into the northern wall behind an altar covered by a black cloth. The window carries the design of a Deji warrior, dressed in red robes with gold trim, leading a horse through a desert. The man stands upon a skeleton that is reaching up as though to grab him. The legend inscribed below this scene reads (in Merchant's Tongue) "Though death itself assaults us, we shall never yield."

The main body of the stronghold is single story, though the two towers are each two stories high. The doorways are easily defensible and strongly constructed. Doors are hardness 5, 20 hp, break DC 16 or 18 if locked. Walls are one-foot-thick, DC 35 to break, hardness 8, 90hp per 10ft section, DC 20 to climb. The Deji warrior in the window is Kotesch, the founder of the Kalenal.

Clue: The altar here is covered with a black cloth.

If questioned, Yin Allal will state that the altar is covered because it is only exposed at holy times of the year. This is false, though only PCs who are familiar with the Kalenal Gali are likely to know this (Knowledge: Religion check (DC 35), or (DC 5) if the PC is a Kalenal. Further Investigation will reveal that the altar is defaced, the holy water replaced with urine.

The oath of the Slayers of the Undead is engraved on the stone floor in front of the altar (see Appendix G: New Prestige Classes. A Search (DC 20) will notice this.

There is also a chance (20% per hour) of encountering the ghosts of two of the murdered Kalenal here (see "Ghosts!").

Cellar

Within this darkened room are the missing children. There are animalistic moans audible to a successful listen roll at this locked trapdoor (DC 25 to break, hardness 4, 30 hp).

If the PCs climb down the ladder into the cellar, and are carrying a light source, read:

The pathetic, animal-like moans grow louder as you climb down into the cellar, and the iron-like tang of blood and dirt strikes your nose. At first glance it is obvious that this was once a wine cellar, though the remains of barrels have been pushed to one side and an altar, on which lies a bloody sickle and dagger, has been built. The only other obvious feature of the room are six large boxes, each constructed with a hole at the top through which pokes the head of a child.

The altar is makeshift but the black silk cloth with the silver thread of a skeletal dragon is worth 50gp. Two of the boxes are empty, though they both show obvious signs of previous captives (blood and pieces of rotten flesh). Two more boxes contain corpses, both of which have had their tongues, eyes, and brains removed. If the PCs received descriptions of the missing children, they should know (Wisdom check DC 20) that these two are Miko (male, scruffy brown hair and with a large wart on his chin.) and Petu (male, very young and chubby, with curly brown hair). Though the PCs may also remember their eye color, it will do no good here.

Each of the other two boxes contains a bound and gagged child (hence the faint and inhuman moans). The spectacle is a truly ghastly one. Though unable to see their fates, they have heard their playmates tortured as Yin Allal removed the tops of the skulls to eat the living brain therein (the imaginative and malleable brains of children are much prized by the necromancers as an aid in contacting the dead). The living children still here are Til (male fraternal twin with blond hair and blue eyes) and Devi (male with black hair and blue eyes).

Alternatively, the DM may choose to have Til be the only living child. Devi's body will still be in one of the boxes, his brain freshly eaten. This could lead to some very interesting consequences for the PCs and the lake area. Bargora and Kassali will be stricken with grief and subsequently, bloodlust, when they discover the fate of their child. An additional idea for the DM is to have one of Devi's parents go insane with grief, determined to destroy anyone or anything that poses harm to children, whether its intentions are good or bad. If this happens, they may become a villain the PCs will have to battle in the future.

Regardless, nothing can be learned from any of the remaining children. They have suffered extreme shock and will remain disturbed for the rest of their lives. The party should feel responsible for returning them to their parents unless they are as evil as the necromancers themselves. There is also a chance (10% per hour) of encountering the ghosts of two of the murdered Kalenal here (see "Ghosts!").

Yin Allal's Room

A search of Yin Allal's room in the west tower reveals a number of treasures. A locked iron box (hardness 10, 60 hp, lock DC 28 to break) contains a bag with 500 gp, a scroll of *create*

undead, and a large +1 hammer. Also among these treasures is a *pearl of power* (1st level) that allows a mage to recall any previously cast 1st level spell (see DMG p223 for details.)

Clues:

- A book written by Yin Allal and titled "Studies in Unlife"
- A container constructed from a skull and sealed with wax
- Ranting scrolls containing a favorable outlook on the Harvesters

1) Beside the bed is an old and damaged book. The cover indicates that its title is "Studies in Unlife," and its author is Yin Allal. This is his own masterwork, detailing his studies over the past twenty years, and contains much of interest to a necromancer or cleric of Galapiti the Harvester of Souls. Any necromancer or evil cleric who reads gains 500 XP if less than 6th level. This will take a week of continuous study and require an Intelligence check (DC 15) for success. The reader may only benefit once but will benefit by an extra 500 XP if they are also Neutral Evil and worshippers of Galapiti. Other classes and alignments will be confused and/or disgusted by the book's contents. There are two necromantic spells in the book, specifically: *gentle repose* and *vampiric touch*.

Though it will take a week to study the book fully, a skim with a successful Intelligence check (DC10) will pick up references to things such as Simura, the Darklight Codex and the Harvesters. Appendix E: Other Items – "Studies in Unlife" contains excerpts that may be handed out to successful PCs. A PC looking specifically for information on these subjects has the same chance to discover them. The book could be sold from anywhere from 5gp to 1000 gp depending on the buyer (a normal book merchant would pay less while a necromancer or student of death would be likely to pay much more).

2) Also resting on the iron box beside the bed is a small, bright white skull missing its top. Any openings along the base, eyes, nose and teeth are sealed with wax. PCs who succeed at a Wisdom check (DC 20) will realize that the skull has been cleaned and polished. PCs who make a successful Wisdom check (DC 15) will notice that the skull is sealed with wax so that it may be used as a container. It now contains small stains of what appears to be mead. PCs who make a Wisdom check (DC 40) will realize the above, as well as recognizing the skull seems to be more dwarven than human – it belongs to the dwarven child Rurmak.

3) There are also a number of scrolls, written in rambling Merchant's Tongue. Yin Allal wrote these in the common language so it could be distributed among Harvesters of different areas. The scrolls tell the tale of Simura, Gallanos, Teshudang, and the Kalenal, as well as giving the exact location of the ruined palace, and his attempt to reawaken the Queen and to recover the Darklight Codex. He only mentions the name of the book, and nothing more about it, though he does go into detail about his experiments with the children's brains. Towards the end, his writings grow more ranting, as he states his belief

that it is only a matter of time before the Queen returns to the surface, bringing the Codex with her. Once there, he is sure she will raise all of the dead within many miles and lead her undead army to conquer the world with the Harvesters at her side. These scrolls should really make the PCs nervous, as well as giving them a reason to track down the Queen and her Codex.

Shaf Karrez's Room

At first glance, this plain room seems to contain only a small table, a bed, and a large chest.

Shaf Karrez occupies the top floor of the east tower. Her room contains a large iron chest rigged with a poison-needle trap (DC 20 on a Disable Device check) that will cause unwary thieves to take damage as if bitten by a medium-size spider. (Trap CR1 Injury DC 14 1d4, 1d6 Str). There is an 80% chance that Shaf Karrez will be found here, unless the PCs have already exposed the Harvesters (see "Reaping the Harvesters" below). As long as the PCs are unsuspecting, Shaf Karrez will treat them politely, though she gives the impression she thinks of the PCs as visiting guests who have overstayed their welcome.

Clue: Shaf Karrez's Diary

The chest contains her diary, detailing her growing dissatisfaction with Yin Allal's leadership and own grandiose schemes for power, 300gp, and six unpleasant books on torture and necromancy. **Titles include:** Why Death is Worth Living, Shadows and Skulls, Red Eyes and Black Souls, Congregation of the Dead: A Brief History, A Practical Guide to Torture and Bondage and Skinning and Cutting.

Refectory and Barracks

This is where the clerics eat and sleep. A series of searches will reveal two clues that are obvious to anyone with appropriate knowledge.

Clues:

- Dirty plates with meat on them
- Hidden robes and sickles

Some of the meat eaten there is horsemeat (Spot check DC 40 to determine). The horse is an animal sacred to the Kalenal (Religion check DC 35).

The necromancers have not taken much trouble to hide their weapons. Sickles and Harvester robes may be found hidden under beds and in two footlockers in the barracks (Search DC 20).

The storage room contains food and other supplies including barrels of red wine, ale and one of brandy. Enough rations to last twenty people for a month are stored here. There is also a chance (10% per hour) of encountering the ghosts of two of the murdered Kalenal here (see "Ghosts!").

Debris Pile

A large pile of rocks, rags and bones lies in front of you. Jagged pieces of metal glint their reflections at you.

Clues:

- Smashed armor and weapons
- Horse bones
- Adult bones
- Child bones and skulls

1) It is easy to notice that the metal is the smashed remains of armor and weapons of all types. A Search check (DC 20) will find that two of these are broken sickles decorated with skulls (weapons of the Harvesters ruined in the battle with the Order of the Kalenal).

2) PCs who casually Search the debris (DC 20) will find that the bones on top of the pile are those of animals (specifically horses, chickens, and pigs). PCs may also realize that the horse is an animal sacred to the Kalenal (Religion check DC 35), and their bones would be buried, not found in a debris pile.

3) A more careful Search (DC 30) will reveal human bones (adult) that have obviously been gnawed on. The bones are actually remains of the Kalenal, gnawed on by ghouls. There is a good chance of encountering a ghoul or two ferreting around this area at night (25% chance/hour).

4) Thoroughly Searching the debris pile (DC 40) will discover the above, as well as revealing the bones of children (also gnawed on), along with three small heads with their tops removed and most of the flesh gone. One of them is missing its two upper front teeth, which reveals (Wisdom check of DC 15 if the PCs took descriptions of the children) that it is the skull of Meril. The other two skulls are those of Pilamar and Satimar.

There is also a chance (20% per hour) of encountering the ghosts of two of the murdered Kalenal here (see "Ghosts!").

Reaping the Harvesters (EL 11).

When the Harvesters have been exposed and combat is initiated, one ghoul and one Harvester will each on the second and third round. The only exception to this is Shaf Karrez. When she sees Yin Allal fighting with the PCs, she will not come to her leader's aid. Instead, she will decide that the PCs can do the work of collecting the Darklight Codex for her, or at least clear the way to it. She has a number of defensive spells such as invisibility that will allow her to watch events safely without being detected. She will attack at a distance if necessary, if only to allow herself a chance to fully retreat from combat. She prefers to ambush a battered and depleted party with her long-range magic as they emerge from the Queen's dungeon with the book.

Yin Allal: hp 40; +1 studded leather armor, +1 sickle.

Ghouls (4): hp 13 each (MM 97).

Harvesters (4): hp 5 each; leather armor, sickle.

After defeating the disguised Harvesters and ghouls, the party may believe that they have solved the problem. They would be mistaken. In 2d10+4 hours, Yin Allal will rise as a wight, two of the Harvesters will rise as ghouls and two as zombies. At that point, Yin Allal and his minions will track the PCs, wherever they are, and attempt to destroy them.

Aside from this, the Harvesters have begun the process of breaking into the Lich Queen's underground maze in search of the Darklight Codex. The plague of undead will continue and the region will be swamped with them within a week. At the end of two weeks the stellar alignment of the Brightstar and its twin will cause it to appear completely black. During this time the area will be under quarantine (see "The Village of Karidu") and this will make it difficult for the party to leave. If the PCs retrieved the scrolls in Yin Allal's room, they may feel that the Queen must be defeated before she grows more powerful.

Ghosts! (EL variable)

In their egotism, the Harvesters believe that all the rising undead work to their purposes, or the bidding of the Queen. What they fail to realize is that not all undead are friendly to or even acknowledge the one who commanded them to rise. The ghosts of eight slain Kalenal Gali now haunt the area. They tend to stay near their former stronghold. However, the Kalenal's fervent hatred of undead clashes with their own undead state. The remains of their minds fluctuate between hatred for the Harvesters and horror at their own current, sad state. There is a cumulative 5% chance per hour per location (unless otherwise stated) that the ghosts will appear.

If the PCs encounter a ghost, **DISPLAY ILLUSTRATION 21 ON PAGE IQ 14** and read:



You see the hazy form of a man dressed in ornate armor and carrying a longsword. His gaze seems to reach out to you as if he were searching for something.

Once a ghost appears, the DM should roll percentile dice (or 1d100) to determine the ghost's action.

Roll (1d100)	Action
1-15	Attacks the PCs
16-55	Ignores the PCs
56-85	Flees the PCs
86-100	Directs the PCs to an object/location

If the one of the PCs is a Harvester, or the PCs are disguised as such, there is a 95% chance the ghost will immediately attack. If the PCs attack, the ghost will respond in kind.

Kalenal Ghost: hp 58 each; ethereal full plate, ethereal longsword.

THE PALACE RUINS

Only a few hundred yards north of the Kalenal Stronghold lie the remains the Queen's palace. A capable and interested tracker can follow the course of the battle closely since nothing has been altered since that time. (Refer to the Ruin's of Simura's Palace map on page 64.) There were obviously a series of assaults and then a break through the main gates. There is evidence of a large skirmish at this point where the defenders took a bloody toll before being forced to retreat. PCs somewhat proficient in architecture or just sharp-eyed (Search check (DC 20) may notice the stones here bear a distinct similarity to the stones used in the building of the Ar'taban. The ghosts of Kalenal knights (see "Ghosts!") may be encountered here (non-cumulative 5% chance per area).

As the PCs come upon the palace ruins, **DISPLAY ILLUSTRATION 11 ON PAGE IQ 8** and read:



Before you, you see the remains of a once-mighty citadel. Now, little is left of its splendid defenses. Time and battle have both wrought ruin upon them. The walls are mostly collapsed, buildings and towers are gutted. An odor of decay, a sense of beauty lost and a feeling of ancient evil hangs almost palpably in the air. This is not a place where children would come to play. It is a place that their parents would use in stories to frighten them.

If the PCs enter the palace, read:

The ground level of the palace is in a poor state of repair. Evidence of battle, particularly holes in the walls that were made by siege weaponry, abound. The dried bones of corpses ravaged by scavengers and with equipment damaged and rusty lie strewn about and half-buried.

1) Gatehouse (EL 6)

The gatehouse is now nothing more than a small ruined building within the palace entrance. You feel a draft from above as you pass through.

If the PCs look up at the gatehouse roof, they will see the 'murder holes,' through which the palace defenders could pour boiling liquids or shoot arrows down upon intruders.

Twelve stirges live in the rafters of the gatehouse. There is a chance (20% during the day, 80% at night) that they will drop down onto unsuspecting PCs. Players must make a Search check (DC 20 during the day, DC 35 at night) to spot them.

Stirges (12): hp 5 each (MM 173).

2) Towers (EL 3)

The remains of the tower's wooden stairs have completely collapsed. The outer wall of each tower is 50 feet high, with the insides mostly rotted away.

All towers save one are gutted. Climbing the remains of the rickety internal staircase requires two Dexterity checks (DC 16). Failing the first results in a fall causing 1d6 damage. Failing the second results in a fall causing 3d6 damage. Failing either causes the staircase to completely collapse.

In the ruins of the northwest tower lives a giant owl, who is potentially friendly although not terribly bright. At the top is the nest of the giant owl, Hurarai (pronounced who-rah-ri). He is somewhat lonely, lacking a mate and would quite like some company. The only humanoid language Hurarai can speak is Low Elven, and that only with a heavy lisp. If questioned, he knows only that black-cloaked figures 'pounded on the floor' (the seal) until they broke it open.

Giant Owl (Hurarai): hp 30 (MM 103).

3) Latrine

With the passing of the centuries, nothing remains in the bottom of this latrine but dirt.

PCs who Search this small building (DC 25) will find 2 gp covered by debris. PCs who are intrepid enough to lower themselves into the former latrine pit to Search for treasure (DC 45 – reduce by 5 per 10 minutes of searching) can locate a *ring of jumping*.

4) Stores (EL 3)

Except for worthless debris, this building is completely empty of all objects and items once stored in it.

PCs who decide to search the building have a 60% chance per round of moving some debris and encountering a nest of 10 monstrous centipedes. A Spot check (DC 25) will also reveal their presence.

Monstrous Centipedes, Tiny-Sized (10): 2 hp each (MM 207).

5) Stable (EL 5)

When the PCs enter this building, read:

Huddled in the corner of this debris-strewn building, you see the body of a man. The stink of death reaches you even from where you stand.

The body is that of one of the Harvester clerics who broke the Kalenal seal. Hearing some noises in the stable, he went to check it out and was attacked by stirges. The stirges will attack anyone who enters the stable.

The corpse has a small leather bag containing 30 sp. A Search check (DC 10) will reveal an ichor-stained sickle with which he attempted to fight off the stirges. This Harvester will return as a zombie in 1d4 hours, whereupon he will join up with Yin Allal. A diligent Search (DC 25) through the debris will reveal a tarnished and rusted metal box containing 212 sp, 54 gp and a gem worth 20 gp.

Stirges (10): hp 5 each (MM 173).

6) Barracks (EL 5)

Looking into this ruined building, you see that someone has cleared away much of the debris and attempted to patch the roof in several places. A few rough sleeping areas have been set up along the walls. Two sickles adorned with skulls and two black cloaks hang on a nail in the right-hand wall.

At first glance, the PCs may assume that these sleeping areas belonged to the Harvesters who are attempting to awaken the Queen and take the Darklight Codex. This is not the case, for the building is actually the home of four wererats. The sickles and cloaks were taken as trophies from two Harvesters the wererats killed. The Harvester corpses are hidden in the debris, though a Search (DC 15) will locate them. They will return as ghouls in 1d6 hours, when they will rejoin Yin Allal.

The wererats are likely to be aware of the party before the PCs become aware of them (85% chance). Formerly, they eked out a living stealing livestock from Ar'taban. Lately, their leader Slekweerd has spied on the necromancers and grown ambitious, although for what, precisely, he is not sure. His lieutenant is named Sshlesk and the other two are named Shlaluk and Sleshlack. A Search (DC 25) in the remaining rubble here will reveal a large leather bag that represents their horde to date. It is unimpressive: 380 sp, 61 gp, a *potion of heroism* and an ornate *+1 waraxe* (a relic of the ancient battle fought here).

Wererats (4): hp 5 each (MM 219).

7) Staterooms

If the PCs investigate the staterooms, read the following:

The roofless structure that used to house the staterooms and the upper levels of the palace are strewn with debris. Some of this debris appears to have been moved recently. You see a wide set of rubble-littered stairs leading down into the earth.

PCs who inspect the debris should make a Search check (DC 25). Read the following to any PC who succeeds at this check:

Beneath the rubble, you find fragments of what appears to be a large, rune-inscribed iron disc. On inspecting the rubble it becomes apparent the iron disc used to sit atop this entrance.

Piecing together the fractured remnants of the iron disc will take one hour and will reveal it to have been a seal, 8 feet in diameter, with the relief of a large eye at its center. It looks to be of some age, since the painted detail once adorning it has now been reduced to a few flakes of blue, white and gold. However, it has not rusted. Below this is an inscription that anyone who knows Ancient Kalamaran can read.

If the PCs are able to translate this, read the following to them:

"Herein lies imprisoned the Witch Simura.
Entombed in the year 269
by order of Berigon, knight of the Kalenal.
Evil turns upon itself."

An appropriate cleric, or someone with Knowledge: Religion (DC 20) or Spellcraft (DC 25), can recognize various glyphs held to be efficacious against evil and necromancy around the rest of the disc. A further check of either skill (DC 35 for each) reveals that the seal has lost its potency and would have to be re-prepared to have any magical efficacy. The disc seems to have been broken recently and debris has fallen over the stair entrance implying that the roof above is none too secure.

If the PCs descend the stairs, read:

The stairs descend for 20 feet or so before leveling out into a corridor 10 feet wide. You see that it runs about 30 feet straight ahead into total blackness. Touching the walls makes one recoil as long-mildewed tapestries fragment at the touch. Long-rusted torch brackets adorn the walls, but no light comes from their empty frames.

If the PCs continue, they will find that at the end of this corridor is a wide set of spiral stairs that descends into the depths. If the PCs proceed down the stairs, read:

The atmosphere becomes musty and stale as you descend the rusted iron spiral staircase. The darkness is almost total and the staircase creaks ominously. It revolves around and around as it descends, and you find it increasingly hard to maintain your sense of direction. By the time you reach the bottom it is not at all clear which direction you are facing. Curiously, light is discernible at the bottom of the shaft.

THE PALACE BASEMENT

Herein are the living quarters of the Harvesters, constructed in the years between the death of Gallanos and the coming of the Kalenal. (Refer to the Palace Basement map on page 64.) It does not present great challenge but should introduce the lower levels to the PCs while providing some clues to help them solve the mystery. The stone walls are covered in deteriorated tapestries, which would have brought many gold pieces when new, but now will bring only a few coppers. The walls are at least 1-foot-thick and of reinforced masonry (break DC 35, hardness 8, 90 hp, DC 15 to climb). Doors are iron and 2 inches thick (break DC 28, hardness 10, 60 hp). Except where noted, the PCs will have to provide their own light sources. Some of the rooms contain the remains of furniture that has lasted the ages, and resourceful PCs should be able to glean reasonable items such as bedding, wood, mirrors, etc. While these items are of little or no intrinsic value, they might prove useful to them.

Note: There are no wandering monsters on this upper level other than a 5% chance per area of encountering the Kalenal ghosts (see "Ghosts!") unless the DM decides to have the PCs pursued by some of the surface groups. Obvious choices are remnants of the Harvesters seeking revenge or the stalking opportunistic were-rats. However, there is one NPC on this level who might be encountered almost anywhere that the DM deems appropriate. This is Gallanos, or rather, what remains of him. One of the first side effects of the Queen's rousing from sleep was to animate Gallanos' remains and draw his cadaver to the Queen. Unfortunately, he is hardly recognizable. Three hundred years spent entombed in an airless stone coffin has left Gallanos a desiccated, almost mummified, cadaver.

Though there are no wandering monsters within the palace basement, that certainly does not mean that the PCs will have no encounters. In fact, all of the undead the Queen reanimated are still following the same commands she gave over two hundred years ago. They still perform in death the actions they performed in life. The first place these undead are encountered is in the banquet hall. All undead who are not nobles will be found as skeletons.

1) Banquet Hall (EL 0)

The first thing that the PCs notice upon entering this room is that twenty banqueting nobles and their attendant servants are still at dinner! Their bodies, even with the preservation placed upon them by Simura, are not in the best of shape, and the sight is definitely unsettling. The guests are also recreating the witty repartee that they were engaged in 300 years ago. Their vocal cords are not up to the task, however, and the best they can manage are weird howling and grunting noises. These are not audible from outside the room.

If the PCs enter the room, **DISPLAY ILLUSTRATION 15 ON PAGE IQ 11** and read:



The hallway opens before you out into the faded

grandeur of a brilliantly lit banquet hall. The sounds of clinking glasses, clattering of plates and, garbling, grunting conversation comes from the table. The walls were once festooned with opulent finery, now fallen into decay. The smell of rotten tapestries is only not discernible because of the more intrusive odor of the guests who are still dining within. As your eyes adjust to the sudden light you manage to make out who is actually eating here.

The guests were previously allies of the Queen, knights and opportunists who rallied to her side when disaster threatened. They are dressed in the remains of styles long out of date. Not much is salvageable here but a Search (DC 20) of the zombies will glean a total of 24 items of costume jewelry worth a total of 500 gp (total weight 10 pounds) and a dress sword (actually a *+1 short sword*). The zombies will not resist and there are no experience points for "slaying" them. Unless cut to bits they will not stop their actions or interactions.

However, their appearance and stench is overwhelmingly disgusting. Each person searching a corpse must make a Fort save (DC 10) or be helpless with nausea for 1d6 rounds. Those with keen senses of smell or taste save at -4. Apart from the reactions of any PCs who are phobic about undead, there is no real danger here. There is a total of 100 lbs. of antique cutlery and crockery worth a total of 400 gp to a collector.

Zombie, Medium-Sized (20 Nobles): hp 6 each (MM 191).

Zombie, Medium-Sized (5 Servants): hp 4 each (MM 191).

The 25-foot-tall ceilings of the banquet hall add a feeling of grandeur and space. A gallery 10 feet wide runs around the East, North and West walls at a height of 14 feet from the floor. Twenty decaying tapestries hang from the underside of the gallery. These tapestries are approximately 14 ft. per side, and are interwoven with gold thread. Though they were obviously beautifully made they are so rotted that now they are worth only a few coppers each, if that. The gallery from which they hang (and which will probably have to be ascended if they are to be taken down safely) is not terribly safe. It can hold 100 lbs. in comparative safety, only collapsing on a roll of 1 on a d20. For every 20 lbs. over 100 that the gallery is asked to bear, add +1 to the chance of collapse. Removing the tapestries, each of which weighs approximately 50lbs, will make the gallery safer. A collapse will inflict 1d6 damage on anyone on the gallery, and anyone within 5 feet of the collapse needs to make a Dexterity check (DC 10) or take 1d6 damage from falling debris.

2) Guard Post (EL 2)

Two skeletal warriors stand guard on either side of this corridor, still minding their post as diligently as they did in life.

This is a guard post leading to the Harvester sleeping chambers. It is still occupied with a skeletal warrior on either

side of the corridor. They attack when they see someone they do not recognize.

Skeleton, Medium-Size (2): hp 10, 8 (MM 165).

3) Guardroom (EL 5)

There are six skeletal warriors standing guard here, mindlessly repeating their normal routine. Two are resting on their bunks, one is sharpening his falchion (which has worn down to a nub) and three are "playing" a dice game at a rough table.

Every four hours the guards at the guard post (section 2) will be changed, although the necessity for this has long passed. They attack if the room is entered by someone that they do not recognize. The ones that are "resting" will take one extra round to join the battle.

Skeleton, Medium-Size (6): hp 10, 8, 8, 7, 6, 6 (MM 165).

4) Latrines (EL 1)

This room houses the latrines behind a smashed door. All of the usual smells have been absent for many decades. There are nine holes cut into wooden benches, providing facilities for the soldiers. There is still one occupant of these latrines, a skeletal soldier. He does not take kindly to being disturbed and hurriedly pulls up the remains of his trousers and moves to attack.

By the insignia on the remnants of his armor it is obvious that he was an officer.

Skeleton, Medium-Size (1): hp 10 (MM 165).

5) Practice Hall (EL Variable)

The clash of weapons can be heard clearly from outside this room. If the PCs look in this room, read:

This large, circular room housed the soldiers' practice hall. Weapons and armor lie near the walls and in racks. An archery butt stands at the north end, opposite the door. The skeletal warriors practice with the remnants of their weaponry.

There are 4d6 skeletal warriors practicing here at any one time. Despite being unable to learn anything from their training, they have been training for many, many years now. Their practice weapons are little more than stubs. They will, however, attack intruders that they do not recognize.

Skeleton, Medium-Size (4-24): hp 8 each (MM 165).

6) Mess Hall (EL 8)

A dozen unarmed skeletal warriors are engaged in "eating" their noon-day meal. They seem not to notice your presence, but continue to "finish" their eternal meal.

Since their final "programming" did not include combat readiness, these warriors will not respond unless attacked.

Skeleton, Medium-Size (12): hp 12, 10, 9, 7, 7, 6 (x4), 5 (x3) (MM 165).

7) Barracks (EL Variable)

There are 30 pallets for sleeping purposes, of which 3d6 will be occupied by "resting" soldiers. Like the skeletons in area 6 they are not belligerent unless they are actually attacked. A thorough search will glean a meager 4d10 gp and oddments of armor and weapons so brittle and rusted as to be unusable.

Skeleton, Medium-Size (3-18): hp 8 each (MM 165).

8) Storage (EL Variable)

This was the main storage area for the kitchens and buttery. Most of the foodstuffs are long gone, decayed or taken by rats and other vermin when the palace was still inhabited by the living.

Hidden behind one of the barrels is a child zombie (spot DC 20) who has been going through the motions of scooping jam out of a jar for decades. He is a non-combatant and will gibber and retreat if approached, although nothing he "says" is identifiable. Other denizens of this area include a number of dire rats who might feel cornered and attack.

Rats, Dire (2-8): hp 5 each (MM 56).

Zombie, Small (1): hp 7 (MM 191).

9) Kitchen (EL 1)

Five zombies carry out their final duties herein. Two "chefs" mindlessly hack with the nubs of cleavers into deep-worn grooves in the tables. Bits of chopping board lie strewn about them. The head "chef" stirs the contents of a large cauldron (the bottom of which gave way long ago) over a long-dead fire. Another sprinkles what remains of his fingers (the seasoning ran out quite some time ago) onto a dust-covered serving platter. The last zombie turns a rusty spit, though no meat remains.

If attacked, they will not respond but simply continue their tasks until chopped to bits. A large rat sits at the bottom of this pot and will attack if anyone looks in.

Rat, Dire (1): hp 5 (MM 56).

Zombie, Medium-Sized (5): hp 14, 11, 10x3 (MM 191).

10) Ornate Latrines (EL 0)

These are rather more ornate latrines intended for diplomatic and noble guests.

The door is bolted from within and must be forced open (DC 28). A female occupant, now a rotting corpse, acts surprised if anyone bursts in, rearranging her once ornate robes and casting reproachful glances with the remnants of her face at the intruders before leaving in a haughty fashion. She will not defend herself if attacked but her gold necklace is worth 50 gp.

Zombie, Medium-Sized (1): hp 11 (MM 191).

11) Escape Tunnel (EL 5)

The wall opposite the latrines contains a secret door (Search check DC 20). This was once a long tunnel, an escape route which emerged less than a half-mile southeast of the palace. The last quarter-mile of this tunnel was filled with rocks and debris by the Kalenal when they sealed off the underground areas. PCs who travel down this dark passage find they can continue no further than a quarter-mile before encountering resistance.

With a wild, shuffling sound, several skeletons and zombies leap forth from their hiding places to attack.

There are four skeletons and three zombies in this tunnel, trapped long ago by the Kalenal.

Skeleton, Medium-Size (4): hp 8 each (MM 165).

Zombie, Medium-Sized (3): hp 12 each (MM 191).

12) Teshudang's Bedroom (EL 0)

You see a richly appointed bedroom. A full-length, bulky, ornate and gilded mirror stands in one corner. An equally ornate bookcase holds jumbled piles of scrolls. A small book lies upon the bed.

This is the bedroom of Teshudang, who led the once-innocent Queen into the path of necromancy. A search of the room will glean several items. The mirror weighs 20 pounds and is worth 500gp if kept intact. The bookcase holds Teshudang's personal diary, sketches and drawings of different types of anatomy and various necromantic spells. The diary on the bed is dated 295 I.R. Contained within are the witless ramblings of a spoiled female courtier detailing her self-absorbed lifestyle of costume balls, gossip and dalliances, as she and her lover Teshudang travel among the nobility of Tellene. The final entries show her regret at being caught in the palace in the midst of an attack and her

hopes that the attackers will see her for the important personage that she is and let her pass freely through the lines. There are no useful clues. This witless girl was as self-centered as a toy top and quite incapable of understanding events going on around her.

A Search check (DC 15) will reveal a wooden box beneath the bed, sealed airtight with wax. It is one foot wide by one foot long, and is not trapped. If opened, the box will reveal a severed, mummy-like head. PCs who guess that this is the head of the young girl would be correct. Teshudang, finally tired of her ramblings, murdered her. The body is nowhere to be found.

13) Guest Bedroom (EL 0)

These two Harvester clerics spent much of their time making love, so when they died, Simura (being of soft heart) commanded them to continue their passion in death. They are still at it to this day and the resulting spectacle is stomach-churning. Should the poor of taste disturb them there will be no effect; for they are far too engrossed in their activities.

As you glance about this lavishly furnished room, you realize that there is motion upon the decayed bedclothes. Two zombies mindlessly continue in death what they so enjoyed doing with one another in life. On the bedside table are a bottle and two fine crystal goblets with the faintest residue of dried-out wine. The man's black robe is casually thrown over a nearby chair.

The goblets are very fine workmanship and could be sold for 50 gp each, or 150 gp as a pair. A pouch on the chair contains 20 gp and beside it is a locket (worth 30 gp) containing a miniature portrait of a rather forbidding looking lady, presumably his wife.

Zombie, Medium-Sized (2): hp 14, 12 (MM 191).

14) Simura's Bedroom (EL 8)

As the PCs enter, **DISPLAY ILLUSTRATION 18 ON PAGE IQ 13**, and read:



The decoration in this room is rich and ornate, but very tasteful. A large wooden bed carved with love knots and draped with rotting lace curtains stands in one corner. A small table, a cut glass oil lamp and a large wardrobe are present. Near the end of the bed is a large marble music stand holding several brittle, yellow sheets of paper.

The furniture may be sold to an antique dealer for a total of 300 gp if the PCs can haul them to a large city where such dealers are prevalent. However, the most significant object in the room is the music stand. If the PCs look closely at it, they will see that the stand holds yellowed and brittle sheet music but no instrument.

Performing the music on the stand (with any instrument) will cause a secret door to open in the wall. This leads down to the lower levels. The Harvesters opened this door recently by

accident, as one of their number came across the music and began to casually whistle it. There is no other way (short of smashing through the wall) that this secret door can be breached. The secret door leads to a short corridor that ends in a spiral staircase leading down to the next level. The music is quite difficult to play and requires a perform check (DC 12).

Poison Gas Trap: CR 8; Search (DC 35); Disable Device (DC 25). Forcing the door or failing a Disable Device check will result in the trap being activated. The entrance door swings shut and becomes locked as by hold portal (making the door DC 33 to force) as gas flows from concealed vents in the walls). Victims take no damage the first round. The second round and for 1d6+1 rounds thereafter, victims must make Fort saves (DC 12) per round to hold their breath against the penetrating gas. The gas causes 1d4+2 damage.

On the bed is a scroll sealed with a red ribbon. It contains a love note left for Gallanos should he return. The note (written in Ancient Kalamaran) reads: "Dearest love, remember me in the sweet music that we played together. I will await your return from your journey, though it take a thousand years. Yours forever, S."

The clues here are fairly self-evident. Before departing into the maze, Simura left the scroll here as a clue to Gallanos, who she knew was intelligent enough to decipher it.

After the PCs have examined the room, **DISPLAY ILLUSTRATION 16 ON PAGE IQ 12** and read the following:

Suddenly, a humanoid figure stumbles toward you from the corridor. As your light falls upon it, you see graying stretched taut across bones. Black eye-sockets stare hollowly from the remains of a face.

From its open mouth comes a low keening as of air escaping from a just-opened tomb. Stiff-limbed, it lurches towards you with one of its arms raised. In one nerveless paw it carries some sort of tool or weapon.



This is the unfortunate Gallanos, caught between life and unlife. In the Queen's half-dreaming, half-awake state caused by Yin Allal's mental probing, she reached out with her mind. Undead throughout the area were touched, one of those being Gallanos himself. He arose from his tomb (see "The Temple of Lokalas") and began stumbling slowly but surely towards the palace ruins. Unable to breach the Kalenal seal himself, Gallanos wandered aimlessly about the ruins, until so very recently when the Harvesters broke the seal. He followed them in at a distance, but found himself quickly frustrated yet again, as he is unable to speak or otherwise play his flute to open the secret door.

Not quite mindless, Gallanos has frequent tragic flashes of insight into his true condition, combined with an almost animalistic urge to find his one-time mate.

There is little point in attacking him as he is not threatening and will not defend himself, though this may not be instantly

apparent to a nervous party. At some level he desperately wants release from this ghastly half-life. If the party realizes his significance they may make special efforts to convey things to him. The DM must adjudicate based on their ingenuity, but bear in mind that by any definition he is no longer a sane entity.

Gallanos becomes increasingly sentient as he gets closer to the Queen, but still has no way of communicating verbally. He can write with great difficulty, though only in Ancient Kalamaran and old-style Reanaarese. If left alone he will wander about clawing at walls in an attempt to descend to his Queen. Thus, he is likely to be found anywhere on this level. Although he still carries his old flute, he is quite incapable of playing it. If attacked he will flee, though he will not leave the palace compound.

Gallanos: hp 38; flute.

THE MAZE

The maze was constructed to keep out all but the Queen's consort. (See the Queen's Maze map on the inside back cover of this book.) Before entering her sleep, Simura commanded all the undead creatures within not to attack the Queen or anyone carrying a flute and dressed in a combination of blue tunic rimmed with gold, a brown belt with a gold buckle, a dark brown vest with gold-plated shoulder guards. This description matches Gallanos' burial clothes, and is simple enough for the undead (even those who never saw Gallanos alive) to recognize. The chance that anyone other than Gallanos would wear such an outfit and carry a flute was too absurd for Simura to consider.

Should the party be accompanied by the remains of Gallanos, the guards will not attack him, though the party is still at risk. In addition, many of the traps are designed only to hurt the companions of a leader (the consort would be alone) or people of a certain height or weight that excludes his (5 feet, 7 inches tall, 137 pounds). The Queen assumed that Gallanos' intelligence and skill would allow him to easily circumvent the remaining traps. The bard Gar'ma, whom the party might have met in Ar'taban, is one of Gallanos' heirs, though he is unaware of this. He is not immune to the undead attentions, though his physical dimensions are so close to Gallanos' own that the weight-related traps will not affect him.

One of the undead created through the Queen's research is the "Reliquis," which appears exactly as a skeleton but with glowing eyes. This glow is the only immediate clue as to what type of reliquis it is (see Appendix C: New Monsters). DMs who wish to use random encounter tables should consult Appendix J: Encounter Tables, The Maze. Refer to the Queen's Maze map on the inside back cover of this book for each area.

There is a 5% chance per area that the PCs will encounter one of the Kalenal ghosts (see "Ghosts!").

Note: The maze uses the principle of "islands," which means that the well-known practice of solving a maze by always following one wall (right or left) will not work here. PCs who try this approach will quickly meet with failure.

Except where otherwise noted, the maze is constructed of plain gray stone. The walls are at least 1-foot-thick and of reinforced masonry (break DC 35, hardness 8, 90 hp, DC 15 to climb). Doors are iron and 2 inches thick (break DC 28 if unlocked, DC 30 if locked, hardness 10, 60 hp).

1) Entryway (EL 9)

As the PCs descend the spiral stairs from Simura's bedroom and enter the passage, read:

The spiral stairs descend into the depths for 30 feet before finally ending at one end of a long stone passage that leads into the distance. The corridor is neither wide nor high and the sense of confinement is palpable. You are now deep beneath the ground. The only way to go forward is to follow the passage.

The spiral stairs from the secret door in the Queen's chamber descend into a corridor heading north for some 40 feet before coming to a closed iron door. Beyond this door, the corridor continues on for about 90 feet before ending at another closed but unlocked iron door.

On each side are four alcoves, set at human head height, each containing a skull that is apparently attached. They remain inert, staring lifelessly straight into the corridor unless disturbed in any way. In this case they come to life and attack (see below). All the skulls but one (the final one on the left) face directly forward. This skull is turned to face south. If this skull is turned so as to be in line with the others, then the reliquae are deactivated. Otherwise, when the door at the far end is tampered with, they will emerge and attack.

Each "skull" is attached to a skeleton body concealed beneath the alcove base. Half are normal skeletons, while the other four are reliquae (see Appendix C: New Monsters). There are four secret doors in this area, two on the north end on either side of the exit door, and two at the south end on either side of the door through which the PCs entered.

One reliquae emerges from each secret door, taking one round to do so and effectively surrounding the party. Each attacks with magic from a distance then closes for melee. They first use *magic missile* on those perceived as spell casters and *stinking cloud* on others. The next round, both normal skeletons and reliquae attack in melee.

Reliquae, Amethyst (2): hp 26, 24; bronze armor, greatsword.

Reliquae, Emerald (2): hp 28, 18; bronze armor, greatsword.

Skeleton, Medium-Size (4): hp 10, 8, 6, 6 (MM 165).

2) Reliquae with Ballista (EL 4)

As the PCs emerge they are faced with another skeleton (with glowing purple eyes) manning a large ballista. **DISPLAY ILLUSTRATION 17 ON PAGE IQ 12.** If they emerged through the



previous section peacefully, then the skeleton remains inert. However, any attempt to remove the ballista will animate the reliquae. If there were any sounds of battle then the skeleton will fire as soon as the intruders appear.

A hit from this ballista inflicts 3d6 damage. It can fire once every 3 rounds using the windlass. This requires it to be attached to its mounting. If removed it can only be carried and fired by someone with Strength 19 or greater. It takes 5 rounds to reload, -1 round per point of strength above 19 (i.e. 4 rounds at 20, 3 at 21) to a maximum reduction of 2. It weighs 100 lbs. without the tripod, 200 with. The skeleton has 6 bolts. If a bolt misses, anyone directly in line may be struck as well at -4 to hit.

Reliquae, Emerald: hp 26; bronze armor, greatsword.

3) Chamber of Giants (EL 3)

As the PCs travel down the corridor toward this room, read:

The corridor rapidly narrows. It seems that only those of dwarf size or smaller can continue and still walk upright. Anyone taller will be forced to crawl on their hands and knees to make progress. Some twenty feet ahead, you see a faint glow emanating.

If the PCs continue down this corridor, read:

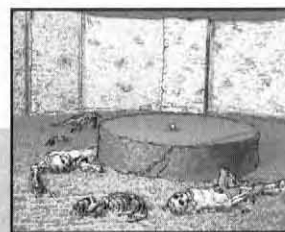
The passage narrows further, and your arms must be pressed against your sides or thrown out in front. Movement is slow. If you get stuck it would be impossible to turn around! The glow is brighter now.

If the PCs still continue, read:

With some struggle, you reach a square hole two feet on a side, leading to a large circular chamber. You are sure that with further struggle you can force your shoulders through and drop the three or so feet to the ground.

If the PCs look into the room, **DISPLAY ILLUSTRATION 14 ON PAGE IQ 10** and read:

Within the hole you see a large circular chamber with a raised podium in the center. On the raised podium is a gem, about the size of a large marble, from which the glow you saw emanates. A number of skeletons are scattered about.



If the PCs investigate, then they find that the skeletons appear to be: giants (three) and rats (two). None show signs of a violent death, if this is checked for, although a couple of the leg bones appear to have been gnawed on by animals (large rats). There is

no clue as to how they entered. However, their daggers are normal size. One dagger is magical, with a +1 enchantment. A Search check (DC 30) reveals that while the bodies appear to be that of giants, the skulls are obviously human. They were dropped while exploring and so did not become subject to the *enlarge* spell (see below). The gem is fake and an integral part of the podium. The humanoid bodies are those of greedy nobles who were trapped with Simura and the Harvesters.

Around the podium is an invisible field that extends to within one foot of the room's edge. One round after entering, any living thing becomes the effective subject of an *enlarge* spell. There is one round's grace to back-off, otherwise enlargement persists at 20% of the original size per round. A Fortitude save (DC 25) per round will halt the effects for that round only. PCs who press themselves up against the room's edge can avoid the effects until they move beyond the one foot safety zone.

Since their companions are the same size, and the surroundings are dark, the growth may not be noticed in time. The DM must adjudicate how quickly the PCs notice what is occurring. Within five rounds the PCs will have doubled in size, and it is highly unlikely that they will get out again. The previous occupants of the room are those that starved to death following this effect. The effect stops at a 200% increase. Any objects carried by the PCs also enlarge.

The spell does not persist outside the confines of the room. The PCs may attempt to smash their way out, though this will be extremely difficult. Dispel magic of less than 20th level disables the field for a number of rounds equal to the caster's level.

4) Pottery Snake (EL 2)

As the PCs, turn the corner, **DISPLAY ILLUSTRATION 25 ON PAGE IQ 16** and read the following:

As you turn the corner you are confronted with a three-foot-long snake. It is raised up and poised to strike at you!



Pottery Snake Trap (CR 2): There is a good chance that a PC will lash out. The false snake breaks easily, spilling sand everywhere. The PCs have three seconds to realize that this is the trigger for a trap before two iron portcullises (hardness 10, 60 hp, DC 25 to lift or DC 28 to break) drop down at both ends of this passageway. The DM may wish to count down audibly, giving the PCs a chance to react. However, there will not be much time to execute an escape.

The floor has several grills in it, from which come super-heated steam from an underground reservoir. Steam fills the area for 6 rounds, everyone within takes 1d6 damage per round then the steam dies down. Metal or leather armor offers 1 round of protection. Thereafter, metal armor adds 1 die of damage per round. Attempting to break through the bars while being steamed is more difficult, adding +2 to the DC per round. After

6 rounds, the portcullises retract (there is a skeleton designated to reset this trap every month or so).

5) Teleport Room (EL 3)

When the PCs open this door, read:

You open the door to find a large circular room some sixty feet in diameter. There is no discernible exit from this room.

A hidden, solid two-foot-wide track (Search DC 20) runs around the edge of this room, and can be safely traversed with no ill effects. Anyone stepping further out than two feet from the wall will activate the pressure plate which covers the majority of this room. As soon as there is any weight over 60 lbs. in this area, anything on the plate will be immediately teleported directly onto the podium in area 3.

A secret door (Search DC 25) in the right-hand wall will open into a corridor leading south, at the end of which is a reliquus with glowing green eyes and a ballista identical to that in area 2. The DM may display the same illustration to the PCs if they require one (**ILLUSTRATION 17 ON PAGE IQ 12**). If the PCs emerged through the previous section without activating the teleport, then the skeleton remains inert. Any attempt to remove the ballista will animate the reliquus.

Reliquus, Emerald: hp 29; bronze armor, greatsword.

6) Hunting Spiders (EL 5)

This whole area (including area 7) is the lair of several undead hunting spiders (placed here by the Queen). The floor area in a 60 foot radius from this concealed entrance is covered in faintly sticky webs, which both muffle the PCs footsteps and cause them to move at half their normal movement rate (see area 7 below). If the webs catch fire, the spiders will flee down the corridor to a safe location where they will lie in wait for the PCs.

A small treasure trove for wounded PCs lies behind a concealed door in the southeast end of the corridor. This hidden room was placed by a Harvester who helped Simura build the maze, and wanted a secret area where he could secure his own valuables. His body is now one of the many skeletons who operate the maze. A Search (DC 20) will reveal the door. Behind it the PCs will find 115 gp, 300 sc, two rusty short swords, a bag with ten semi-precious stones worth 25 gp each, a silver dagger, some rotten +2 *studded leather* armor of human size, two *potions of healing* and a vial of oil.

Undead Hunting Spider, Small-sized (8): hp 7 each. Treat as Monstrous Spider, Small-sized (MM 208-210 for spider and MM 192 for undead special abilities).

7) Webs! (EL Variable)

As the PCs come upon this section of corridor, the DM should secretly roll a Spot check (DC 30) for each PC. PCs who fail the check stumble into the spider web stretching across the corridor

and are caught. The caught PCs must make a successful Escape Artist check (DC 18) or Strength check (DC 24) to free themselves. PCs standing firmly on the ground gain a +5 bonus to either check. If no PCs are caught, two spiders attack (see area 6) from all sides in 1d6 rounds. If any PCs becomes caught, all eight spiders attack from all sides in two rounds.

When the PCs spot the webs, read:

Looking around you see that a network of translucent, fibrous strands cover the corridor in every direction. A scuttling noise comes from the corridor in front of you.

If the PCs try to push through the webs, read:

The strands glisten dully with a viscous, sticky fluid that begins to impede your progress.

Each five-foot section of webs has 4 hit points, and are not particularly flammable unless doused with some sort of accelerant, like oil, in which case the corridor could rapidly become an inferno. Lighting these webs with a torch or other fire will only cause all webs within one foot of the fire to flame up briefly before disappearing in a puff of smoke. If a PC is surrounded by webs when they catch alight, the victim sustains 1d6 damage for the 1st round, 2d6 the 2nd, 3d6 the 3rd, before reducing to 2d6 in the 4th, and 1d6 in the 5th before dying out. A Reflex save (DC 18) halves damage.

8) Illusory Corridor (EL Variable)

As the PCs travel north up this corridor, read the following:

Ahead of you this passage opens into a T-junction with the passage moving left and right in a 90-degree turn.

This "T-junction" is illusory and part of the trap that contains the spider. In fact, the passage ends at a wall as solid as any other in the dungeon. Anyone fleeing the spider is in for a nasty surprise if they attempt to leave this way.

9) Spiked Pit Trap (EL 6)

When the PCs reach this area, read the following:

As you travel down this corridor, you see a large section of wall has been covered with hideous paintings and haphazard carvings. Scenes of torture, bodies being ripped apart by hideous beasts, and images of skulls and sickles are only a few of the milder images.

These paintings, scrawls and carvings covers almost every square inch of wall on each side of the corridor. These illustrations are designed simply to distract the PCs from the rather plain looking stone floor and the pit trap that awaits them.

Spiked Pit Trap (50 feet deep): no attack roll necessary (5d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

10) Spider Pit (EL 6)

As the PCs enter this room, **DISPLAY ILLUSTRATION 22 ON PAGE IQ 15** and read:



This room appears to be octagonal and almost thirty feet across. In the center of the room sits a large, dark pit. A two-foot-wide ledge runs around the circumference of the room, leading to a door on the opposite side.

If the PCs look directly into the pit, read:

In the darkness, you see large, menacing shapes moving about. They quickly retreat further into the shadows as if to hide from any light source.

Three large spiders are visibly moving about. Two more larger spiders wait in an underground tunnel which gives the spiders access to the countryside and their normal supply of food. Attacking the spiders from above causes them to retreat to their underground tunnel, only to emerge if anyone later falls in.

The door on the far wall is false. Interfering with this in any way causes the whole ledge to fall, dropping anyone within the room into the pit. The door cannot be opened – there is nothing but stone and earth behind it.

Hunting Spiders, Medium-sized (3): hp 11 each. Treat as Monstrous Spider, Medium-sized (MM 210).

Hunting Spiders, Large-sized (2): hp 22, 19. Treat as Monstrous Spider, Large-sized (MM 210).

At the foot of the lair is all sorts of rubbish, piled into a heap (spiders are very tidy creatures). A successful Search (DC 15) among the rubbish and decay will expose: 412 gp, 1861 sp., 2250 cp, four rubies worth 150 gp each, a +1 mace, a ring of protection +1, and a vial of *Dust of Appearance* with four doses remaining. There is also a scroll case containing the following spells: 0 – *dancing lights, daze, light, ghost sound*; 1st – *change self, color spray, silent image, ventriloquism*; 2nd – *blur, minor image, mirror image*.

The case is protected with explosive runes. Unless detected by magic or Search (DC 28) and removed (Disable Device (DC 28)) they will explode for 6d6 damage with a 10 foot blast radius. The person opening the case gets no save, though others in the area can make a Reflex save (DC 28) for half damage. The scroll case and scrolls within will be destroyed in the explosion. All of these objects belonged to Queen Simura's Harvester allies. She had no use for their goods and simply tossed them aside.

11) Dead Kalenal Cleric (EL 2)

As the PCs reach the T-junction of this corridor, **DISPLAY ILLUSTRATION 20 ON PAGE IQ 14** and read the following:



You spot the dried-up remains of a body lying on the floor. It is impossible to estimate how long he has lain here but the body appears to be that of an adult male, possibly an elf.

This former member of the Kalenal Order was slain in the battle with Simura and the Harvesters 300 years ago. His mesmerized warrior henchman fled, but was captured by the Queen's servants and turned into an undead warrior in her service (see area 21). The body of this cleric was left where it fell. A search of the body will yield 200 gp, a gold ring worth 40 gp, a cloak fastened with an ornate brooch (see below) folded up and placed in a small leather bag, a suit of mithral chainmail and a *+1 longsword*. The corpse has a plain gold circlet around its head (see area 21). The brooch is actually a dormant burrowing flesh-eating beetle (treat this as a Scarab of Death. See the DMG pg. 235 for details).

Someone wearing the brooch may feel it loosen. From the first stab of pain the victim has very little time to act. Applying a torch to the affected area inflicts 1d8 damage but automatically kills the beast. Cutting it free with an edged weapon requires a successful Reflex roll (DC 25). Only one attempt can be made. At the end of the round the creature is buried in the heart or other vital organs – the victim collapses dead.

12) Room of Illusion (EL 1)

As the PCs open the door to this room, read the following:

You open the narrow door to this room to see a great yawning pit looming in front of you. The sound of moaning drifts up from below, and you cannot see the bottom. The walls and ceiling are composed of a dark stone you have seen nowhere else in the maze. The ceiling is a solid slab, from which a five-foot thick iron pole, fifteen feet in front of you, protrudes down into the darkness. No exit is visible.

The narrowness of the door to this room (two feet wide) is matched by the door on the opposite wall. The iron pole, being thicker than the door, blocks the exit door from view. The solid slab ceiling may lead PCs to fear it will come crashing down, but it has no significance. Also, the pit is not bottomless, but is actually only 60 feet deep. *Area of night* (20 ft radius), *ghost sound* and *permanency* have been cast on a small bar projecting out of the pole at a depth of 20 feet. *Silence* and *permanency* have also been cast on three of the stone blocks in the floor. Therefore, what appears to be natural darkness extends from below the lip of the room and continues down for an unknowable distance. In fact, the darkness is blackest 25 feet below the

lip of the room, growing lighter until it stops completely at fifteen feet above the bottom of the pit. See the Area of Night Room on page 62 and Appendix F: New Spells for details.

If the PCs should drop a torch or other light source down into the pit, read the following:

The light drops from your hands into the pit, grows dimmer and disappears. Other than the moaning sounds below, you hear nothing.

In fact, the light only grows slightly dimmer before disappearing at a depth of 25 feet below the room's edge. It strikes the floor when it reaches 60 feet, but the *silence* spell prevents any sound from reaching the ears of the PCs. The DM should let the PCs assume that the light continues falling for much longer before disappearing unless they ask directly.

If the PCs examine the upper part of the pit, a successful Search check (DC 25) reveals a dull black iron rung set into the wall below and to the left of the door at a depth of just over two feet. PCs who use this rung to explore deeper will find that a series of iron rungs, set at two foot intervals, acts as a ladder for anyone climbing down into the pit. A Climb check (DC 5) is all that is necessary. From the bottom of the pit, light sources work normally, though they only penetrate to a height of fifteen feet. On the side of the pit below the opposite door is an identical set of iron rungs leading to the unlocked exit.

No monsters are present in the pit. This room is intended simply to confuse and disorient potential intruders. PCs who somehow manage to break off the iron rod (break DC 28, hardness 10, 20 hp) located on the pole will have a magic item which continually projects ghostly sounds and a sphere of seemingly natural darkness.

13) Treasure Room (EL 10)

If the PCs approach this room from the western corridor, a net will fall on them unawares unless they succeed at a Search check (DC 40). If the PCs fail the Search check, the net will fall. If the PCs then fail a Reflex check (DC 30) read the following:

As you proceed toward the doors, you are suddenly enveloped in thick rope-like strands that cling to you like a living being.

If the PCs approach this room from the eastern corridor, the DM should read the following:

Before you sits another iron door identical to many of the others in this strange place. But in front of this door lies something you have not seen here before: the corpse of a Harvester cleric tangled in a thick net.

The PCs will be able to determine nothing from the Harvester's body except the fact that he is male, aged about 30

years old, with brown hair, brown eyes, and a hideous facial scar. The body is still warm. The corpse's name is Faratak, and he was one of the initial group of Harvesters who broke the seal and entered the Queen's lair. If the PCs use a *Speak with Dead* spell on Faratak, he is pleased to see the PCs, believing he is now undead and not merely returned briefly by a spell. He knows almost as much of the Harvesters' plans as Yin Allal himself, and may give the PCs any of this information (50% chance). If the PCs leave his body intact after questioning him, he will return as a zombie in 1d6 hours (due to his proximity to the Queen) and seek out the wight Yin Allal.

The net acts somewhat as a rope of entanglement (Net of Entanglement – caster level 12, *craft wondrous item, entangle, animate rope, animate object*, market price 25,000 gp, weight 20 pounds). As the net falls there is a possibility to jump clear (Ref save DC 30) else those in a 15 ft square area are subject to a grapple attack at +15 (+4 for large size effective Str 22) to become entangled. They can then attempt to break free. Each individual strand is AC 20, 10 hp, hardness 10, and can only be attacked by small or tiny slashing weapons. To break free a large character must cut through at least five strands, a medium-sized character four, and a small character three. Tiny characters can fit between the mesh. Strands repair themselves at a rate of 1 hp per five minutes, but if five or more strands are severed the net loses its enchantment.

If the door is closed, the 1d6 skeletons and 4 reliquae inside the room open the door and attack the PCs within two rounds. The skeletons attack immediately if the door is opened.

Skeleton, Medium-Size (1-6): hp 5 each (MM 165).

Reliquis, Amethyst (1): hp 26; bronze armor, greatsword.

Reliquis, Diamond (1): hp 24; bronze armor, greatsword.

Reliquis, Emerald (1): hp 28; bronze armor, greatsword.

Reliquis, Sapphire (1): hp 27; bronze armor, greatsword.

If the PCs survive the battle, they will find the room almost empty. Fourteen gold pieces lie scattered about the floor (Search (DC 10) per gold piece). Three large iron chests rest against the rear wall. These chests are trapped.

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20). Note: see the *DUNGEON MASTER'S Guide* page 80 for a description of greenblood poison and its effects.

The left-hand chest holds a shiny +2 *silver dagger*, as well as many glass shards, the remains of potions shattered and long dried up. Only three intact vials remain, all wrapped in the threadbare remains of formerly thick cloth. These are one *potion of ghoul touch*, and two *potions of cure moderate wounds*. The middle chest contains 833 sp and an assortment of jewelry worth a total of 78 gp. The right-hand chest contains 527 cp and buried beneath them a scroll of *Speak with Dead*.

14) The Pit Test of Gallanos (EL 1)

This trap and the following three sections are typical of those designed not to activate with Gallanos' passing. PCs will be

unlikely to be of the same dimensions (5 feet 7 inches tall, 137 pounds), though Gar'ma (if he is with the party) will be able to cross through these traps unharmed.

Pit trap: CR 1; 10 ft. deep (1d6) +2d4-2 spikes will hit for (1d4 x2 crit) damage + poison (DC 18 1d6 Str, 1d6 Str) each; Reflex save avoids (DC 30); Search (DC 25); Disable Device (DC 25); pit with swinging lid. Only a weight above 140 lbs. will activate it. A system of springs moves the lid back into place if the spikes are touched. The lid is hardness 8, Break DC 30, 25 hp.)

15) The Blade Test of Gallanos (EL 1)

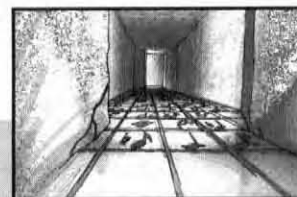
Swinging blade trap: CR 1; +5 melee (2d8/ x2 crit) ; Search (DC 25); Disable Device (DC 20). 140+lbs touching a pressure plate causes a swinging blade to swing out laterally from the wall at a height of 5 feet 9 inches (missing short characters entirely). The blade is sharpened on both sides and works equally well from either direction, and requires undead to reset it. It is 6 feet long and could easily catch 2 characters if walking abreast.

16) The Spike Test of Gallanos (EL 2)

Spike trap: CR 2; +6 melee (3d6/ x3 crit); Search (DC 21); Disable Device (DC 20) A trip wire at 6 inches causes a spike to fire out from the side wall. It inflicts damage on the luckless person immediately behind the tripper. This trap requires undead resetting.

17) Musical Tile Corridor (EL 10)

As the PCs come upon this corridor, **DISPLAY ILLUSTRATION 23 ON PAGE IQ 15** and read:



Before you, you see the corridor widen out to three times its former width. The floor is covered with large tiles, on which symbols have been engraved.

The floor is composed of large tiles ten feet square, each inscribed with a musical note upon its surface (Perform check (DC 5) to recognize), some of which are different, some are identical. (See The Musical Room on page 62 for reference). Thus, the room has 42 tiles arranged in a 140-foot-long by 30-foot-wide grid. From each edge tile it is possible to step to five adjacent others or from each central one to eight others. It is possible to run and jump over a tile, but a successful Jump roll (DC 25) must be made to land cleanly and keep one's balance.

Stepping or jumping cleanly upon a tile indicates that a "note" has been activated. Unsurprisingly, each tile contains a pressure plate that can be felt to give when any weight of more than 50 lbs. is placed upon it. Once a weight is placed on a tile, the weight can be moved to any part of that tile without deactivating and reactivating the tile. This means that characters can take multiple steps on an activated tile without switching it 'off' and 'on' with each step they take. The twist is that although each tile is trapped, whether or not the trap is activated depends upon exactly which tile was activated previously.

It works in the following manner: walking across the tiles produces a tune. If the tune is one that is musically pleasing (and the Queen's taste here is the only one that matters) then the room remains inert. If a "bum" note is played, i.e. the note produced does not fit musically with the previous one, then all hell breaks loose. An extended delay in moving (5 seconds or more) will also activate the trap.

There are several ways of circumventing this trap. Assaulting the walls to drive in pitons is very difficult, but an expert may prove capable of climbing around. See details on the stone walls in "The Maze," above. Flying and levitating PCs have an advantage, of course. Finally, the PCs may attempt to take an alternate route through the maze to avoid this room. This is possible, but only a very lucky party, or one with a skilled mapper, will be able to accomplish this intentionally.

If a character has relevant musical skills and they realize what is expected of them, then they can traverse the floor safely with nothing more than a successful Perform roll (DC 10). If they make a successful History check (DC 20) to know something about musical tastes from the relevant period, they can make this check at +2. Alternatively, a PC could trust luck in order to produce a tune. While there is more than one note that can follow any previous one, the number of combinations is limited. Since at least a dozen steps must be taken, the chance of getting through by blind luck is remote. PCs may make a record of which combinations work, perhaps losing a few PCs (or NPCs) to experimentation before making it across. Note that the trap works in either direction, but that a tune is not necessarily a pleasing one when played in reverse.

A random step from a center tile has a 1 in 3 chance of being successful (the DM should roll 1d6. On a 5 or 6 the PC has chosen correctly). A random choice from an edge tile has only a 1 in 5 chance of success (the DM should roll 1d10. On a 9 or 10 the PC has chosen wisely). If anything other than these numbers are rolled, the note is wrong and the trap is set off.

Musical Tile Trap: CR 10, Search (DC 20); Disable Device (DC 30). Each plate should be treated as a separate trap. If the trap is activated then one of the following occurs; roll a 1d4 for one of the following effects:

1- A 4d6 damage *lightning bolt* is launched from one end of the room horizontally at the offending tile. Reflex save (DC 20) for half damage. The *lightning bolt* has a 30 foot radius.

2- A 4d6 damage *fireball* is launched horizontally at the offending tile. Reflex save (DC 20) for half damage. The *fireball* has a 20 foot radius.

3- Three *magic missiles* (1d4+1 damage each) are launched at the offending character. There is no saving throw.

4- An acid fog (30 ft. radius, 20 ft. high) flows up from the cracks around the tile on which the PC is standing. The fog deals 2d6 points of acid damage to creatures and objects within it.

18) Simura's Library (EL 5)

As the PCs stand outside this door, the DM should secretly make Listen rolls. PCs who succeed (DC 35) will think they detect a faint noise inside. A Listen check (DC 50) determines that the noise is that of faint but joyous laughter.

When the PCs enter this room, read:

The door opens into a large ornate room. A faintly musty smell is immediately discernible. Light from a large chandelier illuminates the spectacle of several hundred books, scrolls and so forth shelved here. A huge, highly decorated rug covers a large area of the room, beyond which sits a lectern where a large book lies open. Standing over the book are several dark-robed figures talking excitedly.

These five figures are all that is left of the group of Harvesters who broke the Kalenal seal. They will fight to the death to keep the Codex (and all the other books in the library) from the PCs. If somehow defeated but not killed, they will either attempt suicide (70%) or beg for mercy (30%). If killed, these clerics will return as ghouls in only 2d4 hours (because of their closeness to the Queen's power). At that time, they will attempt to reunite with Yin Allal. They spied on Yin Allal and Shaf Karrez, and can supply any of the following information:

1 - Queen Simura ruled Pekal from 274 I.R. to 263 I.R. It is said that after the death of her husband Gallanos she meddled in necromancy and was overthrown by an order of knights known as the Kalenal Gali (True).

2 - "Kalenal Gali" is the Kalamaran name for an order of warrior knights, wizards and clerics that exist only to destroy the undead. They are a threat to the Harvesters (True).

3 - Around two months ago, the Harvesters slaughtered the Kalenal and took their places (True).

4 - Ghosts of the slaughtered Kalenal Gali wander the stronghold and maze. One killed a Harvester cleric in the old Kalenal stronghold. (True).

5 - If the Queen wished, she could command all undead on Tellene simultaneously (False).

6 - The Darklight Codex safely bestows great power upon all who are fortunate enough to read it (False - the Codex bestows dark power, but first drains all previous levels).

7 - Yin Allal will avenge their deaths (False - even if the wight Yin Allal kills the PCs, he will not do so for that reason).

8 - The villagers of Ar'taban participated in the kidnappings of all the missing children (False).

Harvester clerics (5): hp 5 each; leather armor, sickle.

If any PCs decide to study the contents of the library, read:

Many of the works are on magical or esoteric subjects, though many also appears to focus on etiquette, heraldry and astronomy. There are several books on philosophy, particularly ethics and metaphysics. There are at least three well-known treatises on the responsibilities of a good ruler. Many of these books are ancient and delicate. They are in old languages, written in a convoluted style.

This room contains the Queen's library and study. While there are over 1000 works here, only 200 of the books seem to be worth something. Carting this lot out would be quite an operation and without time and the necessary skills, determining their worth here is a difficult task (see Supplemental Materials: Simura's Library on pages 58-59).

There should be little difficulty in persuading PCs not to try to read them all here. Someone who studies this collection could learn enough to increase their skills in Alchemy, Appraise, Diplomacy, Knowledge (Arcana, Architecture, Geography, History, Local, Nature, Planes and Religion) and Spellcraft by 1 point each. However, they must succeed in an Intelligence check (DC 15) for each one. PCs can benefit only once per subject matter, and it would take one month of game time to study just one of these subjects.

One book lies upon a lectern, the fabled "Darklight Codex" of whose existence the PCs might already be aware (see Appendix D: New Magic Items for details on this dangerous volume).

19) Illusory Hideaway (EL 2)

Though the corridor appears to travel south and come to a dead end, it actually continues on down a left-hand junction, the entrance to which is protected by an illusory wall. This wall was created hundreds of years ago, when the Kalenal drove the Queen into the maze. Three warriors were cut off from the rest of their party, becoming lost in the maze. Thinking quickly, they created this illusory wall in hopes of using the 40-foot-long corridor as a place of safety from the Queen and the Congregation of the Dead. Unfortunately, a group of wandering Harvesters located them, and their superior numbers captured the Kalenal, though not without a fight.

Chaining them in this corridor, the Harvesters slowly tortured two of the Order in view of the third, a Brandobian woman named Olita, in a sadistic act of revenge. Finally, they tired of the game and slew their helpless prisoners. But Olita was strong of will, and though her body died, her spirit thought only of revenge. As her body lay decaying on the cold stone floor, her spirit grew stronger, forming the dark, vaporous entity known only as an allip.

If the PCs travel down the southern corridor here, read the following:

Another one of the many long, empty stone corridors stretches in front of you.

If the PCs continue down the corridor, have them make Listen checks (DC 20). If any of the PCs are successful, read:

You near the end of the corridor, coming to a halt in front of a blank stone wall. Strangely, to your left you think you can hear a low drone of muttering and whining.

If the PCs listen closely, they should make a Will save (DC 16) or be affected as by a *hypnotism* spell for 2d4 rounds. The

illusory wall may easily be penetrated. PCs who enter it will come face to face with the creature once known as Olita. Olita is now quite mad, and will attack anyone she sees, whether they resemble the Harvesters or not.

Allip: hp 24 (MM 16).

20) Coffin Guardian (EL 4)

The end of this corridor contains an ornate stone coffin with the metal effigy of a small armed female warrior atop it. The effigy is highly detailed, and carries a longsword as if readying to attack.

This coffin is locked, though it can easily be opened with a successful Open Locks check (DC 15).

If the PCs open the coffin, read:

Inside the coffin, you find a skeleton lying peacefully with its arms folded across its chest. Lying on its chest, with the blade pointed towards the feet, is a longsword with an intricately designed haft. The sword appears to be in excellent condition. The blade is still shiny.

Of course, all is not as it appears, for the weapon is actually a cursed -2 longsword (see the Dungeon Master's Guide page 235 for details).

If the PCs leave the coffin and longsword alone, nothing will happen. However, within two rounds of someone opening the coffin, the effigy will come to life and attack the PCs.

Even if the effigy is removed from the coffin (break DC 28, hardness 10, 30 hp), it will remain dormant until either the coffin is opened, or the effigy is removed to a distance of 40 feet from the coffin. At that point, it will come to life and attack.

Coffin Guardian (Tiny-Sized Construct): hp 31.

If the PCs search the coffin (DC 15) they will find a wax-sealed scroll case containing scrolls written in Ancient Kalamaran. If they have these translated, they will find that the scrolls are a text by Teshudang, including his tale of how he initiated Simura in the art of necromancy. The PCs can also read how Simura quickly grew more powerful even than he (who could not comprehend the Darklight Codex himself). The scrolls also tell how, in fear that Simura would use his corpse for her undead army, he pleaded with her to let him rest in peace. Pleased with his help, the Queen agreed, and when Teshudang passed away, she had the coffin and guardian constructed to guard his body. The sword was placed to further torture anyone with the gall to disturb the coffin. All the undead in the maze have orders not to come within 40 feet of this coffin.

21) Skeleton Henchman (CR 6)

If the PCs do not possess the circlet taken from the dead cleric in area 11, read:

A fully-armed skeletal warrior stands silent and motionless at the end of this passage.

If the PCs possess the circlet taken from the corpse in area 11, read the following:

A fully-armed skeletal warrior glares at you with baleful red eyes and charges directly for [read name of PC carrying the circlet here].

Whether or not the PCs hold the circlet, the skeletal warrior attacks. If they do, the skeletal warrior will be obsessed with regaining the circlet. The circlet can control the warrior at a range of 240 feet or less, but only if worn on the head without any other headgear. A PC wearing the circlet in this manner would have to concentrate on the skeletal warrior for one round and succeed in a Will check (DC 20). Failing the check results in the warrior attacking. The PC can continue the control attempt, though it takes three rounds to achieve concentration. The skeletal warrior seeks to regain the circlet and hold it to its own head causing both his head and the circlet to crumble to dust. The warrior was previously the mesmerized henchman of the fallen Kalenal cleric in area 11 and is privy to the traps in the maze. Gaining control of him might prove to be very useful to the party.

Skeleton, Henchman/Warrior, Medium Size: hp 48; full-plate armor, greatsword.

22) Gas Pit Trap (EL 3)

When the PCs reach this section of corridor, read:

Something about the floor of this corridor makes you stop and stare. Looking closely, you notice that the stone floor ahead of you appears to be a much darker gray than where you now stand.

A deliberately obvious (Search (DC 5)) forty-foot-long pit trap fills the corridor from side to side. It has a hinged lid that drops the unwary twenty feet (2d6 damage), if more than 100 lbs. is placed upon it. Either a success or failure at a Disable Device check (DC 15) causes the lid to drop down, revealing the pit beneath. A Reflex save (DC12) allows the PCs jump back. Once the pit is exposed, the PCs may elect to lower themselves to the bottom and climb out the other end. This reveals the real trap.

Gas Pit Trap: CR 3; Fort save (DC 20, +1 per round) or 1d6 poison gas damage/round; Search (DC 35); Disable Device (DC 25). A weight of 300 lbs. or more, distributed along the pit floor in at least two places (thus a single falling character will not activate it) will cause the lid to close (hardness 8, break DC 30, hp 40 to break through the doors). At that point, the pit will rapidly fill with gas from a multitude of small vents (Search DC 20). Characters who fail their Fort saves (DC 20 +1 /round)

suffer 1d6 damage. This continues for a total of six rounds, then the gas stops and rapidly settles at the bottom of the pit. Anyone unconscious will continue to suffer damage for at least 4 more rounds unless raised above the level of the gas. The lid will open in ten minutes.

23) Gray Sleep Fungus (EL 3)

The walls in this area are covered with gray fungal growths. The color of the fungus in this area blends easily with the walls, though a Spot check (DC 50), rolled by the DM, will reveal its presence.

If the fungus senses a warm body within three feet, it will spray soporific spores. Each PC within the area has an 80% chance inhaling the spores. Any PC outside the area, but within 15 feet, has a 40% chance. Each affected PC must roll a Fort save (DC 20) or be cast into a deep sleep and cannot be reawakened for 1d4 hours. Using natural or magical flame on the fungus destroys it with no ill effects to the PCs.

24) Green Hallucinogen Moss (EL 3)

The ceiling in this area is covered with dark green moss. The DM should secretly roll a Spot check (DC 40) to determine if the PCs notice the moss. Any PCs who travel through this area have a 90% chance of being affected by hallucinogens in the air (expelled by the moss in place of carbon dioxide). All those affected must succeed at a Will save (DC 15) or hallucinate for 4d6 rounds. This has the effect of either causing the sufferer to curl up into a whimpering ball and act as if feeble-minded (40%), or be convinced that they are surrounded by enemies (60%) and indiscriminately attack those around them.

Using fire (natural or magical) on the moss will cause a hallucinogenic gas to spread outward in a 60 foot radius. This gas will last 1d4 rounds, and has a 95% chance of affecting any living creatures in this area (same effects as above).

25) Blue Poison Mold (EL 2)

The corridor walls and ceiling here are covered with dark blue mold. This can be detected with a Spot check (DC 30), rolled secretly by the DM. The mold is poisonous, requiring that any PC within the area make a Fort save (DC 25) or be racked with uncontrollable coughing for 1d4+1 rounds, suffering 1 hp of damage per round in the process. PCs within 5 feet of the area have a 75% chance of being affected, the damage decreasing by 25% every 5 feet. Using natural or magical fire on the mold will easily set it aflame and render it harmless.

26) Yellow Fear Mushrooms (EL 2)

When the PCs travel this corridor, the DM should roll a Spot check (DC 25) to determine if they notice that the walls in this area are covered with yellow growths resembling mushrooms. Unless the PCs notice the growths in this area, they have an 80% chance of brushing against these growths and crushing them. If the PCs notice the growth, they can easily avoid touching them.

If even one of the growths is broken or crushed, there is a 65% chance of each PC inhaling by the mind-altering fumes of this fungus. Each affected PC within the area must roll a successful

Will save (DC 20) or suffer a -2 morale penalty on all attack, weapon damage, and saving throw rolls for the next 20 minutes. PCs within 10 feet of the area must roll a Will save (DC 10) to avoid being affected. Beyond 10 feet, the effect is nil.

Using natural or magic flame on these growths will set them afire with a popping and snapping sound. PCs within the area must succeed at a Fort check (DC 15) or be blinded for five minutes.

27) Pink Zombie Spores (EL 4)

The walls, floor, and ceiling in this area are covered with fungal spore growths colored a bright pink. The DM should secretly roll a Spot check (DC 20) to see if the PCs notice the spores. If the fungus senses a warm body within three feet of itself it will spray out what appears to be a fine dust. These are actually spores for the PCs to inhale. If the PCs Spot the spraying dust (DC 25), they have one round to cover their mouths or retreat from the area. If the PCs remain within the affected area, they have a 80% chance of being affected. Any PCs outside this area, but within 10 feet, have a 40% chance. Beyond 10 feet PCs have a 20% chance of being affected. Using natural or magical flame on the fungus destroys it with no ill effects to the PCs. All the spores disperse quickly and the fungus will not fire them out again if re-stimulated. It takes 1 hour for spores to be replenished. Weapons will not harm the spores, although they can be burned or scraped from the wall.

If affected, each PC must roll a Fort save (DC 30) to prevent the spores taking root in his lungs. If unsuccessful, the PC will experience difficulty breathing within 1d10+4 minutes. Within 2d10+10 minutes, the PC will experience chills that no fire will warm. Within 3d10+20 minutes the PC's skin will develop a distinctive greenish-brown tint. Within 1d4-2 hours a rotten odor, like that of rotten eggs or meat, will be noticeable around the PC. Once 1d4+2 hours have passed, the PC's skin will be entirely gray, and their joints will begin to ache. They will also suffer -1 to Str, Dex, and Con ability scores. Within 1d6+6 hours, the PC's hair will begin to fall out in large clumps, and they will also suffer -2 to all ability scores. The PC will then suffer a -1 to each ability score each 1d6 hours. When two or more ability scores are reduced to 0, the PC will die. These effects may be cured through use of the *remove disease*, *heal*, or *neutralize poison* spell. Delay poison will slow, but not halt, the effects. Ability scores may be regained with restoration.

28) Room of Animation (EL Variable)

As the PCs enter this room, read the following:

Opening the door reveals a large room. Tools and objects of all sorts rest on shelves lining the walls, and lie scattered on the floor. In the center of the room, its back turned to you, sits a large throne made of dark wood.

The shelves are filled with tiny common objects: 15 candlesticks, 17 pieces of chalk, 28 figurines made of wood and metal and 220 eating and drinking utensils.

Small objects include: 9 backpacks, 21 clay jugs, 6 pots, 10 buckets, 4 handaxes, 7 lanterns, and 25 belt pouches.

Medium objects include: 15 backpacks, 4 small trunks, 6 small chests, and weaponry such as 3 light flails, 7 longswords, 2 heavy picks, 17 shovel and 24 sickles.

Large objects are: 2 longbows, 1 greataxe, 1 greatsword, 7 barrels, 22 suits of rotted leather armor, 9 suits of very rusty chainmail armor, and 2 tower shields.

Scattered on the floor are huge objects: 4 rugs and 4 ladders.

If the PCs touch anything, it (and 2d6 others) of the same size will come to life and attack the PCs. See the D&D *Monster Manual* page 17 for details on animated objects.

Tiny Animated Object (280): hp 2 each.

Small Animated Object (82): hp 5 each.

Medium Animated Object (78): hp 11 each.

Large Animated Object (44): hp 22 each.

Huge Animated Object (8): hp 44 each.

Seated in the throne is a reliquid (diamond). It does not react to sound, but will only activate when a PC comes within its line of sight. Unusually clever PCs may move the throne, always staying behind it, to avoid combat with the reliquid.

Reliquid (diamond): hp 26; bronze armor, greatsword.

29) Mouth Corridor

As the PCs approach this sculpture, **DISPLAY ILLUSTRATION 24 ON PAGE IQ 16** and read:



You see before you the gaping maw of some horrific, gargantuan beast of legend, seemingly carved of solid rock. The passage appears to continue into the darkness beyond the toothsome opening.

The PCs are likely to be paranoid about stepping through the "mouth" but in fact it is merely decoration and quite harmless.

30) The Queen's Chamber (EL 11)

This is the heart of the maze, the Queen's chamber, where she waits for the return of her lover. This whole situation requires careful handling, for the resolution can be tricky. While the Queen is not behaving in an obviously evil fashion, she is obsessed and possesses incredible power.

Fighting the Queen is almost certain to end in failure. She cannot be poisoned, is immune to a great deal of magic and is powerful in both melee and magical combat. A character willingly (or unwillingly) posing as Gallanos may allow the others to escape, but eventually he will die, resulting in Simura's sorrowful suicide soon after. Presenting her with evidence of Gallanos' death, or better yet his actual form, is probably the most rewarding circumstance. She will discover that "he" is not

really present in this shell, but her willful self-delusion will take some time to break through, after which she will fall into despair (see "The Death of the Queen" below).

A resourceful party is always liable to surprise a DM, so perhaps the best plan is to be somewhat flexible, playing the Queen as a highly intelligent monomaniac. She believes herself to be alive, not allowing herself to see things as they truly are. Once she has convinced herself that Gallanos has returned, she will not want him to leave under any pretext, being likely to become jealous with paranoia.

When the PCs open the door to her chamber, read the following:

Opening the door, you see what appears to be a large chamber set as a romantic love nest. Soft music drifts out from the open door and echoes through the corridor. A huge central table holds two large lighted candelabra, as well as what must have been a fine banquet many years ago. Now only bones remain on the large center tray, and the plates hold only dried food stains. Strangely, the glasses seem to be full. Then, through the dimness on the other side of the room, you see an elegantly-dressed female figure rise with a soft yawn from what must be a bed, and approach you.

As the door is opened, the Queen will approach. **DISPLAY ILLUSTRATION 19 ON PAGE IQ 13** and read:

As the figure approaches, your nostrils are assailed by a charnel stench. In the flickering candle light, it is apparent that the elegant feminine garb mislead you. Brittle skin with the appearance of aged parchment stretches taut over a skull-like face. Two deep pits, where her lovely eyes once shone, emanate a feral orange glow. What once were lush lips peel back in a mockery of a smile to reveal broken animal fangs as the apparition opens its mouth to speak.



The Queen assumes that anyone who enters is, or is accompanied by, her lost love. She is quite mad, of course. The evil influence of the Darklight Codex, coupled with her long isolation and lich status have twisted her motives and beliefs until no mortal could easily relate to them. Rudely awakened from her slumber by the foul meddling of the Harvesters, whose ways communicate with her have filled her head with the most disgusting images imaginable, has left her deluded and confused.

If Gallanos is present, then the Queen will center on him. If this is the case, skip ahead to "Death of the Queen" below.

If Gallanos is not present but Gar'ma is, she will pick him since he most resembles his ancestor. In Gar'ma's absence, any other male bard will be picked. If there are no male bards in the party, then the male with the highest charisma will be assumed to be Gallanos. If there are no males present, the

Queen will become visibly confused, asking where Gallanos is. In this latter case she will assume that one of the females has stolen Gallanos from her and has come to taunt her (see below for the results of this).

If a male PC is chosen by the Queen, read the following directly to that PC:

She approaches you with open arms and a smile on her face as she speaks. "My love, at last. I knew you would return. It has been so long since last we touched. I have been so lonely without you, so lonely. But now, everything will be as it once was." Stopping in mid-stride, she looks at you as if taking in your appearance. "You and your friends must be hungry and tired," she says. I did not expect you to bring friends, but they are welcome, very welcome." With a wave of her hand, she indicates the banquet table. "Please, sit down and eat."

If the party accepts her invitation they will have a very bizarre experience. The wine is excellent, but the food is nonexistent. The Queen does not seem to notice this, however. She raises and lowers her dining utensils from her plate (which contains nothing) to her mouth as if eating. There are no servants present (the Queen was expecting a romantic tete a tete) but she will be a solicitous companion, inquiring after each person's health and welfare with exemplary politeness and deportment. She is happy to answer questions, and is in almost all respects the perfect host. Her magical skills provide unseen servants to fetch and carry items and to produce entertainment.

Throughout the meal, she will converse intelligently on a range of subjects. She will constantly refer to her chosen male as "my love" or "Gallanos." Any attempt to change her mind on this point will be met with: "Ah, you have traveled under an alias. You will have to tell me the reason later." The party should notice that there is an ornate bed towards the east side of the room set up invitingly – the Queen's intentions are obvious. Elegant coquettish behavior from a desiccated corpse will be hard to miss. If the meal is allowed to proceed to its conclusion, it will take two hours. Any PCs who drink more than two glasses of wine must succeed at a Fortitude check (DC 15) or become intoxicated. Intoxicated PCs suffer a -2 to all rolls for three hours. The Queen is as immune to alcohol as she is to poison.

If the meal passes without incident, read the following:

Daintily brushing her lips with a rotting lacy cloth, the Queen rings a small bell. "You must be tired," she says. "I will summon a servant to show you to your rooms." She turns to [name of chosen male] and smiles softly. "You, of course, will remain here, with me." She looks coyly towards her bed, turning back to wink at you.

This horrific prospect should put off just about anybody. Anyone foolish enough to dally with a lich deserves the mind-shattering effect such a copulation causes.

Within 1d4 rounds, the door to the chamber will open and a skeletal servant will enter. If the PCs have already entered into

combat with the Queen, it will attack upon entering. If the PCs are still conversing with the Queen, read the following:

The door opens and a single skeleton walks in and stops, apparently waiting for something. "Ah," the Queen says. "My servant – to take your friends to their rooms."

From here the party is under the Queen's protection, and not subject to attack from her guardians (unless the PCs initiate combat). If the PCs follow the skeletal servant, it will take "Gallanos' friends" through the maze – avoiding all the traps therein – up to the staterooms on the upper level (see Palace Basement areas 12, 13, and 14). Once she has been reunited with "Gallanos" she will refuse to let him simply "wander off." She does not sleep and cannot be easily caught off guard.

If the male PC chosen by the Queen rejects her openly, read the following:

At your rejection, a wave of puzzlement and sorrow spreads across the Queen's face. "Ah, you have found another!"

If the chosen male (or another PC) proclaims that "Gallanos" has chosen another woman, the Queen will point to any female party member present, and ask bitterly if it is she. If there are no females present, she mutters a female name at random. After this occurs, read the following:

Suddenly, the Queen flies into a jealous rage. "All my waiting was in vain! Why then did you return to my side? Was it simply to taunt me?"

At this point there is a chance that the Queen will either attack the PCs (40%) or will continue to talk, albeit angrily (60%). Should the worst happen and the PCs are forced to combat the Queen directly, they will find her to be a most intelligent and deadly enemy.

Queen Simura: hp 102.

Of course, as is normal with liches, her actual essence is contained in a phylactery. If her form is physically destroyed then it passes to the phylactery. This acts as a magic jar from which she attempts to possess the body of one of the PCs (Will save negates). This takes place one round after the destruction of her physical self. The magic jar attempt should be made secretly by the DM since she will not make it immediately obvious that she has taken possession of a PC. She will pick the most attractive female body to take over if possible but is happy to make do with anything available. Her magic jar is concealed behind the north wall in a small earthen jar.

Death of the Queen

It is possible that an intelligent and resourceful party might provide the Queen with incontrovertible evidence that her chosen character is not Gallanos. Presentation of his body would be one such way. However, this would require the PCs either following Simura through the maze (traps and monsters will not harm them) to where they left Gallanos' body, or bringing the body to her.

If Queen Simura believes that the party is responsible for his death, then she will fly into a deadly rage and attack. If the party manages to convince Simura that Gallanos is still alive, but not present then she will beg them to fetch him to her. If they do actually do this then she will reward them with her most valuable possession, a Gem of Seeing! This should be regarded as more than adequate recompense. (Note that the Queen is highly resistant to using this gem herself.) The party would be sensible to take the gem and run, because when she discovers Gallanos' true state of mind (within 1d10 rounds) she will kill herself as described above.

If at any time the PCs convince the Queen that Gallanos is truly dead, she will fall into a rage (if she believes the party responsible) or remorseful despair (if she believes herself to be responsible). In either case, once any fighting is over her despair will lead to her suicide. She will use her limited wish ring to wish herself out of existence.

If the Queen commits suicide, read:

In a soft, raspy voice, you hear the Lich Queen speak. "It's my fault," she whispers. Clenching one of her hands into a fist, she holds it aloft. The candlelight from the table causes a ring on her hand to glitter. "I wish I did not exist," she says firmly. Within an instant, her form begins to draw in on itself. To your eyes, it seems as if she were an image printed on a cloth being pulled through a small ring.

This will take three rounds, during which time the party would be well advised to run. A tremendous backlash of energy will annihilate (as a *disintegrate* spell) anything within a 60-foot radius, as a soundless expanding wall of blackness engulfs everything. A Fortitude save (DC 25) will be required to avoid disintegration. Success indicates that 5d6 damage is taken instead. The contents of the Queen's chamber will certainly be destroyed. The walls may collapse (60% chance) and any potential loot will be lost in the destruction.

The fittings in the room are elegant antiques. There is a huge dulcimer in the northeast corner which is worth 2500 gp if it could be transported out, and her throne in the northwest corner is worth 1000 gp itself. Other fittings like chandeliers, tableware, rugs etc can be assumed to be antiques worth 1d4-2 x 100 gp each. Of course, there is unlikely to be the time and opportunity to take "everything not nailed down." The most valuable treasures here are her three spell books on the shelves by the bed. Because Simura has had little reason to worry about intruders, they are not trapped.

CONCLUSION

However the party resolves the situation, the Queen will be dead. Of course, the PCs should still be rewarded with experience points for resolving the situation, even if they did not defeat the Queen in combat. With the Queen dead, her influence over the undead in the lake area vanishes. They collapse in mid-motion, lying motionless unless they are returned to the grave. The undead within the maze, however, continue their same routine until they are eliminated.

If Simura has possessed one of the PCs she will not leave with them, preferring to wait for her lover's return. If this is the case, the undead will continue to ravage the countryside until Simura is killed or falls asleep again. Given time (1d20+4 days) her slumber will return (if the Harvesters' meddling has been terminated).

As the PCs emerge from the depths, there are still issues to be resolved. Shaf Karrez (see "The Kalenal Gali Stronghold: Reaping the Harvesters" for details) will have been setting up an ambush to surprise the party as they emerge. She will have animated as many dead skeletons or zombies as is possible using her scroll of *animate dead*. Her undead should provide her with advance warning of the party's approach. Her preferred method is to keep her distance, preferably among cover in the ruins, while her minions engage in melee. She will use her *spectral hand* spell to deliver devastating touch attacks. When slain, Shaf Karrez will return as a ghoul in 2d10+4 hours.

If enough time has elapsed, the wight Yin Allal and his force of ghouls and zombies will already be waiting to attack. However, Yin Allal is a jealous man and does not take betrayal lightly. He knows that Shaf Karrez could have helped him in his first battle against the PCs, and if he sees her he will pit his minions against hers.

If the PCs have already defeated Shaf Karrez by the time Yin Allal returns as a wight, and his minions return in their forms of ghouls and zombies, he will seek out the PCs no matter where they may be.

APPENDICES

A: KEY NPCs AND MONSTERS

Andara, female, human, Rgr4: CR 4; Medium Humanoid (5-ft. 8-in tall); HD 4d10+8; hp 32; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 [+3 Dex, chainmail shirt]; Atk +7 melee (1d8 +3 [strength] crit 19-20/x3, longsword and 1d6 +1 [strength] crit x2, throwing axe in off hand), or +3 ranged (1d6 critx2, thrown axe from off-hand) or +7 ranged (1d6, crit x3 composite short bow); SV Fort +6, Ref +3, Will +3; AL CG; Str 16, Dex 17, Con 15, Int 12, Wis 14, Cha 6.

Skills and Feats: Climb +7, Heal +10, Hide +11, Listen +10, Move Silently +11, Swim +7, Wilderness Lore +10; Dodge,

Endurance, Favored Enemies (undead and shape-changers), Mobility, Point-Blank Shot, Track.

Possessions: Longsword, two throwing axes, composite shortbow, quiver with 18 arrows and one +2 arrow, chainmail shirt, one weeks worth of rations, belt pouch containing 10 gp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Bargora, female, human, Ftr5: CR 5; Medium Humanoid (6-ft. 0-in tall); HD 5D10+10; hp 46; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +1 chain shirt]; Atk +10 melee (2d5 +8 [strength, weapon specialization] crit 19-20/x2, greatsword or 1d8 +4 [strength] crit x3, hammer); SV Fort +6, Ref +3, Will +1; AL NG; Str 19, Dex 14, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +8, Craft (Armorsmith) +5, Craft (Blacksmith) +9, Craft (Leatherworking) +5, Craft (Weaponsmith) +5, Handle Animal +3, Jump +7, Ride +6, Swim +7; Cleave, Dodge, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword, hammer, +1 chain shirt, smithy and appropriate tools, riding horse. 320 gp in available funds.

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue.

Sub-Race: Brandobian.

Folliar, male human, Clr7: CR 5 [due to disabilities]; Medium Humanoid (5-ft. 5-in tall); HD 7d8-14; hp 22; Init -2; Spd 25 ft.; AC 8, touch 8, flat-footed 8 [-2 Dex, no armor]; Atk +2 melee (uses no weapons); SV Fort +3, Ref +0, Will +9; AL LN; Str 5, Dex 6, Con 6, Int 18, Wis 19, Cha 13.

Skills and Feats: Heal +16, Knowledge (Arcana) +14, Knowledge (History) +16, Knowledge (Local) +14, Knowledge (Nobility/ Royalty) +8, Knowledge (Religion) +14, Scry +10, Spellcraft +14; Brew Potion, Craft Wondrous Item, Skill Focus (Healing), Skill Focus (History).

Possessions: Walking stick, historical library (see below).

Spells Prepared (6/6/5/4/3): 0 – *detect magic, detect poison, guidance, light, purify food and drink, read magic*; 1st – *cause fear, command, comprehend languages, detect secret doors**, *sanctuary, summon monster I*; 2nd – *animal messenger, augury, detect thoughts**, *speak with animals, zone of truth*; 3rd – *clairaudience**, *remove curse, speak with the dead, wind wall*; 4th – *divination**, *sending, status*.

*Domain spell.

Domains: Knowledge (divinations are cast at 1 level higher, i.e. at 8th level, all knowledge skills are class skills); Law (law spells are cast at 1 level higher.) All domain spells chosen here are from the knowledge domain.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Gar'ma, male half-elf, Brd5: CR 5; Medium Humanoid (5-ft. 7-in tall); HD 5d6-5; hp 18; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 [+2 Dex, leather armor]; Atk +5 melee (1d6 crit 18-20/x2, rapier), or +2 ranged (1d4/crit 19-20/x2), thrown dagger);

SV Fort +0, Ref +6, Will +3; AL CG; Str 10, Dex 15, Con 9, Int 16, Wis 9, Cha 16.

Skills and Feats: Escape Artist +10, Hide +10, Move Silently +10, Perform (Instrument, Flute) +11, Pick Pocket +10, Use Magical Device +7, Tumble +10, Spellcraft +7; Bardic Knowledge (+8), Countersong, Dodge, Fascinate, Inspire Competence, Inspire Courage, Weapon Finesse.

Possessions: Rapier, 3 daggers/throwing knives, pouch with 12gp.

Spells Prepared (3/4/2): 0 – *daze, mage hand, prestidigitation*; 1st – *charm person, cure light wounds, expeditious retreat identify*; 2nd – *sound burst, Tasha's hideous laughter*.

Spells known: 0 – *daze, detect magic, light, mage hand, prestidigitation, read magic*; 1st – *charm person, cure light wounds, expeditious retreat, identify*; 2nd – *cat's grace, sound burst, Tasha's hideous laughter*.

Languages Spoken: Elven, Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran/Elven.

Kassali, male human Wiz12: CR 12; Medium Humanoid (5 ft., 4 in. tall); HD 12d4+24; hp 55; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +8/+3 melee, or +9/+4 ranged; SV Fort +6, Ref +7, Will +9; AL CG; Str 14, Dex 16, Con 14, Int 19, Wis 13, Cha 10.

Skills and Feats: Alchemy +19, Bluff +1, Disable device +9, Forgery +7.5, Handle animal +6, Hide +3, Knowledge (arcana) +10, Knowledge (history) +9, Knowledge (religion) +19, Listen +1, Move silently +3, Open lock +9.5, Scry +14, Search +6, Spot +1; Brew potion, Combat casting, Craft wondrous item, Heighten spell, Improved initiative, Run, [Scribe scroll], Spell focus (evocation), Still spell.

Possessions: 3 daggers, pouch with spell components and 20gp, 1 *blink potion*, 2 tindersticks, 1 tanglefoot bag; 490 gp, 65 sp, 99 cp.

Wizard Spells Known (4/5/5/5/4/3/2): 0th – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st – *burning hands, change self, charm person, chill touch, feather fall, identify, mage armor, magic missile, reduce, shield, sleep*; 2nd – *fog cloud, ghoul touch, invisibility, Melf's acid arrow, mirror image, web*; 3rd – *dispel magic, haste, hold person, lightning bolt, major image, slow*; 4th – *bestow curse, charm monster, dimension door, improved invisibility, polymorph other, polymorph self, summon monster IV*; 5th – *cloudkill, cone of cold, dominate person, fabricate, hold monster*; 6th – *analyze dweomer, antimagic field, disintegrate, flesh to stone*.

Languages Spoken: Brandobian, Elven, Kalamaran, Merchant's Tongue.

Sub-Race: Brandobian.

Note: Kassali has a familiar named Korvex, a crow that has lived with him for the past two years (detailed this page).

Kesa, male, human, Clr3: CR 1; Medium Humanoid (5-ft. 6-in tall); HD 3d8; hp 13; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11 [+0 Dex, padded armor]; Atk +0/-2 melee (1d6/1d6 crit

x2, quarterstaff); SV Fort +3, Ref +1, Will +8; AL NG; Str 10, Dex 11, Con 11, Int 12, Wis 14, Cha 12.

Skills and Feats: Heal +8, Knowledge (arcane) +7, Knowledge (religion) +7, Spellcraft +7; Endurance, Extra Turning, Iron Will, Turn Undead.

Cleric Spells Per Day: 4/3+1/1+1.

Spells Prepared: none (all were used trying to cure the villagers).*

*Domain spell. **Domains:** Luck, Protection.

Possessions: Quarterstaff, padded armor, metallic holy symbol, pouch of herbs and 10 gp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

K'hiron, male, half-orc, Mnk4: CR 4; Medium Humanoid (6-ft. 8-in tall); HD 4d8+8; hp 35; Init +2; Spd 40 ft.; AC 12, touch 12, flat-footed 10 [+2 Dex, no armor]; Atk +8 (or +4/+0 if using as double weapon) melee (1d6/1d6 +5 [strength] x2 crit quarterstaff) or +8 melee (1d8+5 crit x2, unarmed) or +6/+6 melee (1d8+5/1d8+5 [strength] x2 crit, flurry of blows unarmed); SV Fort +6, Ref +6, Will +4; AL LN; Str 20, Dex 14, Con 15, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +7, Jump +10, Listen +7, Move Silently +9, Swim +9, Tumble +8; Deflect Arrows, Dodge, Evasion, Flurry of Blows, Mobility, Slow Fall (20 ft), Still Mind, Stunning Attack, Unarmed Strike.

Possessions: quarterstaff, 12 gp.

Languages Spoken: Kalamaran, Merchant's Tongue, Reanaarian.

Sub-Race: Reanaarian/Orc.

Korvex, male, crow, familiar: CR ?; Tiny Animal (2-ft wingspan), HD [master] 5; hp 26, Init +2, Spd 10 ft., fly 40 ft.; AC 17, touch 17, flat-footed 15 [+3 from masters level, +2 Dex, +2 size]; Atk +4 melee (1d2-5, minimum 1, claws); SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Alertness, Empathic Link, Improved Evasion, Share Spells, Speak with Master, Touch.

Note: Alertness is an ability conferred to Kassali when they are within 5 feet of one another. Kassali can also deliver touch spells through his familiar as well as sharing spells with his familiar that would normally be cast upon himself. Empathic link is likewise to Kassali.

Liper't, male, human, War2: CR 1; Medium Humanoid (5-ft. 8-in tall); HD 2d8+4; hp 14; Init -2; Spd 15ft [disabled]; AC 8, touch 8, flat-footed 8 [-2 Dex, no armor usually worn]; Atk +3 melee (1d8 +2 [strength] crit 19-20/x3, longsword when carried) or +3 melee (1d6 +1 [strength] crit x2, sap, subdual damage); SV Fort +5, Ref -2, Will +2; AL LN; Str 13, Dex 6, Con 15, Int 13, Wis 14, Cha 14.

Skills and Feats: Climb +6, Craft (Brew Beer) +7, Craft (Cook) +2, Intimidate +7, Profession (Innkeeper) +7; Alertness, Endurance

Possessions: Owns a set of studded leather armor, shield, and longsword which he keeps in his room. Has a cudgel under the bar to deal with troublemakers.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Petana, female, human, Clr3: CR 3; Medium Humanoid (5-ft. 6-in tall); HD 3d8; hp 14; Init +0; Spd 30 ft.; AC 9, touch 9, flat-footed 11 [-1 Dex, no armor]; Atk +1 melee (1d8-1 [strength] 19-20 crit x2, longsword); SV Fort +2, Ref +0, Will +7; AL LG; Str 8, Dex 8, Con 9, Int 12, Wis 15, Cha 14.

Skills and Feats: Heal +8, Knowledge (arcane) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (religion) +7, Spellcraft +7; Iron Will, Turn Undead.

Possessions: metallic holy symbol of Lokalas, pouch with 10 gp. Petana has 150 gp and various adventuring mementos worth about 200 gp in her house. She carries no weapons on her but can use a longsword. She owns a suit of +1 chainmail but does not wear it routinely.

Spells Known (4/4/3): 0 – *cure minor wounds, guidance, mending, virtue*; 1st – *detect evil, divine favor, endure elements, protection from evil**; 2nd – *aid**, *augury, calm emotions*.

* Domain spell. **Domains:** Good - these spells are cast at +1 level (i.e. at 4th level).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Quin, male half-orc Ftr6: CR 6; Medium Humanoid (5 ft., 6 in. tall); HD 6d10+12; hp 54; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 15 (+5 chainmail); Attack +10/+5 melee, or +6/+1 ranged; SV Fort +7, Ref +2, Will +2; AL CN; Str 19, Dex 11, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +8, Craft +9, Hide +2.5, Intimidate +4.5, Listen +2, Move silently +3, Spot +2; Alertness, Blind-fight, Cleave, Combat reflexes, Improved initiative, Leadership, Power attack.

Possessions: +1 greatsword, +1 chainmail shirt, belt pouch containing 160 gp, 12 assorted gems worth 20 gp each and a lustrous pearl worth 250 gp. Also a lined cape worth 60 gp.

Languages Spoken: Merchant's Tongue, Orc.

Sub-Race: Kalamaran/Orc.

Renala, female, human, Rog4: CR 4; Medium Humanoid (5-ft. 8-in tall); HD 4d6; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 13 [+3 Dex, no armor]; Atk +5 melee (1d6 +1 [strength] 19-20 x2 crit masterwork short sword) or +4 melee (1d4+1 x3crit, punch dagger) or +6 ranged (1d8 19-20 x2 crit, light crossbow), or +0/-4 ranged (1d8/1d8 19-20 x2 crit, 2 light crossbows fired 1 in each hand); SV Fort +1, Ref +7, Will -1; AL CN; Str 12, Dex 17, Con 11, Int 14, Wis 7, Cha 10.

Skills and Feats: Appraise +9, Balance +10, Climb +8, Disable Device +9, Forgery +9, Hide +10, Listen +5, Open Lock +10, Profession (cooking) +2, Search +9, Use Magical Device +7; Dodge, Evasion, Lightning Reflexes, Quick Draw, Sneak Attack (+2d6), Uncanny Dodge

Possessions: Leather armor (not worn), masterwork short sword (not usually carried), 2 light crossbows with 30 bolts (not carried), punch dagger (concealed along forearm), lock-picks, pry-bars and other thieves tools, 325 gp (note that her weapons, armor, thieves tools and loot are concealed under a floorboard in her room (DC 15) to find)).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Selip male, human, War3: CR 2; Medium Humanoid (5-ft. 10-in tall); HD 3d8+6; hp 22; Init +2; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather armor]; Atk +2 melee (1d8 +2 [strength] crit 19-20/x3, longsword) or +2 melee (2d4 +2 [strength] crit x4, scythe); SV Fort +5, Ref +1, Will +0; AL LN; Str 14, Dex 11, Con 14, Int 12, Wis 9, Cha 13.

Skills and Feats: Climb +8, Handle Animal +7, Intimidate +7, Profession (Farming) +7, +Ride +6; Alertness, Endurance. Skill Focus (Farming)

Possessions: Longsword, leather armor, 30 gp.

Languages Spoken: Deji, Kalamaran, Merchant's Tongue

Sub-Race: Deji.

Shaf Karrez, female human, Wiz5: CR 5; Medium Humanoid (5-ft. 4-in tall); HD 5d4+6; hp 21; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 [+3 Dex, bracers of armor+2]; Atk +4 melee (1d6 +2 [strength and magic weapon bonus] crit x2, +1 sickle) or +7 ranged touch (using *spectral hand* spell, damage varies with spell used); SV Fort +2, Ref +6, Will +7; AL NE; Str 12, Dex 16, Con 13, Int 17, Wis 12, Cha 14.

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Knowledge (religion) +11, Scry +11, Spellcraft +11; Brew Potion, Combat Casting, Dodge, Iron Will, Scribe Scroll, Summon Familiar.

Possessions: +2 bracers of armor, +1 sickle (that whistles in combat), scroll of *animate dead*. Other items are kept in her room. Note that the scroll is of a higher level spell than she can normally use. She must succeed at a caster level check (DC10) to cast it successfully. See Players handbook p203 for details of scroll mishaps.

Spells Prepared (4/5/4/3): 0 – *daze, detect magic, disrupt undead, read magic*; 1st – *cause fear, chill touch, magic missile, ray of enfeeblement, spider climb*; 2nd – *alter self, ghoul touch, invisibility, spectral hand*; 3rd – *fireball, major image, vampiric touch*. Note that Shaf Karrez is a necromantic specialist and so gets bonus spells in this area. She cannot use abjuration spells.

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Reanaarian.

Simura, female human Wiz11/Nob6: CR 16; Medium Humanoid (5 ft., 2 in. tall); HD 11d12+11 + 6d8+6; hp 102; Init +0; Spd 30 ft.; AC 15 (normal, +5 natural lich armor); Attack +9/+4 melee (lich touch deals 1d8+5 negative energy damage), or +9/+4 ranged; SV Fort +6, Ref +5, Will +13; AL LE; Str 10, Dex 10, Con -, Int 18, Wis 12, Cha 17.

Skills and Feats: Alchemy +17, Concentration +12, Craft +10, Disguise +8, Forgery +7, Hide +8, Knowledge (Arcana) +11,

Knowledge (History) +8, Knowledge (Religion) +9, Listen +8, Move Silently +15, Ride +8, Search +8, Scry +17, Sense Motive +8, Speak language +7, Spellcraft +15.5, Spot +8; Craft wand, Craft wondrous item, Empower spell, Heighten spell, Improved unarmed strike, Leadership, Point blank shot, Run, [Scribe scroll].

Possessions: Robes and jewelry worth 2000 gp, not including a +2 *ring of protection* and a *ring of limited wishes* (one wish remaining). She wears a beautifully crafted locket about her neck which contains a picture of Gallanos. It would be worth 1000 gp if sold on the open market. She also holds a *Gem of Seeing*.

Languages Spoken: Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon.

Spells Known (4/5/5/5/3/2/1): 0th – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st – *burning hands, cause fear, charm person, chill touch, detect undead, ray of enfeeblement, reduce, scare, shield, summon monster I*; 2nd – *ghoul touch, locate object, spectral hand, summon monster II, web*; 3rd – *dispel magic, fireball, gentle repose, halt undead, suggestion, vampiric touch*; 4th – *contagion, enervation, fear, improved invisibility, phantasmal killer, polymorph other, summon monster IV*; 5th – *animate dead, animate objects, area of night, cone of cold, magic jar, major creation, permanency, wall of iron, wall of stone*; 6th – *circle of death, disintegrate, flesh to stone, globe of invulnerability*.

Special Abilities/Qualities: Queen Simura has all the special abilities and special qualities of a lich (D&D MM pages 216-217), as well as those special abilities of an 11th level Darklight Wizard (see Appendix G: New Prestige Classes).

Languages Spoken: Kalamaran.

Sub-Race: Kalamaran.

Skeleton Henchman/Warrior: CR 6; Medium-Sized Undead (6 ft. tall); HD 6d10; hp 48; Init +4; Spd 30 ft.; AC 22, touch 13, flat-footed 21 [1 full plate, +1 Dex [max] +2 natural]; Atk +11/+6 melee (2d6+5 [+4 strength, +1 magic weapon bonus] 19-20 crit x2, +1 *greatsword*); SQ undead, skeletal body, Improved Initiative; AL N; Fort +5, Ref +4, Will +2; Str 18, Dex 15, Con-, Int 12, Wis 10, Cha 12.

Skills and Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Quick Draw

SQ: Undead, immune to sleep, mind-affecting spells, cold. Takes only half damage from piercing and slashing weapons, Skeletal body- takes only 1 damage (maximum) from bolts, darts, arrows and similar ranged weapons.

Tibor, male human Ftr10: CR 10; Medium Humanoid (5-ft., 10-in. tall); HD 10d10+10; hp 76; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +13/+8 melee, or +12/+7 ranged; SV Fort +8, Ref +5, Will +3; AL CG; Str 17, Dex 14, Con 13, Int 12, Wis 10, Cha 11.

Skills and Feats: Balance +2.5, Climb +10, Craft +10, Handle animal +12, Hide +2, Jump +14, Leadership +12, Listen +2, Move

silently +4, Spot +6; Alertness, Blind-fight, Improved critical (longsword), Improved critical (axe, throwing), Improved initiative, Improved unarmed strike, Power attack, Skill focus (handle animal), Weapon focus (strike, unarmed), Weapon focus (shortbow), Weapon focus (longsword).

Possessions: Longsword, chainmail armor, belt pouch containing 40 sp and 5 gp.

Spoken Language: Native language and Merchant's Tongue.

Sub-Race: Dejy.

Valan, male wood elf, Rgr5: CR 5; Medium Humanoid (5 ft., 2 in. tall); HD 5d10+10; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +8 ranged; SV Fort +2, Ref +4, Will +2; AL LG; Str 13, Dex 16, Con 6, Int 7, Wis 12, Cha 7.

Skills and Feats: Hide +3, Jump +3, Knowledge (nature) +5, Listen +3, Move silently +3, Search +0, Spot +3, Use rope +10; Dodge, Quick draw, Track.

Possessions: Longsword, dagger, short bow, quiver with 15 arrows and one +1 arrow, studded leather armor, belt pouch containing 40 gp.

Favored Enemy: Ogres.

Ranger Spells Per Day: 1.

Spells Prepared: Entangle.

Languages Spoken: Brandobian, Elven, Merchant's Tongue.

Yin Allal, male human, Clr7: CR 7; Medium Humanoid (5ft. 11in tall); HD 7d8+7; hp 40; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14 [+2 Dex, +1 studded leather armor]; Atk +7 melee (1d6 +2 [strength and magic weapon bonus] crit x2, +1 sickle); SA Death Touch; SV Fort +6, Ref +4, Will +8; AL NE; Str 13, Dex 15, Con 12, Int 16, Wis 17, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +13, Knowledge (Arcana) +13, Knowledge (Religion) +13; Blind Fighting, Combat Casting, Leadership, Power Attack, Rebuke Undead

Possessions: +1 studded leather armor, +1 sickle (whistles during combat).

Spells Prepared (6/6/5/4/2): 0 – *detect magic, detect poison, guidance, light read magic, resistance*; 1st – *cause fear**, *cure light wounds X2, deathwatch, obscuring mist, shield of faith*; 2nd – *bull's strength, death knell**, *desecrate, hold person, undetectable alignment*; 3rd – *animate dead**, *bestow curse, dispel magic, speak with dead*; 4th – *divination, unholy blight**.

*Domain spell.

Domains: Death (death touch 1x day may attempt a touch attack and roll 1d6 x7, if that roll equals or exceeds the victims current hit points then it dies), Evil (all evil spells are cast at +1 level).

Clerical Rank: Reaper

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Kalamaran.

B: OTHER CREATURES

Aduraft, male dwarf, Exp2: CR 1; Medium Humanoid (3 ft., 11 in. tall); HD 2d6-2; hp 10; Init +2 (+2 Dex); Spd 20 ft.; AC 12 (+2 Dex); Attack +1 melee, or +3 ranged; SV Fort -1, Ref +2, Will +5; AL NG; Str 10, Dex 15, Con 9, Int 12, Wis 14, Cha 11.

Skills and Feats: Appraise +3, Concentration +0, Craft +3, Escape artist +4, Forgery +3.5, Hide +2, Listen +4, Move silently +2, Open lock +7, Read lips +6, Sense motive +4, Spot +4, Use magic device +3, Use rope +4, Wilderness lore +7; Alertness.

Possessions: warhammer; 1d20+6 gp, 345 gp worth of engineering equipment.

Languages Spoken: Dwarven, Kalamaran, Merchant's Tongue.

Archers, male (2) and female (2) wood elf, Ftr3: CR 3; Medium Humanoid (4 ft., 10 in. tall); HD 3d10; hp 19; Init +2 (+2 Dex, +5 armor); Spd 30 ft.; AC 17 (+2 Dex); Attack +6 melee, or +5 ranged; SV Fort +3, Ref +3, Will -1; AL LG; Str 17, Dex 14, Con 11, Int 8, Wis 7, Cha 7.

Skills and Feats: Craft +4, Hide +2, Knowledge (nature) -0.5, Listen +0, Move silently +2, Search +1, Spot +0; Blind-fight, Two-weapon fighting, Weapon focus (greatclub), Weapon focus (longbow, composite).

Possessions: chainmail, greatclub, longbow, 1d10 gp each.

Languages Spoken: Elven, Merchant's Tongue.

Bandits, male (2 crossbowmen, 2 scouts, 10 warriors) human War1: CR 1; Medium Humanoids (5 ft., 7 in. tall); HD 1d8+1; hp 9; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +2 melee, or +0 ranged; SV Fort +3, Ref -1, Will +0; AL LE; Str 13, Dex 9, Con 12, Int 11, Wis 11, Cha 9.

Skills and Feats: Climb +5, Hide -1, Intimidate +3, Listen +0, Move silently -1, Spellcraft +2, Spot +0; Weapon focus (crossbowmen - crossbow, scouts - handaxe, warriors - longsword), Power attack.

Possessions: weapons (see above); 1d6 gp each.

Languages Spoken: Native Tongue, Merchant's Tongue.

Sub-Race: Brandobian (5), Kalamaran (9).

B'rano, male human War1: CR 1; Medium Humanoid (5 ft., 2 in. tall); HD 1d8+2; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee, or +3 ranged; SV Fort +4, Ref +2, Will -2; AL CG; Str 16, Dex 14, Con 14, Int 17, Wis 7, Cha 14.

Skills and Feats: Craft +4, Disguise +4, Gather information +4, Handle animal +6, Hide +2, Knowledge (religion) +4, Listen +0, Move silently +3, Spellcraft +4, Spot +0, Swim +7; Alertness, Weapon focus (dagger).

Possessions: dagger; 1d20 gp.

Languages Spoken: Brandobian, Kalamaran, Merchant's Tongue, Dwarven.

Sub-Race: Kalamaran.

Cavalry, Light, male (4) and female (1) wood elf, Ftr3: CR 3; Medium Humanoid (4 ft., 10 in. tall); HD 3d10; hp 22; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex); Attack +6 melee, or +5 ranged; SV Fort +3, Ref +3, Will -1; AL LG; Str 17, Dex 14, Con 11, Int 8, Wis 7, Cha 7.

Skills and Feats: Craft +4, Hide +2, Knowledge (nature) -0.5, Listen +0, Move silently +2, Search +1, Spot +0; Blind-fight, Two-weapon fighting, Weapon focus (pike), Weapon focus (longbow, composite).

Possessions: chainmail, longbow, pike; 1d8 gp each.

Languages Spoken: Elven, Merchant's Tongue.

Cavalry, Heavy, male (6), human, Ftr2: CR 2; Medium Humanoid (6 ft., 0 in. tall); HD 2d10+2; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+2 Dex, +7 armor); Attack +4 melee, or +4 ranged; SV Fort +4, Ref +2, Will -1; AL LG; Str 15, Dex 15, Con 12, Int 11, Wis 9, Cha 10.

Skills and Feats: Craft +3, Heal +1, Hide +2, Innuendo +1, Listen +1, Move silently +2.5, Ride +5, Spot +1; Alertness, Blind-fight, Mounted combat, Quick draw.

Possessions: heavy warhorse (Drhokkeran Charger), half-plate armor, lance, mace, short sword; 1d8-1 gp.

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Deji (1), Kalamaran (5).

Cleric (of the Pure One), female (1), human, Clr1: CR 1; Medium Humanoid (5 ft., 5 in. tall); HD 1d8; hp 11; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Attack +3 melee, or +3 ranged; SV Fort +2, Ref +3, Will +5; AL LG; Str 16, Dex 16, Con 10, Int 12, Wis 16, Cha 14.

Skills and Feats: Diplomacy +6, Hide +3, Knowledge +3, Knowledge (religion) +5, Listen +3, Move silently +3, Profession +7, Spot +3; Combat casting, Toughness.

Possessions: scale mail, heavy mace; 1d4 gp.

Languages Spoken: Native language and Merchant's Tongue.

Cleric Domains: Good, Knowledge.

Cleric Spells Per Day: 3/2+1.

Sub-Race: Kalamaran.

Edda, female, dwarf Exp3: CR 2; Medium Humanoid (4 ft., 1 in. tall); HD 3d6+6; hp 21; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (+1 Dex); Attack +2 melee, or +3 ranged; SV Fort +3, Ref +2, Will +4; AL NG; Str 10, Dex 13, Con 14, Int 12, Wis 13, Cha 9.

Skills and Feats: Appraise +3, Climb +7, Craft +3, Diplomacy +5, Heal +7, Hide +1, Knowledge (religion) +5, Listen +1, Move silently +1, Scry +6, Speak language +3, Spellcraft +5.5, Spot +1, Use rope +7; Skill focus (spellcraft), Skill focus (climb).

Possessions: waraxe; 185 gp worth of engineering equipment.

Languages Spoken: Brandobian, Dwarven, Kalamaran, Merchant's Tongue, Orc, Undercommon.

Engineers, male (2), gnomish, Exp4: CR 3; Small Humanoid (3 ft., 6 in. tall); HD 4d6+12; hp 29; Init +3 (+3 Dex); Spd 20 ft.; AC 15 (+3 Dex, +1 Size, +1 armor); Attack +2 melee, or +7 ranged; SV Fort +4, Ref +4, Will +4; AL LN; Str 6, Dex 17, Con 17, Int 15, Wis 11, Cha 13.

Skills and Feats: Alchemy +4, Animal empathy +4.5, Appraise +5.5, Balance +9, Decipher script +6.5, Hide +7, Knowledge (arcana) +3, Listen +2, Move silently +3, Perform +3, Pick pocket +10, Scry +11, Search +9, Spot +0, Use magic device +3.5; Skill focus (decipher script), Skill focus (scry).

Possessions: padded armor, short sword; 1d20+6 gp, 250 gp worth of engineering equipment.

Languages Spoken: Dwarven, Gnome, Hobgoblin, Merchant's Tongue.

Ghosts, Kalenal, male (6), female (2); human: CR 7; Size M (6 ft., 1 in. tall); HD 6d12+16; hp 58; Init +4 (+4 Improved initiative); Spd 30 ft. (fly); AC 14 (+3 deflection) or AC 18 (+8 full plate); Attack +11/+6 melee, or +6 incorporeal touch; SV Fort +8, Ref +2, Will +1; AL LG; Str 16, Dex 11, Con -, Int 14, Wis 8, Cha 17. Skills and feats: Climb +13, Craft +11, Heal +2, Hide +8, Innuendo +4, Intuit direction +0.5, Jump +4, Knowledge (arcana) +7.5, Listen +7, Move silently +0, Profession -0.5, Ride +7, Search +8, Spot +7; Blind-fight, Cleave, Expertise, Improved critical (battleaxe), Improved initiative, Leadership, Mounted combat, Power attack, Weapon focus (longsword).

Special Attacks: Manifestation, corrupting touch, malevolence.

Special Qualities: Undead, incorporeal, +4 turn resistance, rejuvenation.

Possessions: ethereal longsword, ethereal platemail.

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Brandobian (2), Dejoy (2), Kalamaran (4).

Note: As undead, the Kalenal no longer retain the special abilities they held in life.

Harvester clerics, male (9), female (4), human Clr 1: CR 1; Medium Humanoid (5ft 8in tall on average); HD 1d8, hp 5; Init +0, Spd 30ft; AC 12, touch 10, flat-footed 12 [leather armor], Atk +0 melee (1d6 crit x2, sickle); SA Death Touch; SV Fort +2, Ref +0, Will +5; AL NE; Str 11, Dex 10, Con 11, Int 10, Wis 13, Cha 10.

Skills and Feats: Concentration +4, Knowledge (Religion) +4, Spellcraft +4; Combat Casting, Iron Will, Rebuke Undead

Possessions: leather armor, sickle (whistles during combat).

Spells Prepared (3/3): 0 – *detect magic, read magic, resistance*, 1st – *bane, cause fear*, command*.

*Domain spell.

Domains: Death (death touch 1x day may attempt a touch attack and roll 1d6, if that roll equals or exceeds the victims current hit points then it dies), Evil (all evil spells are cast at +1 level). All domain spells have been taken from the death domain.

Clerical Rank: Novitiate (8), Messenger (3), Collector (2).

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Brandobian (4), Dejoy (2), Kalamaran (6), Reanaarian (1).

Infantry, Heavy, male (2), female (1), dwarf, Ftr3: CR 3; Medium Humanoid (4 ft., 0 in. tall); HD 3d10+6; hp 24; Init +4 (+4 Improved initiative); Spd 20 ft.; AC 16 (+7 armor); Attack +4 melee, or +3 ranged; SV Fort +5, Ref +1, Will +2; AL LG; Str 13, Dex 11, Con 14, Int 14, Wis 13, Cha 11.

Skills and Feats: Appraise +4, Climb +6, Craft +4, Handle animal +6, Hide +0, Intuit direction +3, Listen +1, Move silently +0, Ride +3, Speak language +3, Spot +1; Combat reflexes,

Improved initiative, Weapon focus (greataxe), Weapon focus (greatsword).

Possessions: splint mail, small steel shield, greataxe, greatsword; 1d10+4 gp.

Languages Spoken: Dwarven, Giant, Gnome, Goblin, Merchant's Tongue, Terran, Undercommon.

Infantry, Heavy, male (6), female (1), human, Ftr2: CR 2; Medium Humanoid (6 ft., 0 in. tall); HD 2d10+2; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 24 (+2 Dex, +9 armor); Attack +4 melee, or +4 ranged; SV Fort +4, Ref +2, Will -1; AL LG; Str 15, Dex 15, Con 12, Int 11, Wis 9, Cha 10.

Skills and Feats: Craft +3, Heal +1, Hide +2, Innuendo +1, Listen +1, Move silently +2.5, Ride +5, Spot +1; Alertness, Blind-fight, Mounted combat, Quick draw.

Possessions: heavy warhorse (Drhokkeran Charger), large steel shield, half-plate mail, longsword; 1d10 gp.

Languages Spoken: Native language and Merchant's Tongue.

Sub-Race: Brandobian (1), Dejoy (2), Fhokki (1), Kalamaran (3).

Infantry, Light, male (4), wood elf, Ftr2: CR 2; Medium Humanoid (5 ft., 3 in. tall); HD 2d10; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Attack +6 melee, or +4 ranged; SV Fort +3, Ref +2, Will -1; AL LG; Str 19, Dex 14, Con 11, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +5, Handle animal +3, Hide +2, Intimidate +0, Listen +1, Move silently +2, Ride +7, Search +3, Spot +1; Blind-fight, Dodge, Weapon focus (crossbow).

Possessions: chainmail, crossbow, longsword; 1d6 gp each.

Languages Spoken: Elven, Merchant's Tongue, Hobgoblin.

Pad'ri, male human Com2: CR 1; Medium Humanoid (5 ft., 10 in. tall); HD 2d4+2; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee, or +3 ranged; SV Fort +1, Ref +4, Will +1; AL LN; Str 16, Dex 14, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move silently +2, Profession +6, Spot +1, Swim +7, Use rope +5; Lightning reflexes, Skill focus (swim).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-Race: Kalamaran.

Scouts, male (1) Halfling, Rgr5: CR 5; Small Humanoid (4 ft., 2 in. tall); HD 5d10+15; hp 43; Init +3 (+3 Dex); Spd 20 ft.; AC 16 (+3 Dex, +1 Size, +2 armor); Attack +9 melee, or +9 ranged; SV Fort +8, Ref +5, Will +3; AL LG; Str 16, Dex 17, Con 16, Int 14, Wis 13, Cha 12.

Skills and Feats: Animal empathy +9, Climb +11, Craft +9, Disable device +4, Hide +7, Listen +8, Move silently +3, Profession +9, Search +4, Spot +3, Wilderness lore +9; Empower spell, Spell focus (evocation), Track.

Possessions: leather armor, short sword, shortbow; 1d10+4 gp.

Languages Spoken: Elven, Gnome, Hobgoblin, Halfling, Merchant's Tongue.

Ranger Spells Per Day: 1.

Scouts, male (1), female (1), human, Rgr3: CR 3; Medium Humanoid (5 ft., 11 in. tall); HD 3d10+9; hp 32; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Attack +1 melee, or +5 ranged; SV Fort +6, Ref +3, Will +2; AL LG; Str 7, Dex 14, Con 17, Int 14, Wis 12, Cha 5.

Skills and Feats: Animal empathy +3, Climb +4, Escape artist +4, Heal +7, Hide +2, Intuit direction +5, Jump +3, Knowledge +4, Listen +1, Move silently +8, Spot +1, Wilderness lore +2; Empower spell, Expertise, Maximize spell, Track.

Possessions: leather armor, short sword, shortbow; 1d8+3 gp.

Languages Spoken: Brandobian, Elven, Merchant's Tongue.

Sub-Race: Brandobian.

Scouts, male (3), wood elf, Rgr4: CR 4; Medium Humanoid (5 ft., 3 in. tall); HD 4d10-12; hp 17; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Attack +7 melee, or +7 ranged; SV Fort +1, Ref +4, Will +3; AL LG; Str 17, Dex 17, Con 5, Int 11, Wis 14, Cha 8.

Skills and Feats: Climb +8, Handle animal +6, Hide +3, Jump +7, Listen +6, Move silently +3, Search +2, Spot +13, Wilderness lore +7; Alertness, Dodge, Track.

Possessions: leather armor, short sword, shortbow; 1d12+2 gp.

Languages Spoken: Elven, Merchant's Tongue.

Ranger Spells Per Day: 1.

Slingers, male (3), female (2), Halfling, Rog5: CR 5; Small Humanoid (4 ft., 2 in. tall); HD 5d6+15; hp 36; Init +3 (+3 Dex); Spd 20 ft.; AC 16 (+3 Dex, +1 Size, +2 armor); Attack +9 melee, or +10 ranged; SV Fort +8, Ref +5, Will +3; AL LG; Str 16, Dex 17, Con 16, Int 14, Wis 13, Cha 12.

Skills and Feats: Animal empathy +4, Climb +5, Craft +9, Hide +7, Knowledge (history) +5, Listen +8, Move silently +3, Profession +9, Ride +4, Search +4, Spot +3, Survival +6, Wilderness lore +9; Point Blank Shot, Rapid Shot, Weapon Finesse (sling).

Special Abilities: Sneak Attack

Possessions: *sling +1*; 1d10+6 gp.

Languages Spoken: Elven, Gnome, Hobgoblin, Halfling, Merchant's Tongue.

Wizards, male (2), human Wiz3: CR 3; Medium Humanoid (6 ft., 2 in. tall); HD 3d4+3; hp 11; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, or +1 ranged; SV Fort +2, Ref +1, Will +2; AL LN; Str 10, Dex 11, Con 13, Int 14, Wis 9, Cha 8.

Skills and Feats: Bluff +1, Concentration +2, Craft +8, Hide +0, Intimidate +0, Knowledge +8, Knowledge (nature) +8, Knowledge (religion) +8, Listen -1, Move silently +0, Spot -1; Enlarge spell, Quicken spell, Scribe scroll, Silent spell.

Possessions: dagger, light crossbow; 2d12 gp.

Languages Spoken: Elven, Hobgoblin, Kalamaran, Merchant's Tongue.

Wizard Spells Known (4/3/2): 0th – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st – *burning hands, change self, identify, mage armor, magic missile, ray of enfeeble-*

ment, sleep; 2nd – *ghoul touch, Melf's acid arrow, summon monster II.*

Sub-Race: Kalamaran (2).

C: NEW MONSTERS

Coffin Guardian: CR 4, Tiny-Sized Construct; (1 ft tall); HD 5d10; hp 31; Init -1 (Dex); Spd 20 ft.; AC 23 (+2 size, -1 Dex, +22 natural); Atk -1 melee (1d4 crit 19-20 x2, tiny longsword); SV Fort +6, Ref +5, Will +6; AL TN; Str 8, Dex 9, Con -, Int -, Wis 1, Cha 12.

Special Attacks: Breath Weapon

Special Qualities: Construct, Damage reduction 50/+3, Darkvision, Magic Immunity, Rust Vulnerability

Reliquis: CR 3, Medium-Sized Undead; (6 ft. tall); HD 3; hp 16; Init +5; Spd 30 ft.; AC 19 (+1 Dex, +2 natural, +6 banded mail); Atk +2 melee (damage 2d6+1 [greatsword+strength] or damage 1d4+1 [claws+strength]); Face/Reach 5 ft. x 5ft./ 5 ft.; SA spell attack; SQ undead, immunities, turn resistance; AL N; SV Fort +0, Ref +1, Will +2; Str 12, Dex 12, Con-, Int-, Wis 10, Cha 11

Skills and Feats: Improved Initiative

Special Attacks: (Ex) There are 4 types of reliquis depending upon the color of the gems in their eyes, which are magicked to allow the casting of a particular spell. Casting the spell causes their eyes to glow. These eyes are actually gems which can be salvaged as non-magical gems following the destruction of a reliquis. The types of reliquis are as follows:

Amethyst: Can cast 3 *magic missiles* (10 ft. range 1d4+1 damage each, no save) at either single or multiple targets once per 4 rounds. The eyes are 50gp amethysts and glow purple during spell casting.

Diamond: Can cast a 100 ft. range, *lightning bolt* once per 4 rounds This is a 3 dice bolt and acts in all other ways like the 3rd level wizard spell. The eyes are 100 gp diamonds which glow white when casting.

Emerald: Can cast a *stinking cloud* up to 100 ft. away filling a 30 ft. radius 20 ft. high area with stinking poisonous gases that cause all inside to need a Fort save or be nauseated every round therein or be helpless with nausea for 1d4 +1 rounds. The cloud lasts 3 rounds and the reliquis can do this once per 4 rounds. The emerald eyes are gems worth 75gp each and glow green during casting.

Sapphire: Can cast *cone of cold* once per 4 rounds. This has a 25 ft and does 3d6 damage to those within, Ref save for half. The gems are sapphires worth 150gp each. They glow blue when casting.

Special Qualities: (Ex) Reliquae have the usual undead immunities to mind control, poison, sleep, paralysis, stunning, disease, critical hits, subdual, massive damage, ability damage or energy drain. In addition their skeletal structure makes them immune to cold and to take only half damage from slashing and piercing weapons. Ranged weapons (bolts, arrows, darts etc) will do only 1 point of damage maximum (before magical bonuses if any). Thrown slashing or crushing weapons (axes, clubs) do

more damage (half for axes, full for clubs). Reliquae have a +2 turn resistance.

The particular reliquae in the maze are armed with leaf-bladed greatswords and bronze armor (treat as banded mail) in the style of the Queen's guard (from whom they were created many years ago).

D: NEW MAGIC ITEMS

The Darklight Codex

This foul and ancient volume is the product of centuries of necromantic wisdom. It appears much as any other magical or authoritative tome - a large, leather-bound volume with metal hasps. There is no title, although the first interior page has a line from a poem, "From the dark, light." This is what gives the book its name. The work is primarily of benefit to evil characters, particularly necromancers. Other types reading it will become confused or perhaps be permanently damaged by its distorted world view. The book purports to be a series of discussions had between a young monk, a seeker after truth named Koji, and a semi-mythical character referred to as the Earth Spider. The Earth Spider constructs a series of specious but plausible arguments that gradually undermine Koji's sense of conscience and humanity. As this occurs the reader is sucked in with the unfortunate monk. There has been speculation among scholars as to whom these figures might represent. Some contend that the Earth Spider is really the God Nytharr, others that the term is simply a mistranslation and the Codex is a copy of a much older work.

Whatever the truth of this, the dialogues between the principal characters exert an insidious effect upon the reader. Much as a hypnotized subject is aware of what they are doing, but somehow cannot think of a good reason to resist, the affected reader will start committing, perhaps secretly, acts of a selfish and evil character. One of these suggestions is, of course, to continue studying the Codex.

Note: the book does not contain scrolls of spells and spells cannot be cast from it. The spells become part of the necromancer's store of spells known through the power of the text. The reader may not remember exactly how he came to learn this spell but can inscribe it in spell books thereafter.

A few excerpts from the early parts of the Darklight Codex follow to give some of its flavor. The DM may wish to transcribe these and hand them to the relevant player(s).

Some Excerpts from the Darklight Codex:

One day a young monk walking by a stream was meditating upon his morning lessons when he came upon an earth spirit. It spake unto him thusly "Young monk, who do you think I am?" The monk replied "You are the Earth Spider and have come, as it is written, to test my faith." The creature then replied, "Well done, little monk, you have learned your lessons well, but you are mistaken, I come not to test your faith but to show you another." In this way did the conversations begin.

1st conversation:

Spider; To believe a thing means to think it true, would you not agree?

Koji; Of course, why else would you believe a thing?

Spider; Good. So a reasonable man believes all of his beliefs to be true?

Koji; Of course, but one could always be wrong.

Spider; Naturally, a reasonable man knows that, from experience, some of his beliefs are false.

Koji; Yes, that is reasonable.

Spider; So a reasonable man believes both that all his beliefs are true and that some of them are false. Does this seem reasonable?

Koji; It seems we must be wary of being a reasonable man.

Spider; I believe you are right.

5th Conversation:

Spider; And what of good and evil? Has anyone ever seen such things?

Koji; Of course not, how could they?

Spider; And is it not more true to say that people require duties of you rather than performing them themselves?

Koji; Well, many behave badly but...

Spider; But there is no good or bad, do you not see? There is only expedient or inexpedient.

Koji; What can you mean?

Spider; Is not ethics meant to make life better?

Koji; Of course.

Spider; And what can "better" mean here but more comfortable, longer and more pleasant?

Koji; Perhaps...

Spider; And are all people of equal powers? Do they have equal needs? Equal desires?

Koji; No, we are all different.

Spider; And do all deserve the same?

Koji No.

Spider; Thus is ethics and all talk of good and bad just a smokescreen for the weak playing a trick upon the strong, for it is the way of nature that the strong take and the weak give. Anything else is against all human reason.

12th Conversation:

Spider; Some there are that believe that above all the Gods there is one that is ultimately good.

Koji; Yes, they say that God must be good without limit and that he is the creator of the universe

Spider; Well then, would you agree that if of two contrary things one were to exist without limit then the other would be totally eliminated?

Koji; What can you mean by that?

Spider; Well, if the Universe were all light then there would be no darkness would there? And if it were all darkness then similarly there could be no light. This is just common sense.

Koji; I suppose you are right.

Spider; So if there is a God who is truly "Goodness without limit" as some say then no evil would exist in the world?

Koji; You must be correct.

Spider; Yet only a fool would say that there is no evil to be encountered in the world. In fact one finds it everywhere. Therefore the God of these fools cannot exist.

Koji; This is unfortunately true.

Spider; It is not unfortunate at all. One must learn merely to be good at doing evil.

18th Conversation:

Spider; Let us say that the ultimate horror is that thing which a greater horror than it cannot be imagined.

Koji; Very well, if such a thing existed that would surely be correct.

Spider; Well now, is a thing more horrible when it exists or when it does not?

Koji; I am not sure, the imagination is a terrible thing..

Spider; Well, would you be more frightened of a painting of a tiger or of one bounding at you?

Koji; Of course, the real one.

Spider; And again, is it more horrible to be hungry or to imagine what it would be like to be hungry?

Koji; To actually be hungry.

Spider; Then is the most perfect horror that which exists or that which does not?

Koji; That which exists.

Spider; But we said that the most perfect horror was that horror which was so great that nothing more horrible could be imagined, did we not?

Koji; We did.

Spider; But if the ultimate horror was imaginary then we could conceive of a greater one- one which was the same as the imaginary one but had this extra-that it existed, without this it would not be the ultimate horror but only a lesser one.

Koji; It seems you are right.

Spider; So the ultimate horror exists. Come further with me and I will show it to you.

only to destroy the undead. Stories emphasise their courage and championing of the downtrodden. Their colors are red trimmed with gold, and the horse is their sacred animal. They are particularly opposed to the Congregation of the Dead. Local history speaks of them as the overthrowers of Queen Simura, for reasons unknown.

Artaban: The current town has only existed for 160 years or so. Much of it is built with the remains of the previous town. Evidence of this can be seen in the disproportionate number of stone buildings and ruins. The town was largely destroyed about 300 years ago at what is known as the Time of the Wrack, the word used to describe a virulent plague that occurred at the time.

Studies in Unlife

This volume is about the size of a medium dictionary in our world. The title page advertises it to be written by one Yin Allal. Written in Merchant's Tongue, much of it consists of his diary entries and grandiose plans for the future. The entry in the adventure gives the game effects of the book. A PC might attempt to look up certain references, such as Simura, the Harvesters and the Darklight Codex. If they do, they should be read one or more of the following sections:

Queen Simura: Thus did Teshudang convert the Queen in Pekal to the path, for she had wasted many years in the studies of idiots and the weak. With the aid of the Darklight Codex she waxed full and mightily and summoned many of the fallen to her side. But as is usual those forces inimical to the true strength and potential of humanity sought to bring her down. Outnumbered, she retreated below the ground into her prepared position. From there, the efforts of the hated Kalenal (may their names be struck from human memory) were as no more than the yapping of dogs to her. Here she still waits for one such as I to re-awaken her to her birthright. Great will be my reward.

Harvesters: The Harvesters are, the Harvesters were and the Harvesters always will be, for who so is it that can cheat death? Truly is it written that the Congregation of the Dead outnumber all others and when they are summoned in piety who can stand before them? Galapiti is the final word and we are his avatars. Long and fruitful shall be the soul harvest. The only greater service that we can do him than offering our own souls is to offer up the souls of others.

The Darklight Codex: There are many works that aid our call but none is so great as the fabled Darklight Codex. Was it not this that convinced Simura herself, one of the greatest of us? Oh, how I long to embrace its subtle majesty and learn its secrets! Soon, let the time be soon.

Contacting the Dead: A sovereign aid in achieving contact with those who have passed beyond is to consume the living brain of the innocent and imaginative. As the savant feasts upon these foods his own mind will be expanded and empowered greatly increasing the favor of the divine.

E: OTHER ITEMS

Follikar's history books

Some relevant and irrelevant excerpts from Follikar's history books to be handed out if the party research that particular name or topic:

Simura: Ruler of the principality of Pekal from 274 to 263, Imperial Reckoning. Opinion is divided as to whether she was a good or a bad ruler. The countryside suffered from a plague during her rein and there were dark rumours that he studies had led her into some of the darker aspects of magical lore. For some reason she married a commoner named Gallanos but he was taken by the plague in 265 or thereabouts. Her rein was cut short by a political coup led by the Kalenal Gali.

Kalenal Gali: The Kalamaran name of an ancient and respected order of warrior knights, wizards and clerics that exist

F: NEW SPELLS

Area of Night

Evocation [Darkness]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness within a shape (cone, square, or sphere) and a radius to be determined by the caster (maximum 10 feet per caster level). Unlike *darkness*, this spell radiates what appears to be natural darkness, meaning that the nearer a person or object gets toward the center of the effect, the darker the area appears. Any character or object (including normal lights and light-generating spells of less than 5th level) which crosses the center line will no longer be visible to anyone on the opposite side. To the character who actually crosses the line, the darkness will appear to fade as they continue out of the area of effect. This spell is also conferred as a spell-like ability from the Darklight Codex.

G: NEW PRESTIGE CLASSES

Darklight Wizard

Requirements

Race: Human, hobgoblin or sil-karg

Alignment: Any evil

Base Attack Bonus: +4

Two Knowledge Skills (Any Type): 5 ranks in each.

Special: To qualify to become a Darklight wizard, a character must read and study the Darklight Codex ten hours daily for three months. Each month the reader must succeed at an Int check (DC 20) to understand what he has read. If he fails, he must begin again. The reader suffers no ill effects that month other than the wasted time. Only one reader can study at a time and, indeed, such is the effect of the work that a reader will be increasingly reluctant to share what he is studying in any case. At the end of the three months, the reader must make a Will save (DC 30). Failure causes the reader to lose 1d6 class levels. Failures must begin from the beginning if they wish to continue to study the Codex. Success means that the reader has been converted by the power of the Codex, and loses all of his previous levels (including multiclass) and magical abilities, beginning again as a 1st-level Darklight Wizard. Only ability scores, skills and feats may be kept. Darklight wizards may never multiclass. Reading the book can only benefit one character once, even if he comes back to it after gaining more levels elsewhere.

Class Skills

The Darklight wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Scry (Wis), and Spellcraft (Int). See Chapter 4: Skills in the D&D Player's Handbook for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Darklight wizard prestige class.

Animate Dead: At will, a Darklight wizard of 5th level or higher may animate dead as a spell-like ability. This ability duplicates the effects of the spell *animate dead*, though the caster may animate and control any number of undead whose total Hit Dice do not exceed his level +1d6.

Area of Night: Twice per day, a 3rd level or higher Darklight wizard can cast *area of night* as a spell-like ability. This ability duplicates the effects of the spell *area of night*.

Aura of Despair: Beginning at 6th level, a Darklight wizard constantly radiates an aura which causes all characters (with the exception of necromancers) within 10 feet to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

Backhand of Fate: Twice per day, a Darklight wizard of 7th level or higher gains the power to inflict bad luck upon an opponent. The wizard must make a successful touch attack against a living creature (in melee or at a range of up to 30 feet). If successful, the opponent must reroll their last roll at -2. This roll must be kept, whether it is higher or lower than the original roll. Backhand of fate is a supernatural ability.

Control Undead: Twice per day, a Darklight wizard of 10th level or higher may control undead as a spell-like ability. This ability duplicates the effects of the spell *control undead*.

Create Undead: Twice per day, a Darklight wizard of 9th level or higher may create undead as a spell-like ability. This ability duplicates the effects of the spell *create undead*.

Dark Lightning: Three times per day, the wizard is able to release a powerful *black bolt* (range 10 feet per caster level) that deals 1d4 points of damage per caster level (maximum 10d4). The bolt will only cause damage to living creatures. Each opponent struck by this bolt also suffers a -1 penalty to all rolls for the next 1d6 rounds. Dark lightning is a supernatural ability.

Darkness: Three times per day, a 2nd level or higher Darklight wizard can cast *darkness* as a spell-like ability. This ability duplicates the effects of the spell *darkness*.

Death Touch: Once per day, a Darklight wizard of 4th level or higher may attempt to use this spell-like ability. The wizard must succeed at a melee touch attack against a living creature. If successful, the *death touch* causes 1d4 points of damage per caster level. If the total equals the target's current hit points, it dies. Death touch is a supernatural ability.

Mixed Blessing: A Darklight wizard applies his Intelligence modifier (whether positive or negative) to all saving throws.

Protection from Good: Twice per day, a Darklight wizard can be protected from good as a spell-like ability. This ability duplicates the effects of the spell *protection from good*.

Class Features Table

Class	Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1	+1	+2	+0	+0	Mixed Blessing, Protection From Good
2	+2	+3	+0	+0	Darkness
3	+3	+3	+1	+1	Area of Night
4	+4	+4	+1	+1	Death Touch
5	+5	+4	+1	+1	Animate Dead
6	+6	+5	+2	+2	Aura of Despair
7	+7	+5	+2	+2	Backhand of Fate
8	+8	+6	+2	+2	Dark Lightning
9	+9	+6	+3	+3	Create Undead
10	+10	+7	+3	+3	Control Undead

Spells Per Day

Level	1st	2nd	3rd	4th	5th	6th	7th	8th
1	0	-	-	-	-	-	-	-
2	1	0	-	-	-	-	-	-
3	1	1	0	-	-	-	-	-
4	1	1	1	0	-	-	-	-
5	1	1	1	1	0	-	-	-
6	2	1	1	1	1	0	-	-
7	2	2	1	1	1	1	0	-
8	2	2	2	1	1	1	1	0
9	2	2	2	2	1	1	1	1
10	3	2	2	2	2	1	1	1

Spell List

- 1st – *cause fear, chill touch, detect undead, ray of enfeeblement.*
- 2nd – *ghoul touch, scare, spectral hand.*
- 3rd – *fireball, gentle repose, vampiric touch.*
- 4th – *contagion, enervation, fear.*
- 5th – *animate objects, magic jar.*
- 6th – *circle of death.*
- 7th – *destruction.*
- 8th – *horrid wilting.*

Order of the Kalenal Gali

The Kalenal Gali, which translates to “Slayers of the Undead” in Merchant’s Tongue, are known by differing names in differing lands; such as Darnon Blona (Brandobian), Dofryr (Dejy), Kalenal Gali (Kalamaran), Mash Vishohz (Svimohzish), Nyktharr (Fhokki), and Wiunoom (Reanaarese).

Background

No one outside the Order knows the true story of their founding, but it is rumored that the Order began almost 400 years ago, somewhere deep in the Khydoban Desert, as the idea of a small but valiant group of men and women. Losing their entire families to a dreaded lich kingdom, they banded together in revenge, hoping to destroy the undead menace. They failed miserably. Fortunately, one of the Order, a fighter

named Kotesch, managed to survive and escape the desert kingdom. Kotesch died less than a year later to a wasting disease, but not before establishing the Dofryr Order as a true organization of its own.

The Order’s membership is open to humans and humanoids of any race or class, save that of necromancers. Membership in the Order is composed primarily of individuals who have lost their families to the undead, and are now devoted to one goal and one goal alone - elimination of the undead and necromancy in all forms. Slayers usually prefer to fight their battles with their own hands, rather than using long-range magic. They are not averse, however, to using magic to bolster the capabilities of themselves, their weapons, and their armor.

Regorike the Raiser, Dirasip the Shining One, and Deb’fo the Valiant are the primary deities worshipped by members of the Order, but members are free to worship any good-aligned deity of their choice. The Congregation of the Dead and its clerics, the Harvesters, are their sworn enemy. Horses are the sacred animal of the Kalenal. Their favorite saying is “Though death itself assault us, we shall never yield.”

Hit Die: d8

Requirements

To qualify to become a member of the Order, a character must fulfill all the following criteria:

Alignment: Any good.

Base Attack Bonus: +8

Feats: Blind-fight, Improved Initiative, Simple Weapon Proficiency, Weapon Focus (any) or Weapon Finesse (any).

A potential member must swear an oath in the presence of three current members, as well as promising to abide by the rules of the Order. A knight who breaks any of the rules makes himself subject to possible expulsion from the order. Rules vary slightly depending upon region, but all sects follow these rules:

A member may have no personal possessions other than armor, weapons, and mounts (this does not include currency).

Members are forbidden to swear oaths to anyone other than a member of their own Order.

A member must immediately attack any undead sighted, and fight to the death, as long as the member is not disobeying a superior or putting innocents in harm’s way by doing so.

A member may only retreat if he is outnumbered by more than 3 to 1.

A member may not discuss the Order’s business with outsiders.

The Oath

“I beseech thee, O Kotesch, bless my hand with thy strength. I swear my sword to your service, as a scourge against they who return from the hallowed grave. I pledge to be just in attack and defense, the terror and dread of all evildoers. I will do my duty to my liege, while never faltering in my service to your Order. I will be brave, loyal, generous of spirit and courteous to women. I will go to the true death honoring these words.”

Class Skills

The slayer's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Heal (Wis), Intimidate (Cha), Knowledge (Arcane) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha), and Wilderness Lore (Wis). See Chapter 4: Skills in the D&D Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Note that armor check penalties for armor heavier than leather applies to the Move Silently skill.

Class Features

All of the following are class features of the Slayers of the Undead prestige class.

Weapon and Armor Proficiency: Slayers of the Undead are proficient with all simple and martial weapons, as well as all types of armor and shields.

Death's Embrace: Twice per day, a member of the Order of 9th level and above may bestow true death upon a corpse, meaning that it cannot be animated or created as an undead creature. This ability also prevents the corpse's soul from being trapped or removed with spells such as *soul bind*. The slayer must place a hand directly on the corpse's head and one on the corpse's chest for 1d6 minutes, concentrating on the image of that person as they were in life. During this time, the slayer cannot engage in any other activities. When the allotted time ends, the slayer may rest assured that the body will not return as an undead creature. If the Slayer uses this ability in a successful touch attack against undead, there is a 25% chance that it will instantly slay the undead creature touched. Bestow true death is a supernatural ability.

Detect Undead: At will, a member of the Order can detect undead as a spell-like ability. This ability duplicates the effects of the spell *detect undead*.

Invisibility to Undead: At will, a member of the Order who reaches 2nd level or higher can become invisible to undead, as a spell-like ability. This ability duplicates the effects of the spell *invisibility to undead*.

Healing Circle: Once per day, an 5th level or higher member of the Order may create a healing circle to heal friends and/or damage undead. This ability duplicates the effects of the spell *healing circle*.

Light: At will, a member of the Order may cause an object to glow like a torch as a spell-like ability. This ability duplicates the effects of the spell *light*.

Remove Disease: With this spell-like ability, a 4th level or higher member of the Order may *remove disease* as the spell of the same name, twice per day.

Rebuke Undead: When a slayer reaches 3rd level, he gains the supernatural ability to *rebuke undead* once per day (the slayer makes a turning check as detailed in the D&D Player's Handbook pages 139-140). If successful, the rebuked undead creature cowers, giving the slayer a +2 bonus against the creature. This effect lasts 10 rounds.

Restoration: Once per day, a slayer of 6th level or higher may cure temporary ability damage and restore points permanently drained from an ability score. This spell-like ability duplicates the effects of the *restoration* spell.

Smite Undead: Once per day, a slayer of 4th level or higher may attempt to smite undead creatures with a normal melee attack and deal 1 extra point of damage per class level. For example, Lisanara, a 4th level slayer armed with a longsword, is facing a vampire. If she succeeds at her attack roll, she would deal 1d8+4 points of damage, plus any bonuses from high Strength or magical effects that normally apply. The slayer gains an additional 1d6 damage every three levels, thus at 7th level she would deal 1d8+7+1d6 points of damage, or if 10th level she would deal 1d8+10+2d6. If the slayer should score a critical hit with smite undead, the damage is not multiplied. If the slayer accidentally smites a creature or object that is not undead, the smite has no effect but is still used up for that day. Smite undead is a supernatural ability.

Stout Heart: A slayer who is 8th level and above gains a +4 bonus to all Will saving throws. Stout heart is a supernatural ability.

Class Features Table

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	<i>Detect Undead, Light Invisibility to Undead</i>
2	+2	+3	+0	+0	<i>Rebuke Undead</i>
3	+3	+3	+1	+1	<i>Smite Undead, Remove Disease</i>
4	+4	+4	+1	+1	<i>Healing Circle</i>
5	+5	+4	+1	+1	<i>Restoration</i>
6	+6	+5	+2	+2	<i>Smite Undead +1d6</i>
7	+7	+5	+2	+2	<i>Stout Heart</i>
8	+8	+6	+2	+2	<i>Bestow True Death</i>
9	+9	+6	+3	+3	<i>Smite Undead +2d6</i>
10	+10	+7	+3	+3	

Spells Per Day

Level	1st	2nd	3rd	4th
1	0	-	-	-
2	1	0	-	-
3	1	1	0	-
4	2	1	1	0
5	2	2	1	1
6	2	2	2	1
7	3	2	2	2
8	3	3	2	2
9	3	3	3	2
10	4	3	3	3

Slayer Spell List

- 1st – *alarm, mage armor, magic weapon, protection from evil.*
- 2nd – *aid, daylight, darkvision, whispering wind.*
- 3rd – *dispel magic, magic vestment, searing light, remove curse.*
- 4th – *dispel evil, illusionary wall, reincarnate, stonkskin.*

H: TIMELINES

History Timeline

300 years ago (IR 263): Simura rules the surrounding area in a time of prosperity.

298 years ago (IR 266): Plague strikes the region. Death of Simura's lover. Beginning of influence of Teshudang, the necromancer over Simura.

297 years ago (IR 268): Simura is corrupted by the influence of the Darklight Codex while crazed with grief.

296 years ago (IR 269): Sealing of Simura, the Lich, in her palace by the Kalenal Knights, worshippers of Kalenal.

289 years ago (IR 271): Kalenal Knights complete their stronghold near the ruins of the palace.

161 years ago (IR 402): Ar'taban is rebuilt, much smaller than the original town.

Eight weeks ago (IR 563): The Harvesters arrive and kill or scatter the Kalenal. They begin searching for the Codex. Meril, daughter of Pad'ri, goes missing.

Seven weeks ago: Pilamar, son of Pad'ri, goes missing. The Harvesters first make contact and awaken the Lich. The Lich's influence begins to awaken undead, several of whom have the supernatural ability to inflict The Wrack. The villagers of Karidu are infected.

Six weeks ago: Satimar, son of Pad'ri, goes missing.

Five weeks ago: The ghosts of the Kalenal begin to haunt the stronghold and surrounding areas. They kill a Harvester cleric, who returns as a ghoul.

Four weeks ago: Petana traveled to the Kalenal stronghold to ask for help in finding the missing children. She was refused.

Three weeks ago: Rurmak, dwarven son of Aduraft and Edda, goes missing.

Two weeks ago: Laranet and Wyika, elven daughters of Celarissa and Jurellen, go missing. Gallanos awakes from his tomb and heads for the Palace Ruins.

Four days ago: Kesa and his four adventuring companions arrive at Karidu.

Three days ago: Banam and Mokira, two of Kesa's four comrades, are executed as spies at Fort Adasir.

Two days ago: Quin and his bandits ambush and slaughter Raan and Wuxea, two of Kesa's four comrades. Petana sent word of the missing children to Fort Adasir and asked for assistance.

Now: The PCs arrive in the area.

Three days from now: Kesa infects Fort Adasir with The Wrack.

Ar'taban Timeline

Day 1: The PCs arrive in Ar'taban. Night falls. Two ghouls sneak into Ar'taban and kidnap Til and Devi.

Day 2: Morning comes and the kidnappings are discovered. Bargora goes to Petana to demand the town take action. Petana asks Bargora to wait until they receive word from Fort Adasir.

Day 3: 2d12+8 hours after the kidnapping of Til and Devi, Petana will receive a rude letter from Tibor, the commander of Fort Adasir. The letter says that he "cannot disrupt his men's duties for a few children larking about or the superstitious

mutterings of some hayseeds." Petana will fume and think about this letter for another 1d8 hours.

Day 4: Petana calls a town meeting to take place in 1d4 hours.

a) The villagers assemble in and around the town hall. Petana reads the letter, which causes some angry reactions. The villagers decide to send a delegation to the Kalenal to demand help.

b) If the PCs have already undertaken the job of searching for the missing children, Petana has an 80% chance to convince the villagers to wait until the PCs report back. If she fails, a mob will form containing Bargora, B'rano, Gar'ma, K'hiron, Liper't, Pad'ri, Renala, Selip and 1d10+10 commoners. If the PCs are at the meeting, they have a 75% chance to convince the villagers to wait until the PCs can check the situation out.

c) The mob will take approximately one hour to equip themselves.

d) The mob travels to the Kalenal stronghold.

e) If the PCs have already dispatched the Harvesters posing as Kalenal knights, the villagers will return safely to Ar'taban. If the Harvesters (undead or alive) are still in control of the stronghold, the mob will be slaughtered. Only Bargora will return to tell the tale, a group of two Harvester clerics/ghouls, two Harvester clerics/zombies and 2d8 ghouls approaching fast behind her.

Resurrection Timeline

The PCs defeat Yin Allal and his four Harvester clerics posing as Kalenal.

2d10+4 hours later, Yin Allal will rise as a wight, while two of the Harvesters will rise as ghouls and two as zombies.

1d4 hours after Yin Allal is slain, the body of a Harvester in the palace stables will rise as a zombie.

1d6 hours after Yin Allal is slain, the two Harvesters corpses in the palace barracks will rise as ghouls.

1d6 hours after his body is discovered in the Queen's maze (area 13), Faratak will return as a zombie.

2d4 hours after their bodies are discovered in the Queen's maze (area 18), five Harvesters will return as ghouls.

2d10+4 hours after she is killed, Shaf Karrez returns as a ghoul.

I: NEW DISEASE: THE WRACK

Anyone exposed to this disease must succeed at a Fort save (DC 16) or they will begin to develop symptoms (cough, sneezing, headache) within 1d12+6 hours. Within the first 1d20 hours, a *remove disease* or *neutralize poison* spell is all that is required to rid the character of the affliction.

After this period (the first stage) is over, the symptoms will worsen over the next 1d20+10 hours, with the character suffering open, pus-filled sores as well as a -1 penalty to all Str, Con, and Dex related rolls. The *remove disease* and *neutralize poison* spells are now ineffectual, and only a *heal*, *limited wish* or *wish* spell will cure the disease.

In the third and final stage, the character must make a Fort save (DC 20) or develop neural deterioration (-1 to all Wis, Int,

and Cha ability scores every 1d12+4 hours). When two or more characteristics reach 0 the character is dead. *Resurrection* or *raise dead* will not help since the characteristic(s) will still be at 0. A successful Fort save does not cure the disease, but instead keeps it from progressing to this stage.

The victim can keep the third stage from beginning as long as they make a successful Fort save (DC 20) every 1d12+4 hours. The third stage may only be cured through the combined use of two *remove disease* and three *heal* spells cast on the victim in immediate succession. Alternatively, a *limited wish* or *wish* spell will succeed. Ability scores may be regained with *restoration*.

J: ENCOUNTER TABLES

Using the Random Encounter Tables on page 60, check for random encounters three times per day. If you determine that there is an encounter, roll on the table (1d10,000; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones). You may also use the detailed encounters described in the following text, either when the foe described in such an encounter appears on the table, or in place of whatever you actually rolled. See page 132 of the *Dungeon Master's Guide* for more information.

Simura's Maze

Roll 1d8 every hour within the maze and consult the following list.

- 1: **Reliquis (Amethyst)**: hp 25; bronze armor, greatsword.
- 2: **Reliquis (Diamond)**: hp 30; bronze armor, greatsword.
- 3: **Reliquis (Emerald)**: hp 26; bronze armor, greatsword.
- 4: **Reliquis (Sapphire)**: hp 28; bronze armor, greatsword.
- 5: **Medium-Sized Monstrous Spiders (1d4)**: hp 10 each (MM 210).
- 6: **Harvester clerics (1d4)**: 5 hp each; leather armor, sickle.
- 7: **Skeletons (2d6)**, **Medium-sized**. hp 8 each (MM 165).
- 8: **Zombies (1d6+1)**, **Medium-sized**. hp 10 each (MM 191).

Road

Roll 1d6 every hour. A roll of 1-5 indicates an encounter. Then roll 1d20 on the following table. After the quarantine is in effect, give a -5 penalty from every die roll. A roll of 0 or under indicates the zombie encounter.

1-6: Zombies (2d6): hp 10 each (MM 191). These will not always be obviously undead at a distance, particularly in the dark, and especially to those who have encountered plague victims. These zombies also have the supernatural ability to inflict "The Wrack" on anyone they touch.

7-10: Cavalry (2d6) from Fort Adasir. They will ask strangers the nature of their business, confront obvious miscreants and aid anyone beset by bandits. They might remember the party if they passed through the fort earlier. Following quarantine they will enforce the curfew.

11-13: As 4-7 above but the patrol will be of Scouts (1d4) from Fort Adasir.

14-15: Bandits (2d4). Use stats for Quin's bandits.

16: Infected villagers (1d6+1) from Karidu.

17-18: Farmers (1d4), male/female Com1; Average stats. Will be typically a source of rumors (likely to be wild) concerning undead, the mad wizard in the tower in the swamp, the missing children and so forth.

19 -20: Minstrels, merchants or travelling players (2d4) on their way to the fair at Ar'taban (see that location for details.)

Off road

Roll 1d6 every hour. A roll of 1-5 indicates an encounter. Then roll 1d20 on the following table. After the quarantine is in effect give a -5 penalty to encounter die rolls. Add an additional -2 penalty at night. Scores of 0 or less indicate the PCs have encountered a wight.

1-2: Wights (1d4); hp26 (MM 183). These will only attack in shaded areas (such as a wooded area, attacking by ambush for preference, typically trying to catch scouts or stragglers unawares by dropping from low hanging branches.

3-7: Zombies (1d6), **Medium-sized**. hp 10 each (MM 191).

8-10: Wolves (2d6). hp13 each (MM 204). Will typically avoid large parties unless very hungry (10% chance). During the day they will be asleep and hidden.

11-13: Cavalry patrol (1d6) from Fort Adasir.

14-16: Scout patrol (1d6) from Fort Adasir.

17-20: Farmers (1d4), male/female Com1; Average stats. Will be typically a source of rumors (likely to be wild) concerning undead, the mad wizard in the tower in the swamp, the missing children and so forth.

Swamp

Roll 1d6 every hour. A roll of 1-5 indicates an encounter. Then roll 1d20 on the following table. At night take -10 from die rolls. Rolls of 0 or below are treated as peat bog encounters (60%) or as a Will-O'-Wisp encounter (40%).

0: Will-O'-Wisp: hp 40; (MM 183). There is only one of these creatures in the area. It can only be encountered at night (hence the zero score for encountering it). It will usually be seen as a lantern bobbing in the distance. At least two dangerous peat bogs are between it and the party. It emits a sound that sounds like someone humming gently to themselves, seeking to lure one or more victims into a peat bog where it can feed off their fear and horror. If seriously threatened it will turn itself "off" becoming effectively invisible. Searching around the area (DC 10 with lights, DC 20 without) will reveal a body that has fallen face down in a shallow bog. It appears to have drowned in the shallow water after banging its head on a rock. The traveler is dressed as a minstrel and is carrying a silver dagger and a coin pouch with 35 gp. Two gems worth 50gp each are secreted in the left boot.

1-5: Peat bog. A Dex check (DC 10) is required to leap back in time else the character sinks. They will sink beneath the surface

in 2d4 rounds unless aided by others (2 simultaneous Str checks (DC 12) to succeed), or unless they can pull themselves clear (4 Str checks (DC12) to succeed). If they sink they will begin to drown (see DMG 85 for rules on drowning). Those immersed will be at -2 Dex until the encrusted muck is washed off.

6-7: Khelpex, female scrag (water troll): CR 5; Large Giant (8 ft. tall); HD 6d8+36; hp:69; init +2 (Dex); Speed 20 ft (land); 40 ft (swimming); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Atk +9/+9+4 melee (1d6 +6, 2 claws; 1d6+3, bite); Reach 10 ft; SA rend (2d6+9); SD regeneration, scent (detects living creatures within 30 ft.); AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Jump +6, Listen +6, Spot +6; Alertness, Iron Will.

Rend (Ex): If Khelpex hits with both claws she will rend his target for an additional 2d6+9 damage.

Regeneration (Ex): Fire and acid deal her normal damage. Dismembered limbs regrow in 3d6 minutes or instantly if held to the stump.

Khelpex will wait beneath the surface of the swamp erupting upwards when trodden on (gaining surprise). She cannot be negotiated with but can be run from after the initial assault. Her treasure consists of a rotting sack containing some ruined equipment and 123gp buried in the mud nearby (Spot (DC 15) to find).

8-15: Zombies (1d6), Medium-sized. hp 10 each (MM 191). Notice that the zombies are mindless and do not suffocate. It might be entertaining for the DM to provide an encounter with one zombie partially submerged in a peat bog thrashing incessantly. It will still be there days later.

16-17: The wizard Kassali out fishing or talking a walk. Due to his familiar (circling overhead) he is likely to see the PCs before they see him. Kassali knows the area hereabouts and will not fall into peat bogs. If he is with the party he can ensure that they keep to the safe paths as well.

18-20: No encounter.

Woods

Roll 1d6 every hour. A roll of 1-5 indicates an encounter. Then roll 1d20 on the following table. At night give a -10 penalty to die rolls, as ghouls are much more likely.

1-2: Ghouls (1d6+2): CR 1 each (3 for group); Medium-size undead (6 ft. tall); HD 2d12; hp 13; Init +2 (Dex); Spd 30ft; AC 14, touch 12, flat-footed 12 [+2 Dex, +2 natural]; Atk +3/+0+0 melee (1d6+1 and paralysis bite and 1d3 + paralysis 2 claws); SA Paralysis, create spawn; SQ Undead, Turn resistance (+2); SU Inflict "The Wrack" with a successful touch attack; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con-, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by any of a ghouls attacks must make a Fort save (DC 14) or be paralyzed for 1d6+2 minutes.

Create Spawn (Ex): Ghoul victims can rise from the grave as ghouls within 1d4 days if the ghouls do not consume them.

Protection from evil cast on the corpse can prevent this happening.

3-4: Bandits (1d6). Use stats for Quin's bandits.

5-7: Wights (2d4): hp 24 each (MM 183).

8-10: Zombies (2d6), Medium-sized: hp 10 each (MM 191).

11: Andara the Ranger. See "Woods" section for details.

12-16: Wolves (2d6): hp13 each (MM 204).

17-20: No encounters.

K: GAR'MA'S CONJURING TRICK

This is a simple conjuring trick that the DM can learn or teach to a PC as the lead-in to introducing this character. He likes to approach personable females, particularly ones playing cards and tell them in a sincere voice that he believes that their souls are harmonious. By way of proof, he produces two packs of cards. He and the Woman (in this case) each take one. Each shuffle their chosen pack and choose a card from it which they place face down on the table. When the cards are turned over, they are seen to be the same.

This is a deceptively simple and surprisingly dramatic (with a bit of patter) effect that is practically self-working. Because the working is so simple (but it is worth practising a few times so as not to appear awkward) you can concentrate on the presentation. You may of course substitute any other mechanism but this one is quite fun. Try out the moves with two packs of cards as you read and you will rapidly grasp the idea.

How to do it:

1) The two packs of cards must be complete. Emphasise that the other person must follow your actions exactly, to maintain the link between you that you firmly believe to exist.

2) You may take either pack. Shuffle your pack while they shuffle theirs. While babbling on about mystic forces joining your two souls, or whatever, sneak a glance at the bottom card of your deck. Remember it. That really is the only sleight of hand required!

3) You then ask for their deck and give them the one you have just shuffled. Emphasise the "fact" that there is no possible way that you could know the order of the deck (as if that mattered). Most times people will completely forget that you even touched the deck that is now in the other person's hands. Look through the deck you are now holding saying that you are waiting to be drawn to a card. Invite them to do the same with the deck that they are holding. Try to make it look as if it matters that you are picking a card at the same time. Pick any old card from around the middle of the deck.

4) Place it face down on top of your face down deck, check that they have done the same with theirs. Cut the pack with one complete cut. They do the same. This brings the card on the bottom of their deck (which you know) directly above the card that they have picked. Ask for "your" deck back again and give them the deck that you have been holding. Stop for a second to

describe what has happened. Do not emphasise the swapping of decks! Simply say that the cards are shuffled, and that you have both been drawn to a card that you buried in the centre of the deck. Most of the time, people will only remember what you invite them to (as long as you don't make a big deal of it).

5) Look through the deck with the faces towards you. Pretend that you are looking for "your" card while they look for theirs. In fact, you look for the card in front of the card you remembered from earlier. This will be the chosen card. Remember that you are now looking through the deck that they looked through to begin with. Wait for them to find their card. Place both of the cards face down on the table. Re-iterate what has happened to build up the tension.

Get someone else to turn the cards over. If you've done it right, they should both be the same.

Take your unworthy bow.

L: THE PRINCIPALITY OF PEKAL

Until 107 years ago, the Principality of Pekal (population 1,275,000) was one of the Vast Empire's largest holdings. The people of Pekal, having enough of the oppressive Kalamaran Empire, revolted. The leader of the revolution, Lamnian Endremin, was a half-elf with both elven (Cilorean) and Brandobian (Mendarn) royal blood. Aid from Cilorea assured a successful revolution in less than a fortnight. However, Lamnian was slain in battle while his troops were capturing the Imperial command. His son, Kafen, was to be crowned King by the people, but he refused, accepting rulership as prince only. He believed that his father alone deserved to be king and Prince Kafen's first official ruling was that Pekal shall have no king, and forevermore shall only be ruled by princes. Kafen's elvish heritage has given him a long life, and even today, the venerable Kafen still holds the throne of Pekal.

For the last ten years, the Principality of Pekal has been at war with the Kingdom of Tokis, but over the last two years the fighting has been reduced to border skirmishes. Pekal would have been overrun if not for the aid received from Paru'Bor, Tharggy and Cilorea who supplied arms, armor and troops. The College of Magic has also supplied wizards who have become a permanent corps of the army.

The navy is greatly outnumbered by the Empire, having only 90 warships, but its ranks are swelled somewhat by pirates paid to attack Imperial frigates and merchant ships bound for the Kalamaran lands.

Pekal has a reputation for racial tolerance and harmony. Because of these Pekalese attitudes, a wide variety of both human and demi-human races dwell within its borders. Among the most common are Brandobians, Deji, Kalamarans, halflings, gnomes and elves. Dwarves and Svimohz are sometimes encountered and humanoids are rarely seen.

The Pekalese tolerate all good gods and even some evil religions persist in smaller communities. The most popular

churches are: the Temple of Enchantment, the Halls of the Valiant, the Assembly of light, the Parish of Love and the Order of Thought.

The Principality does not have many resources other than foodstuffs, some trace minerals and textiles. Although not wealthy, the people are well fed and happy with the current state of affairs.

For more information on Pekal, see the Kingdoms of Kalamar campaign setting sourcebook.

M: THE CONGREGATION OF THE DEAD

Here is all the information which a DM should need in order to effectively play NPC Harvesters.



DEITY NAMES: Harvester of Souls, Ruler of the Dead, Bringer of the Grave, King of the Undead, Lord of the Underworld.

Blonlen (Brandobian)

Кугуугу (Deji)

Galapiti (Kalamaran)

Zazimash (Svimohzish)

Nytharr (Fhokki)

Xiznoom (Reanaarese)

SPHERES OF INFLUENCE: Death, underworld

ALIGNMENT: Neutral evil

SYMBOL: Skull and scythe

DIVINE FOCUS: Small golden sickle

UNHOLY DAYS: Harvest moon (Veshemo during the autumnal equinox). This is the high unholy day, known as the Soul Harvest.

PLACE OF WORSHIP: Temples and altars dedicated to the Harvester of Souls are located in or beneath graveyards.

COLORS: Black, bone white

ANIMAL: Skeletal dragon

APPEARANCE: The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing yet empty eye sockets. The Harvester of Souls wears a black robe and wields a large scythe.

CHURCH: The Congregation of the Dead

CLERGY: The Harvesters

RAIMENT: Like their patron, these clerics are clad in jet black, flowing robes. All clerics but Novitiates wear pendants.

SACRIFICE & FREQUENCY: Humans or other sentient beings every full moon (Veshemo). During the Soul Harvest as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one cleric is offered up to the Harvester of Souls. The sacrificial cleric can be from any religion and a member of the Congregation of the Dead is offered if no other cleric is available.

ADVANCEMENT: Advancement within the Congregation of the Dead is by number of souls harvested, seniority and undead status. Level within the church is indicated by the type of gem worn on their pendant.

Title	Gem
Novitiate	no pendant worn
Messenger	no gem
Collector	malachite
Butcher	hematite
Malefactor	azurite
Fiend	white onyx
Hellion	sardonyx
Reaper	amber
Harvester	jet
High Harvester	black sapphire

CLERICS: The Harvesters are the Lord of the Underworld's messengers of death and collectors of souls. They are well known for their eagerness to take a life and their willingness to die while taking one. Members of the Congregation kill for the sole purpose of sending the souls of their victims to their Lord. The Harvesters believe that the Bringer of the Grave needs souls of victims in order to gain enough strength to enter the world and make the other gods submit to His will.

The Harvesters know that through their actions and devotion to the King of the Undead they will be rewarded at death by being granted undead status. The number and strength of the souls that a cleric takes directly reflect on his future undead status and dying while attempting to take a soul is said to grant automatic undeath. However, many clerics fear dying before harvesting enough souls and thus attaining only zombie status. Therefore, there is a great tension between risking an early death to slay powerful foes who presumably have strong souls or going the slow but safe route of butchering helpless peasants and children. The ultimate goal, of course, is never to actually die, but to become a lich.

Many powerful High Harvesters of the Congregation of the Dead are actually vampires or liches that serve their dark god eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead clerics typically do not allow their victims to become undead, for such status is only for the deserving. Powerful individuals, such as adventurers, are, however, considered to be highly prized victims that are worthy of serving in this capacity.

The Harvesters adorn their weapons and themselves with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they wield them. The sounds created by a group of clerics in combat will send shivers up the spine of even the bravest warrior.

FRIENDS/ALLIES: The Inevitable Order of Time, the Temple of Armed Conflict, the Blood of Rages, the House of Knives, the House of Hunger, the Conventicle of Affliction

FOES/ENEMIES: The Church of Everlasting Hope, the Church of Life's Fire, the Parish of Love, the Temple of the Three Strengths, the House of Solace

SAYINGS: It is time. - Time to see the King. - He is the final Word, the End for all. - There is no use in trying, you cannot avoid him. - When the Ruler calls, all beings answer. - Undeath is the culmination of all existence. - Before slaying another: Your soul is ripe. - Teachings: The only glory greater than dying for the Master is bringing his bounty to another.

For more information on the Harvesters and the Congregation of the Dead, see the Kingdoms of Kalamar campaign setting sourcebook.

N: GLOSSARY

A

Aduraft – citizen of the village of Ar'taban; dwarven engineer whose son Rurmak was killed by Harvesters; husband of Edda, p13, 51, stats p43

Alkor – former commander of Fort Adasir; sent Bargora and Kassali on spy mission; died before his could tell his lieutenant Tibor of the mission, p11

Andara – female ranger who lives in the woods outside Ar'taban; p5, 17, 53, stats p39

Ar'taban – small town in Pekal from where children are being kidnapped; also the name of the previous city built on the same site, p2, 8-9, 12, 51

B

B'Rano – citizen and local ruffian of Ar'taban; father whose son Petu was murdered by the Harvesters, p13, 51, stats p43

Baneta – city in Pekal just off the Elos Bay, see the Kingdoms of Kalamar sourcebook p55, also p6 herein

Bargora – female blacksmith of Ar'taban; mother of Devi and former lover of Kassali, p6, 8, 11, 14, 17, 51, stats p39

Berigon – ancient member of the Order of the Kalenal Gali who ordered Simura's entombment, p23

Bet Rogala – capital city of Pekal; located on the northwestern shores of Lake Eb'Sobet, see the Kingdoms of Kalamar sourcebook p53, also p 6, 8 herein

Black Bear Inn – inn in Ar'taban; often the scene of rabble rousing; p13, 16

Blonlen – Brandobian name for the Harvester of Souls, god of death and the underworld, see Kingdoms of Kalamar sourcebook p217, also p54 herein

Brandobian – a human race of Tellene, also the language they speak, see Kingdoms of Kalamar sourcebook, p6, 13, 175

Brightstar – double star, its twin being a black hole, p6, 21, see also the Kingdoms of Kalamar sourcebook p230

Bringer of the Grave – another common name for the Harvester of Souls, god of death and the underworld, p54, see also the Kingdoms of Kalamar sourcebook p217

C

Celarissa – citizen of Ar'taban; elven mother whose daughters Laranet and Wyika were killed by the Harvesters; wife of Jurellen, p13, 51

Cilorealon – elven city on the shores of the largest of the Renador Lakes in the Kalalali Forest, p 12, 13, see also the Kingdoms of Kalamar sourcebook p97

Congregation of the Dead – church of the Harvesters, worshippers of the Harvester of Souls, god of death and the underworld, p3-5, 14, 20, 34, 47, 49, details p54; also see Kingdoms of Kalamar sourcebook p217

D

Darklight Codex – a dark, mystical book which warps the reader into a master of undead; p2-5, 20, 34, details p46

Darnon Blona – Brandobian name for the Order of the Kalenal Gali, or "Slayers of the Dead" (Merchant's Tongue), p49

Dejy – a human race of Tellene, also the language they speak, see Kingdoms of Kalamar sourcebook p6

Devi – son of Bargora and Kassali; will be kidnapped by Harvesters, p11, 14, 19, 51

Dofryr – Dejy name for the Order of the Kalenal Gali, or "Slayers of the Dead" (Merchant's Tongue), p49

Drhokkeran Charger – massive horses bred for their size, strength and stamina as mounts in battle, p 43, 44, see also the Kingdoms of Kalamar sourcebook p 103

E

Eb'Sobet Lake – a deep lake in central Pekal, see the Kingdoms of Kalamar sourcebook p71

Edda – citizen of Ar'taban; dwarven engineer whose son Rurmak was killed by Harvesters; wife of Aduraft, p13, stats p43

F

Fapeki – Kalamaran name for the goddess of justice and truth, p 14, 15, see also the Kingdoms of Kalamar sourcebook p192

Faratak – Harvester cleric whose body may be found in Simura's maze, p32, 51

Feru – cleric entombed in the temple of Lokalas, p16

Fhokki – a vibrant, tall human race of Tellene, also the language they speak, see Kingdoms of Kalamar sourcebook p7

Folikar – citizen of the town of Ar'taban; cleric of Lokalas, p14-16, 47, stats p39

Fort Adasir – military outpost of Pekal; located between Bet Rogala and Ar'taban; on the shores of Eb'Sobet Lake, p6, 11, 51

G

Galapiti – Kalamaran name for the Harvester of Souls, god of death and the underworld, p4, 20, 47, 54, also see Kingdoms of Kalamar sourcebook p217

Gallanos – consort of Queen Simura; now a wandering undead; p2-3, 15-16, 20, 24, 27, 32, 36-38, 51

Gar'ma – half-elf entertainer; descendant of Gallanos, p16-17, stats p39, Gar'ma's Conjuring Trick p53

Gil – daughter of Renala; twin of Til, p13-14, 16

H

Harvester of Souls – god of death and the underworld, see Kingdoms of Kalamar sourcebook p217

Harvesters – clerichood of the god of death and the underworld, p3-5, 14, 18, 20, 24, 33, 39, 47, 49, 51, details p54

Hurairai – giant owl living in the ruins of Simura's palace, p22

I

Ignan – the language spoken by fire-based creatures, utilizing a Draconic alphabet, a language understood by Queen Simura p42, also see the *D&D Player's Handbook* p74

Imperial Reckoning – dating system for the Kalamaran calendar, see the Kingdoms of Kalamar sourcebook p235

J

Jo'et – son of the grizzled old veteran farmer, Selip, p17

Jurellen – elven father whose daughters Laranet and Wyika were killed by the Harvesters; husband of Celarissa, p13, 51

K

K'hiron – half-orc monk who wrestles for money in Ar'taban, p17, 51, stats p40

Kafen, Prince – ruler of the Principality of Pekal, see the Kingdoms of Kalamar sourcebook p53

Kalamar – the largest and most populous nation on Tellene; central kingdom of the vast Kalamaran Empire, see the Kingdoms of Kalamar sourcebook p37

Kalenal Gali – (Kalamaran) "Slayers of the Dead" (Merchant's Tongue) an organization devoted to wiping out the undead, p3, 8, 10, 18, 21, 33, 47, details p49

Kamarela Mounds – Hills on the southwestern tip of Lake Eb'Sobet, see Kingdoms of Kalamar sourcebook p71.

Karidu – small village in Pekal affected by a disease known as the Wrack, p5, 6, 12, 51, details p8

Kassali – wizard and retired adventurer; lives in the Sobelmire; father of Devi and former lover of Bargora, p5, 8, 19, details concerning his tower p9, stats p40

Kesa – cleric of Selanadi the Caregiver; guards Karidu against unfortunate passersby; p8, 51, stats p40

Korit'sa – a spicy sausage which is a specialty of the lake region, p16

Korvex – crow familiar of the wizard Kassali, p10, stats p40

Kotesh – Reanaarian founder of the order known as the 'Slayers of the Undead,' or 'Wiunoom,' or 'Kalenal Gali' or by other names depending on region, p19, 49

Kravel – knight entombed with a +1 longsword in the temple of Lokalas, p16

Kygyryr – Dejy name for the Harvester of Souls, god of death and the underworld, p 54 herein, see also the Kingdoms of Kalamar sourcebook p217

L

Laranet – elven daughter of Celarissa and Jurellen; killed by the Harvesters, p13, 18, 51

Lich Queen – a formerly pious and goodly Queen of Pekal, who was converted to necromancy by the Darklight Codex, p5

Liper't – owner of the Black Bear Inn, p16, 51, stats p40

Lokalas – Kalamaran name for the god of wisdom, see the Kingdoms of Kalamar sourcebook p204

M

Meril – daughter of Pad'ri; killed by Harvesters, p13, 50

Mash Vishohz – Svimohzish name for the Order of the Kalenal Gali, or "Slayers of the Dead" (Merchant's Tongue), p49

Miko – son of Selip the farmer; killed by Harvesters, p13, 19

N

Native Language – the language understood and spoken by those from a particular region or of a certain race (i.e. Brandobian, Reanaarese, Kalamaran, etc.).

Necromancy – a school of magic focusing on spells that manipulate the power of death and undead creatures.

Nyktharr – Fhokki name for the Order of the Kalenal Gali or "Slayers of the Dead" (in Merchant's Tongue), p49

Nytharr – Fhokki name for the Harvester of Souls, god of death and the underworld, see Kingdoms of Kalamar sourcebook p217, and p45, 54 herein

O

Olita – Brandobian woman murdered by the Harvesters; member of the Kalenal; now an allip in the Queen's maze, p33

Order of the Kalenal Gali – see entry for "Kalenal Gali"

P

Pad'ri – citizen of Ar'taban; all of his children were killed by the Harvesters, p13, 50, stats p44

Pekal, Principality of – principality north of the Elos Bay; at war with Tokis, p2, 47, details p54

Petana – Magistrate of Ar'taban, p13, 50, stats p41

Petu – son of B'Rano the ruffian; murdered by Harvesters, p13, 19

Pilamar – son of Pad'ri; killed by Harvesters, p13, 21, 50

Q

Queen Simura – see entry for Simura, Queen

Quin – half-orc bandit leader, p5, 8, 11-12, 51, stats p41

R

Reliquis – undead; appear as skeletons except for the glow of their eye sockets, which are set with gems such as amethyst, diamond, emerald or sapphire, p 27-29, 32, 36, details p45

Renala – mother of Til and Gil; barmaid who works in the Black Bear Inn, p14, 16, 51, stats p41

Rurmak – dwarven son of Aduraft and Edda; killed by the Harvesters, p13, 17, 20, 51

S

Satimar – son of Pad'ri; killed by Harvesters, p13, 21, 50

Selanadi – Brandobian name for the god of mercy, hope, and healing, see the Kingdoms of Kalamar sourcebook p196

Selip – name of farmer who is a citizen of Ar'taban and whose son Miko was killed by Harvesters; also the name of one of Selip's ancestors whose tomb may be found in the Temple of Lokalas, p14-16, 17, 51, stats p41

Shaf Karrez – necromancer and member of the Harvesters; ally of Yin Allal, p3-5, 18, 20, 38, stats p41

Shanydefyn – Deji name for the goddess of harvest, life, fertility, and agriculture, see the Kingdoms of Kalamar sourcebook p194

Shlaluk – wererat living in the ruins of Simura's palace, p23.

Simura, Queen – lich queen sealed deep underground by the Kalenal; former ruler of the old city of Ar'taban; lover of Gallanos, p2-5, 10, 15-16, 23, 26, 33, 36, 47, 50-51, stats p41

Slekweerd – wererat leader living in the ruins of Simura's palace, p23

Sleshlack – wererat living in the ruins of Simura's palace, p23

Sobelmire – swamp in Pekal; Kassali lives here, p8-9

Sshlesk – wererat lieutenant of Slekweerd; living in the ruins of Simura's palace, p23

Svimohzish – Language of the Svimohz, a human race of Tellene, see Kingdoms of Kalamar sourcebook, p8, 143, 181

T

Teshudang – Harvester who lured Simura into the study of the Darklight Codex, p2, 25, 34, 47, 50

Tibor – commander Fort Adasir; believes Bargora and Kassali are spies; seeks to avenge Alkor's death, p7, 11, 51, stats p42

Tirun – owner of the Plank and Barrel tavern, p16

Til – son of Renala; twin of Gil; will be kidnapped by the Harvesters; p13-14, 19, 51

Tokis – large kingdom in the Kalamaran Empire, see the Kingdoms of Kalamar sourcebook p60

U

Udo bog – small swamp in southern Pekal, see Kingdoms of Kalamar sourcebook, p72

Ulen'tia – Kalamaran name of Bargora, p8, 11

V

Valan – Elven ranger; second-in-command at Fort Adasir, p7, stats p42

Vel'mar – knight entombed in the temple of Lokalas; p16

W

Wiunoom – Reanaarese name for the Order of the Kalenal Gali, or "Slayers of the Dead" (Merchant's Tongue), p49

Wrack, the – wasting disease contracted by the people of Karidu, p3, 8-9, 47, 50, details p51

Wyika – elven daughter of Celarissa and Jurellen; killed by the Harvesters, p13, 18, 51

X

XP – (abbr.) experience points

Y

Ymir – Kalamaran name of Kassali, p8, 10

Yin Allal – Harvester cleric who seeks the Darklight Codex; seeks also to awaken Queen Simura; is behind the kidnappings of children from Ar'taban, p3-5, 6, 17-18, 19, 21, 39, 51, stats p42

Z

zombie – magically animated corpses; under the command of the evil mage or cleric who animated them.

Simura's Library

Tomes, Weights, Values, and Languages

Title	Weight (lbs.)	Value (gp)	Lang.	Title	Weight (lbs.)	Value (gp)	Lang.
Acquiring Material Power	5	150	AKm	Evil Tree Spirits	4	100	MT
Advice for Incantations	4	200	Bd	Fairy Rings – A Guide	6	100	LE
Age of Great Anguish, The	6	100	AKm	Fluidic Spirit Emanations	5	100	Dw
Amulets of Power	8	250	Sv	Folklore of the Northern Wastes	4	150	AKm
An Unknown People	4	150	ABd	Fortune-telling Skills	3	100	AKm
Ancient Desert Sorcerers of Legend	4	200	AKm	Gakite Figures and Carvings	4	100	AKm
Animal Shapes	5	100	ABd	Ghost Kings and Their Queens	3	200	AKm
Animism	6	250	LE	Giant Rats of Svimohzia, The	4	100	MT
Assuming Shapes	4	150	ABd	Gnomish Clockwork and Magic	5	150	Gm
Automatic Writing and Speaking	5	100	Sv	Gnomish Harbingers of Light	6	100	Gm
Averting Spirit Attacks	4	150	Sv	Gnomish Mysticism	4	150	Gm
Beheadings & Other Special Moments	6	250	Sv	Golden Book of Draska, The	8	250	AKm
Beneath the Waves	5	200	Sv	Guardians of Divine Sorcery	4	100	AKm
Black Rock as a Spell Component	3	100	Sv	Halfling Mysteries of Death	4	150	Hf
Blessing the Golden Rose	5	150	ABd	Haunted Mines of the Elenon	5	100	Dw
Blood Elves of the Desert Lands	4	200	LE	Helpful Plagues and Diseases	9	250	AKm
Bloodletting Apparitions and Ghosts	5	250	Sv	Hereditary Demons	4	100	AKm
Book of Fire, The	4	150	LE	Hidden Interpretations	5	100	AKm
Book of Mount Shakota, The	8	250	AKm	Higher Aspects of Gems, The	6	200	AKm
Book of the Invisible World	3	200	ABd	History of Elven Magic, A	8	250	ABd
Brandobian Rites and Mysteries	5	100	ABd	History of Occult Thought: Elos Bay	8	250	AKm
Cannibal Cults of Svimohzia	4	150	Sv	Hobgoblin Spell Components	4	100	Hob
Castle Spectres	6	100	AKm	How to Corrupt a Paladin Absolutely	6	100	AKm
Causes of Lycanthropy	4	250	ABd	How to Properly Farm Otters	4	150	MT
Centre of Necromancy, The	8	200	AKm	Hurting by Touch	4	100	MT
Characteristics of Exterior Religions	6	250	AKm	Hypnotism and Spiritism	6	100	AKm
Communication with Spirits	7	100	ABd	Illusion of Force	5	150	AKm
Composition of Talismans	8	250	AKm	Instruments of Enchantment	4	150	MT
Creating Useful Cantrips	6	150	AKm	Interrogating the Living	5	100	ABd
Creation of the Alliance of Might	4	100	AKm	Jewels of Corruption	7	200	AKm
Creator of the Great World	8	150	ABd	Kalenal Secrets and Mysteries	8	250	AKm
Crystalline Entities	4	200	AKm	Kobold Spirit Doctrines	4	200	Hf
Dabbling in Magic	6	250	ABd	Kolokar's Barrier Magics	6	200	AKm
Deadly Fogs of Nanakary	3	150	AKm	Kruk-Ma-Kali – A Journal	4	100	Sv
Defenses Against Witchcraft	5	250	Fk	Languages of the Planes	5	150	MT
Destroying Benevolence	4	200	AKm	Last of the Lich Barons	6	100	Rn
Details of the Lodestone	8	250	AKm	Levitations Low and High	5	150	Rn
Dimming of the Eternal Lantern	4	150	AKm	Lich Kingdom of Khydoban, The	7	100	Rn
Discovery of the Sixteen Tombs	6	200	AKm	Light of the Dead	5	100	MT
Dissection Upon Apparitions	5	200	AKm	Lightning in Golem Constructs	6	100	AKm
Dissertation on Vampires	4	150	LE	Litanies of the Witch	4	100	Dw
Divination by Lots	7	250	Gm	Lithomancy and Other Divinations	5	200	AKm
Divining by Fire and Candle	4	100	AKm	Little Curiosities	4	100	Hf
Divining Rods and Tools	4	150	AKm	Little-known Demons	4	100	MT
Doctrine of Chronomancy	6	100	AKm	Locating Serpent Eggs	6	200	AKm
Doctrine of Witchcraft	4	200	MT	Love Curses – Volume Nine	9	250	MT
Dragon Bone Weapons	5	100	LE	Mage Armor and Weaponry	5	100	MT
Dragon Culture and Language	6	250	LE	Magic and the Jungle Wars	5	100	Sv
Dream Interpretations	3	100	LE	Magic Circles and Figures	4	150	Hf
Dwarven Undead Relics	5	150	AKm	Magic Dwarven Belts	6	250	Dw
Easy Reincarnation	4	100	AKm	Magic Elven Rose Garden, The	4	100	AKm
				Magical Diagrams	6	200	MT
				Magical Sailing Vessels	4	150	MT

Title	Weight (lbs.)	Value (gp)	Lang.
Magical Treatise on Outsiders, A	3	100	ABd
Magicians of the Eastern Lands	8	250	Rn
Making an Incorruptible Body	4	100	AKm
Making Precious Stones	5	150	AKm
Man is a Threat	6	200	Hob
Manipulating Court Wizards	2	150	MT
Marks of Vampirism	3	100	MT
Master of Worms	4	100	MT
Metals in Animal Magnetism	5	100	Dw
Metempsychosis	6	150	ABd
Mithril and the Stars Above	4	200	Dw
Ancient Sorcery	5	100	MT
More Wonders of the Outer Planes	6	150	ABd
Mysteries of Occult Law	5	100	AKm
Mystical Hierarchies	4	100	Hf
Mystics and Mages of Kalamar	8	250	AKm
Narcotic Salves and Ointments	4	150	Dw
Narratives by Lycanthropes	6	100	Rn
Nature of Magic, The	7	250	Dw
Noorjun's Planar Voyages	4	200	Rn
Obscure Potions and Oils	5	250	AKm
Ocean Dangers and Wonders	5	100	MT
Orc Bodies as Shamanistic Décor	6	100	Hob
Order of the Ancients, The	7	150	Dw
Palingenesis of the Druids	6	100	AKm
Phantoms of the Living	5	100	MT
Phenomenon of Great Gravity	7	150	ABd
Planting Seed of Racism	8	100	ABd
Possession by Divinities	6	150	ABd
Posthumous Letters from Gillia	5	200	MT
Powders of Persuasion	7	150	ABd
Powerful Weapons of the Dead	5	200	AKm
Precipitation of Matter	6	100	Dw
Predicting Magnostorms	6	100	Rn
Premonitions of Danger	9	150	ABd
Preparing Flesh Golems	6	150	Sv
Preventing Exorcisms	7	100	Rn
Prophecy of Regnard, The	7	100	AKm
Psychic Brotherhoods	4	150	ABd
Rapid Body Dissection	8	100	Hob
Reversing Protective Circles	7	150	AKm
River Nymph Anatomy	5	250	MT
Rod and Staff Creation	4	100	Rn
Sacred Tetragram, The	7	100	Rn
Sacrificial Fires of Shyff	6	150	Rn
Sages and Herbs: Hobgoblins	5	200	Hob
Savage Magical Rites	5	150	Sv
Secret Caverns of the Drow	8	150	ABd
Secret Escape of Avryner, The	7	200	MT
Secret Tenets of the Mold Men	6	100	Hob
Secrets of Human Destiny	8	100	Dw
Sil-karg Vivisection: A Guide	5	150	Sv
Simple Grave Openings	4	100	MT

Title	Weight (lbs.)	Value (gp)	Lang.
Songs of the Damned	5	100	MT
Spider-Elves of the Rokk Woods	7	250	Fk
Spirit of Kalamaran Kings	10	250	AKm
Spirit Rooms	5	100	Dw
Spirit Teachings of King Inakas	6	200	AKm
Spirits of Darkness and Light	5	100	AKm
Stories from the Time of Misfortune	7	150	MT
Strongholds of Alchemy	7	100	ABd
Studies of a Lich King	8	200	MT
Study of Alectromancy	6	100	Rn
Suggestive Inquiry into Efreeti, A	6	150	Sv
Summoning a Plague Beast	4	100	Rn
Superstitions of the Common Man	4	150	Hob
Svimohzian Magic	7	100	ABd
Sword of the Raging Wyrn	6	150	Hob
Tale of the Brightstar, A	5	100	Dw
Tale of the Giant's Fall	5	100	Dw
Tales of Terror	5	100	ABd
Tales of the Dreamer	8	100	MT
Tests of Faith	6	100	MT
Theory of the Sorcerous Arts	5	150	ABd
Theory of Thought Vibrations	4	200	ABd
Thousands of Years Past	9	100	ABd
Thyghashan Dreams	7	150	MT
Tomb and Maze Building	6	200	Rn
Trade Society of the East	4	100	MT
Transmigrations of Death	5	100	Rn
Transmutation of Gold	7	150	Rn
Travel and Survival Spells	8	250	MT
Twin Eggs of the Wyvern	6	150	Rn
Underlands of Tellene	9	100	MT
Unknown Forces of Nature	5	150	Hob
Unlife, in a Nutshell	4	250	AKm
Until the Day of Death	5	100	Hob
Uses of Otter in Magic Formulae	4	250	MT
Vengeance Spells	6	100	Hob
Virtue of Consecrated Oils, The	5	200	LE
War of the Gods, The	9	100	MT
Wondrous Items of the Celestials	7	150	Hf
Wondrous Tales	6	100	MT
Wood Demons of the Rytarr	4	100	Fk
Writings of the Vicelord	9	200	ABd
Guide to the Infernal Realms	7	250	MT

TOTALS

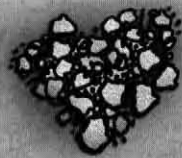
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Language Abbreviations

ABd = Ancient Brandobian, AKm = Ancient Kalamaran, Dw = Dwarven, Fk = Fhokki, Gm = Gnomish, Hf = Halfling, Hob = Hobgoblin, LE = Low Elven, MT = Merchant's Tongue, Rn = Reanaarese, Sv = Svimohzish

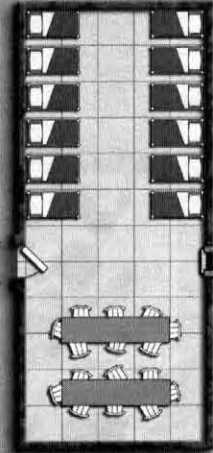
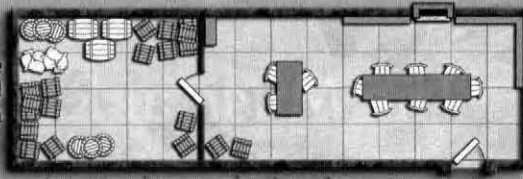
Encounter	Pekal Plains SE	Pekal Plains NW
Abandoned Cabin	1-40	1-50
Abandoned Equipment	41-45	51-60
Ancient Ruins	46-95	61-110
Ankheg	96-97	111-112
Ant, Giant	98-102	113-117
Assassin Vine	103	-
Badger	104-203	118-217
Badger, Dire	204	-
Basilisk	205	218
Bat	206-505	219-518
Bat, Dire	506-507	519-520
Bee, Giant	508	521
Beetle, Giant, Bombadier	509-528	522-541
Beetle, Giant, Fire	529-538	542-551
Berry Bushes	539-638	552-651
Bison	639-838	652-851
Blink Dog	839-848	852-861
Bulette	849	862
Campsite	850-949	863-962
Cat	950-1029	963-1042
Cattle	1030-1529	1043-1542
Chimera	1530	-
Cockatrice	-	1543
Deer	1531-1630	1544-1644
Displacer Beast	1631	1645
Dog	1632-1761	1646-1775
Donkey	1762-1801	1776-1815
Doppelganger	1802-1806	1816-1820
Dragon, Brass	1807	1821
Dragon, Gold	1808	1822
Dwarf, Hill	1809-1838	1823-1852
Eagle	1839-1938	1853-1952
Eagle, Giant	1939	1953
Elf, High	1940-2114	1954-2103
Elven Troops	2115-2306	2104-2124
Formian	2307	-
Fruit Trees	2308-2407	2125-2224
Gaketan Mare	2408-2422	2225-2249
Gargoyle	2423	2250
Ghost	2424-2433	2251-2260
Giant, Fire	2434-2436	2261-2263
Gibbering Moulder	2437	2264
Gnoll	2438-2497	2265-2324
Gnome, Rock	2498-2697	2325-2524
Goblin	2698-2722	2525-2549
Gorgon	2723	2550
Hag, Annis	2724	2551
Half-elf	2725-2924	2552-2731
Half-Hobgoblin	2925-2949	2732-2756
Half-Orc	2950-2974	2757-2781
Halfling, Lightfoot	2975-3124	2782-2931
Harpy	3125	2932
Hawk	3126-3375	2933-3182
Hippogriff	3376-3377	3183-3184
Hobgoblin	3378-3407	3185-3214
Horse, Heavy	3408-3447	3215-3254
Horse, Light	3448-3507	3255-3314
Krenshar	3508	3315
Medusa	3509	3316
Men, Adventurers	3510-3559	3317-3366
Men, Bandits	3560-3659	3367-3466
Men, Berserkers	3660-3669	3467-3476
Men, Farmer	3670-4419	3477-4226
Men, Herder	4420-5019	4227-4826
Men, Hunters	5020-5169	4827-4976
Men, Merchants	5170-5569	4977-5376

Encounter	Pekal Plains SE	Pekal Plains NW
Men, Miners	5570-5579	5377-5386
Men, Minstrels/Actors	5580-5589	5387-5396
Men, Nomads	5590-5629	5397-5436
Men, Patrol, Heavy Cavalry	5630-5779	5437-5586
Men, Patrol, Heavy Infantry	5780-6779	5587-6586
Men, Patrol, Heavy Infantry - hobilar	6780-6929	6587-6736
Men, Patrol, Light Cavalry	6930-7029	6737-6836
Men, Patrol, Light Infantry - archer	7030-7479	6837-7286
Men, Patrol, Marines	-	7287-7386
Men, Pilgrims	7480-7529	7387-7436
Men, Pirates	-	7437-7486
Men, Raiders, Heavy Cavalry	7530-7679	7487-7550
Men, Raiders, Heavy Infantry	7680-7854	7551-7750
Men, Raiders, Heavy Infantry - pikemen	-	7751-7778
Men, Raiders, Light Cavalry	7855-7859	7779-7798
Men, Raiders, Light Infantry - archer	-	7799-7814
Men, Raiders, Light Infantry - crossbow	-	7815-7846
Men, Raiders, Marines	-	7847-7862
Men, Travelers	7860-8159	7863-8162
Men, Tribesmen	8160-8209	8163-8212
Mimic	-	8213
Monstrous Centipede	8210-8219	8214-8223
Monstrous Scorpion	8220-8224	8224-8228
Monstrous Spider	8225-8229	8229-8233
Naga, Dark	8230	8234
Naga, Spirit	8231	8235
Natural Spring	8232-8281	8236-8285
Nightshade	-	8286
Nymph	8282	8287
Ogre	8283-8292	8288-8297
Ogre, Mage	8293	8298
Orc	8294-8343	8299-8348
Owl	8344-8443	8349-8448
Owl, Giant	8444-8448	8449-8453
Phase Spider	8449	8454
Phasm	8450	8455
Pony	8451-8500	8456-8505
Praying Mantis, Giant	8501	8506
Rat	8502-8751	8507-8756
Rat, Dire	8752-8761	8757-8766
Raven	8762-9161	8767-9166
Shadow	9162-9165	9167-9170
Sheep	9166-9565	9171-9570
Skeleton	9566-9573	9571-9578
Snake, Viper	9574-9584	9579-9589
SPECIAL	9585-9594	9590-9599
Spectre	9595-9596	9600-9601
Spider Eater	9597	9602
Spooky Carcass	9598-9647	9603-9652
Toad	9648-9747	9653-9752
Troll	9748-9757	9753-9757
Vampire	9758	9758
Vampire Spawn	9759	9759
Wasp, Giant	9760-9763	9760-9763
Weasel	9764-9863	9764-9863
Weasel, Dire	9864	9864
Wererat	9865-9874	9865-9874
Werewolf	9875-9881	9875-9881
Wight	9882-9888	9882-9888
Wolf	9889-9988	9889-9988
Wolf, Dire	9989-9990	9989-9990
Wolverine, Dire	9991	9991
Worg	9992-9996	9992-9996
Wraith	9997-9998	9997-9998
Zombie	9999-10000	9999-10000

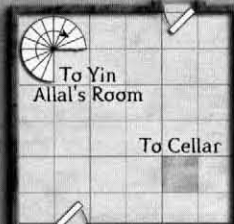


Debris

Storage and Kitchen



Refectory and Barracks



West Tower

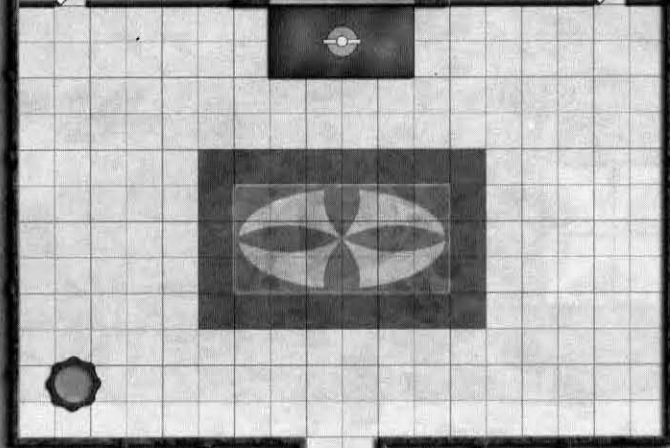
To Yin Allal's Room

To Cellar



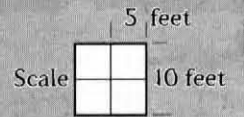
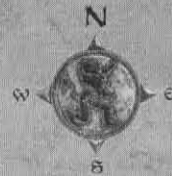
East Tower

To Shaf Karrez's Room



Main Entrance

Kalenal Gali Stronghold/Temple



To Temple of Lokalas

Plank and Barrel Tavern

Village of Ar'taban

Town Hall

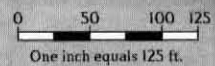
Black Bear Inn

Stable and Smithy

Well

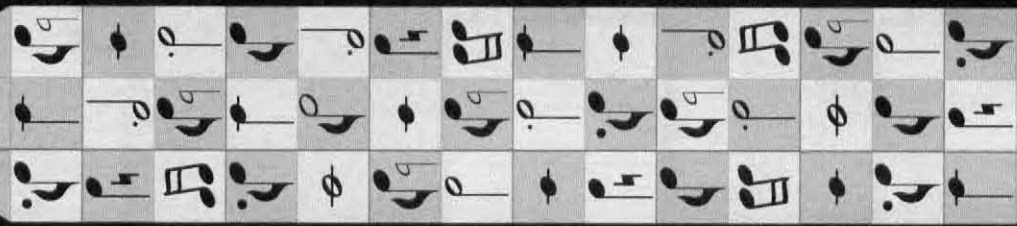
Temporary Stage and Fair

Petana's House



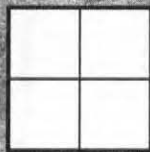
The Musical Room

(Area 17 of Simura's Maze)



10 feet

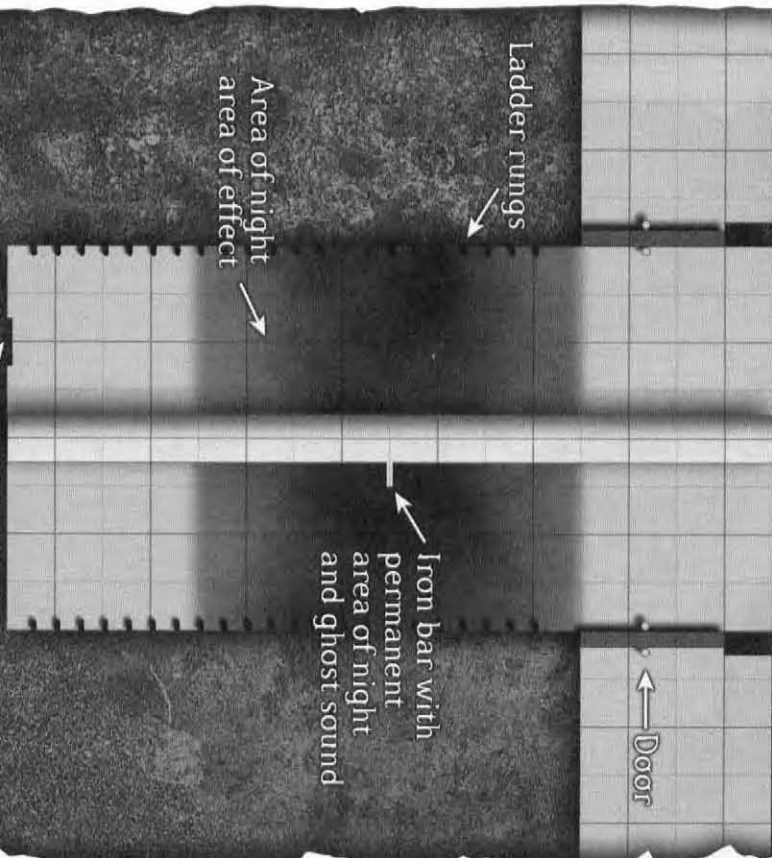
Scale



20 feet

Area of Night Room

(Area 12 of Simura's Maze)



Ladder rungs

Area of night area of effect

Iron bar with permanent area of night and ghost sound

Door

Stone with permanent silence spell

5 feet

Scale



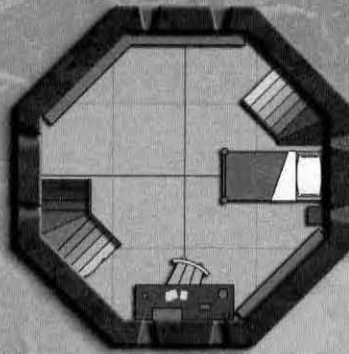
10 feet

Kassali's Tower

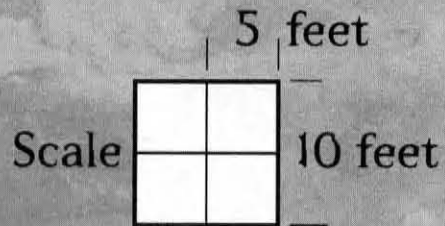
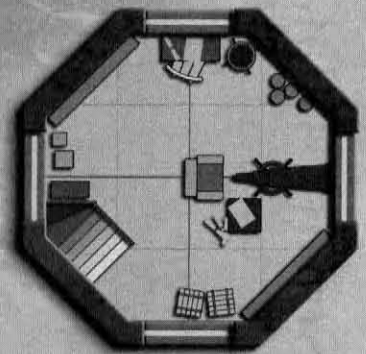
Ground Floor



2nd Floor

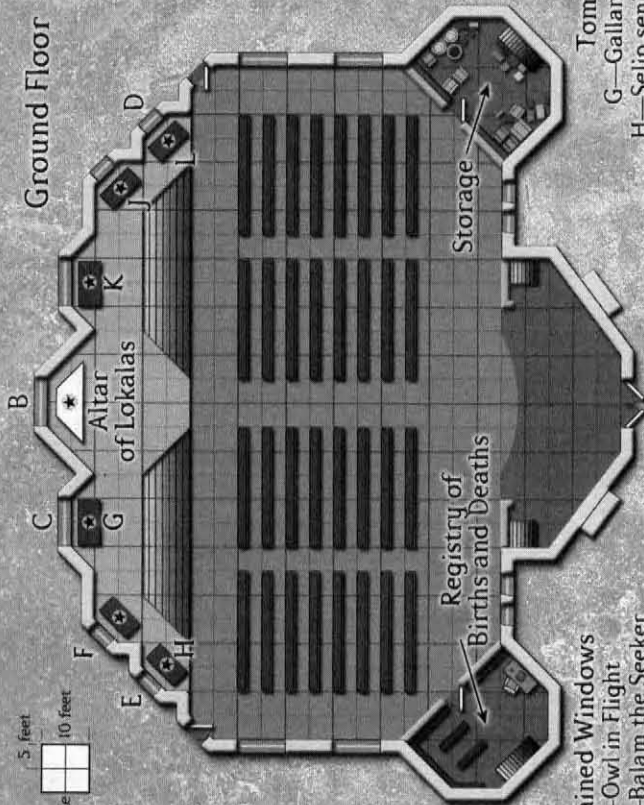


3rd Floor

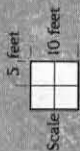


Temple of Lokalas

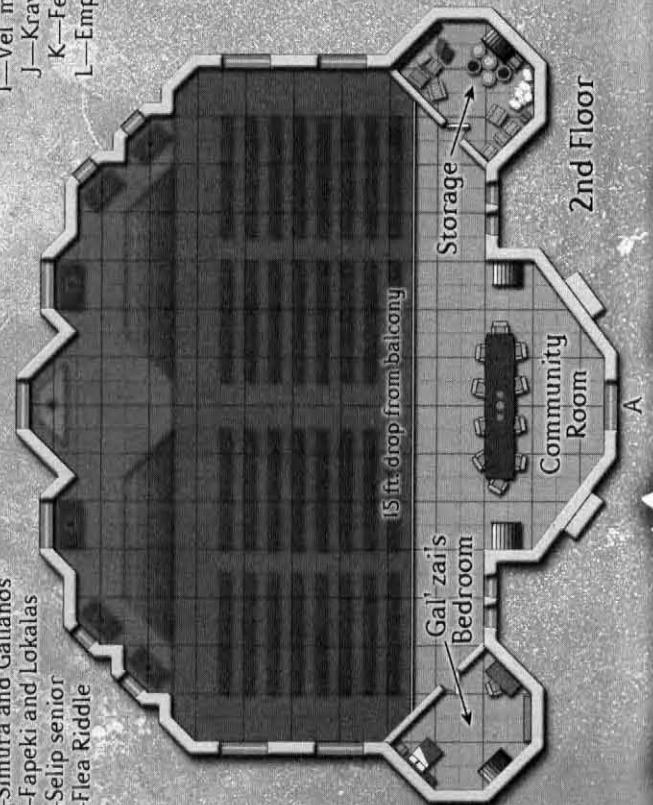
Ground Floor



- Stained Windows**
 A—Owl in Flight
 B—Balam the Seeker
 C—Simura and Gallanos
 D—Fapeki and Lokalas
 E—Selip senior
 F—Flea Riddle
- Tombs**
 G—Gallanos
 H—Selip senior
 I—Vel' mar
 J—Kravel
 K—Feru
 L—Empty



2nd Floor



A

15 ft. drop from balcony

Gal'zai's Bedroom

Community Room

Storage

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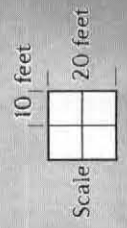
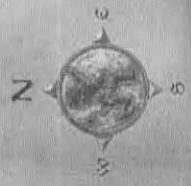
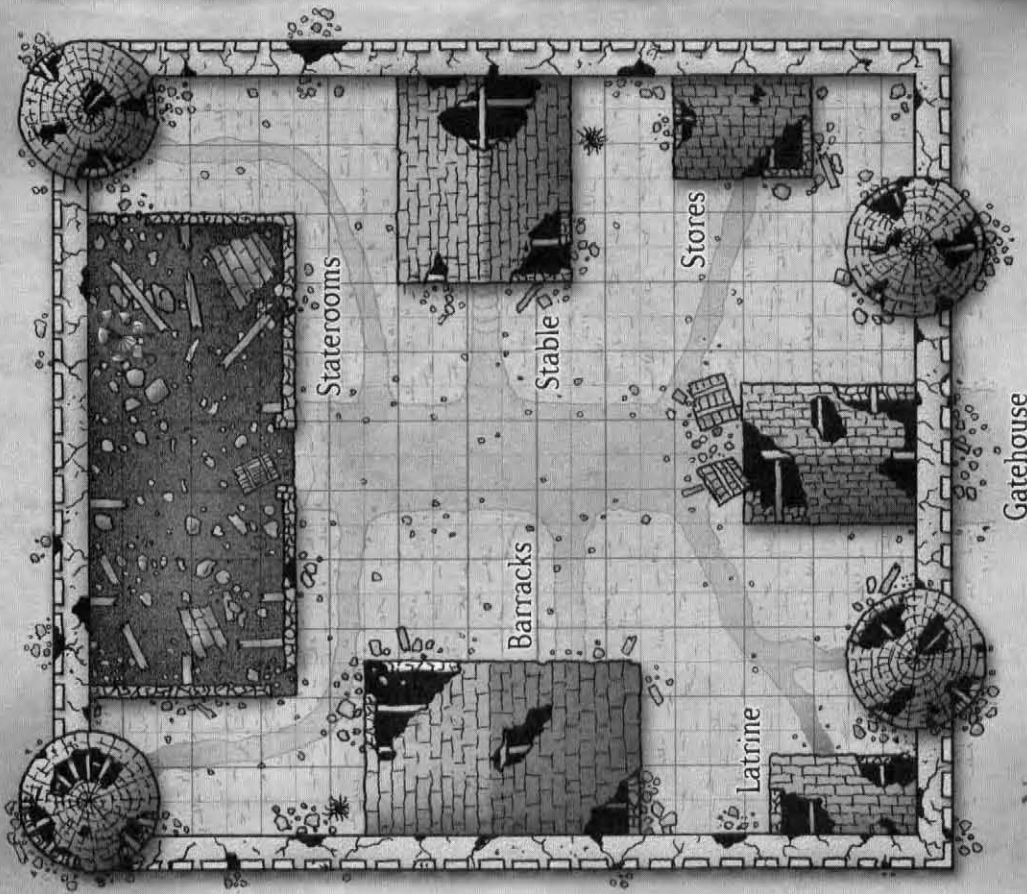
Storage

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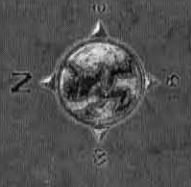
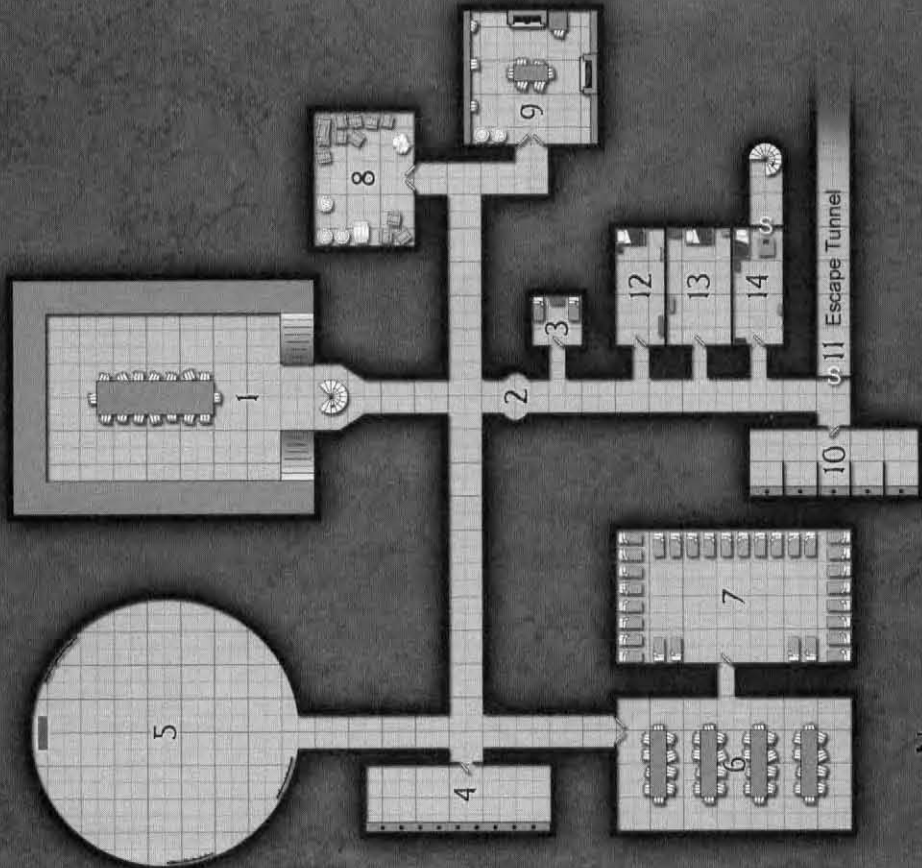
Storage

Storage

Ruins of Simura's Palace



Palace Basement

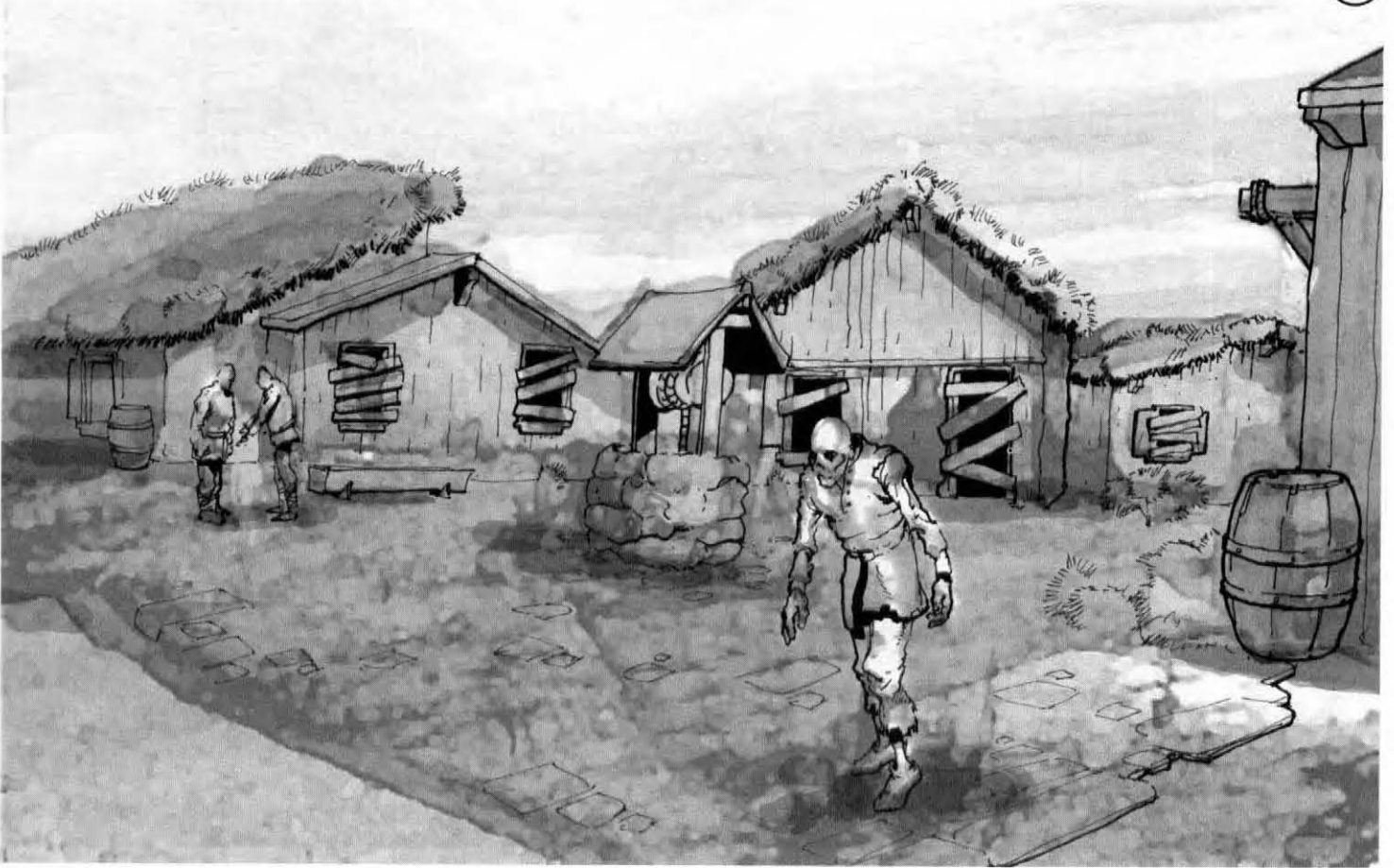


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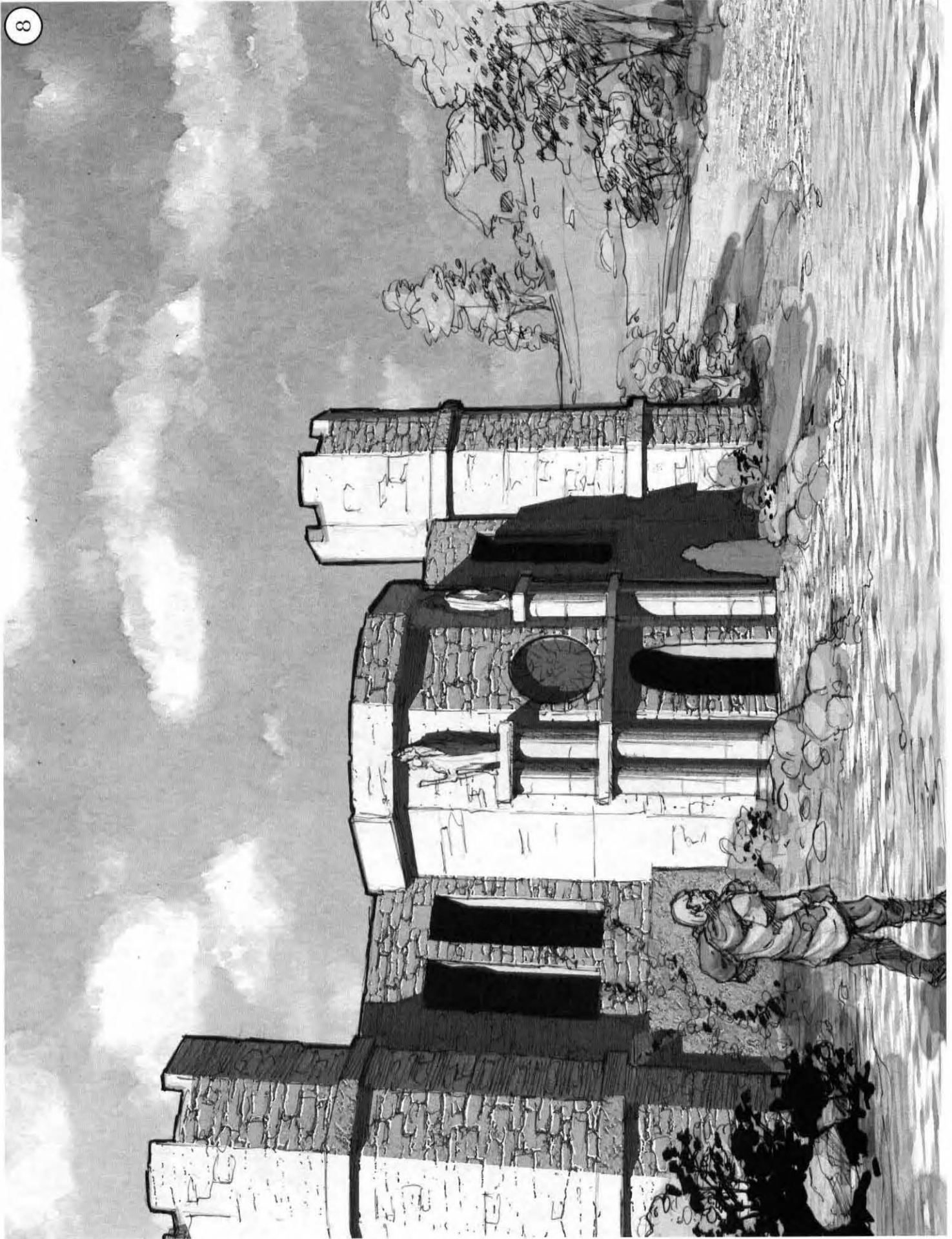
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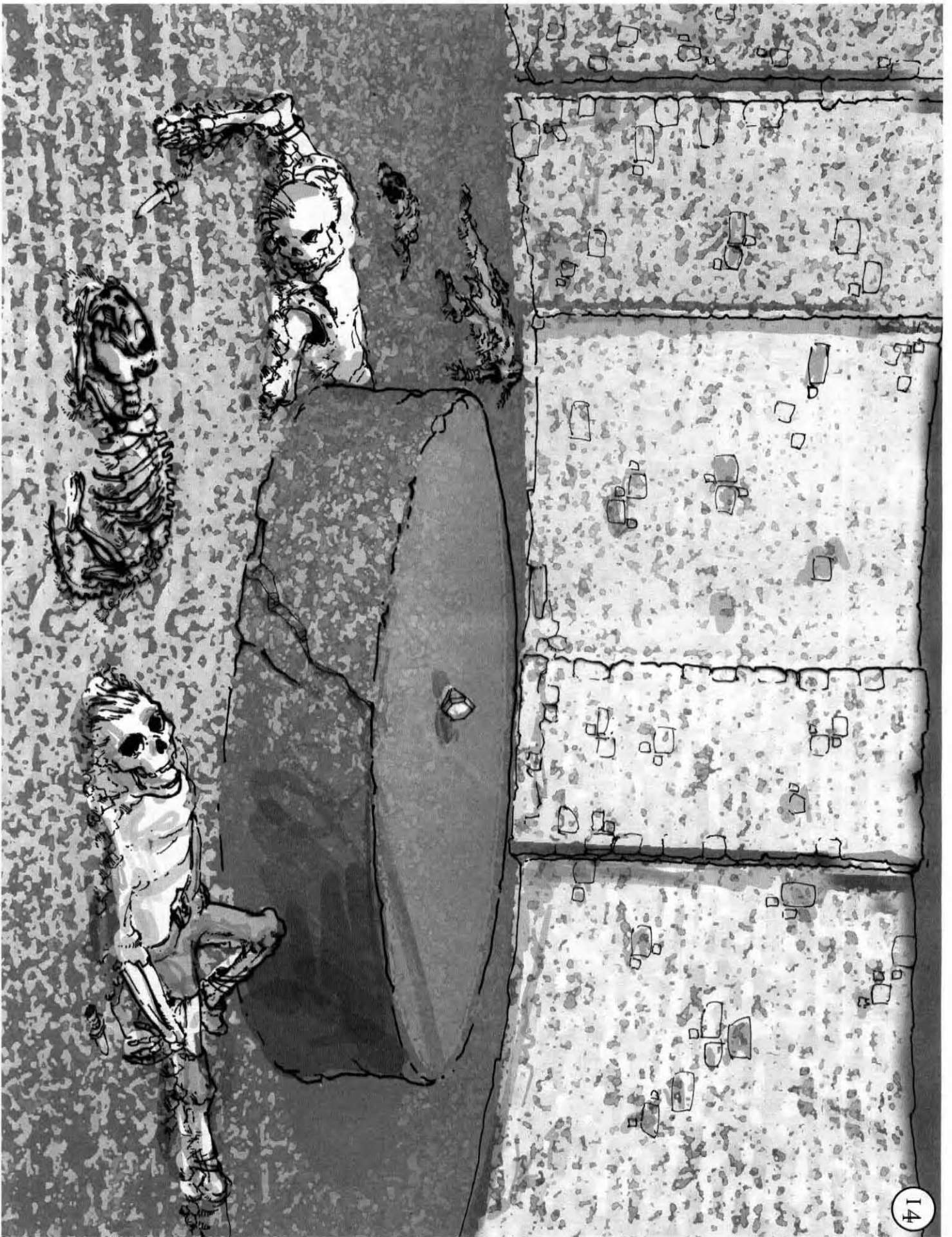






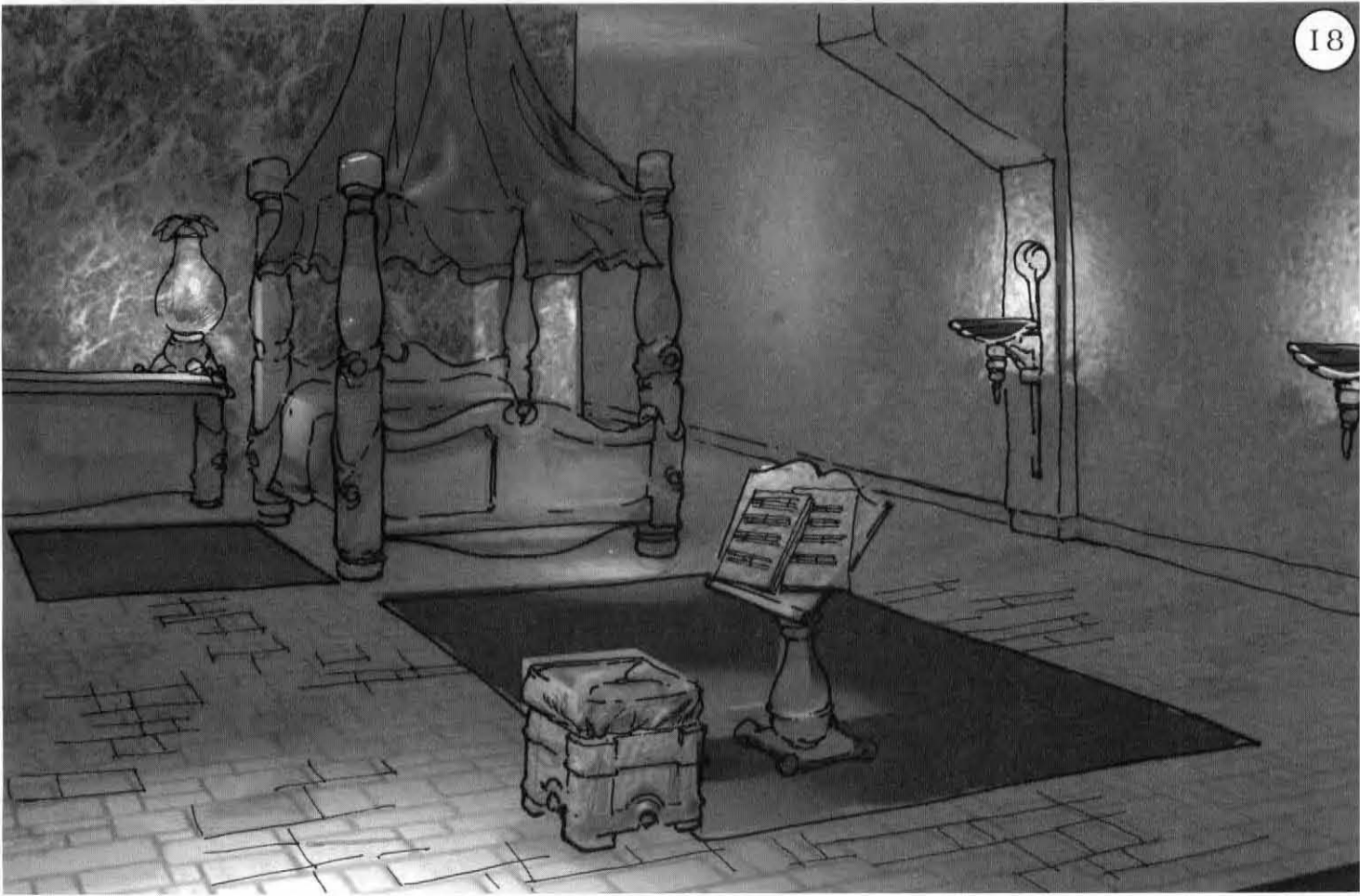




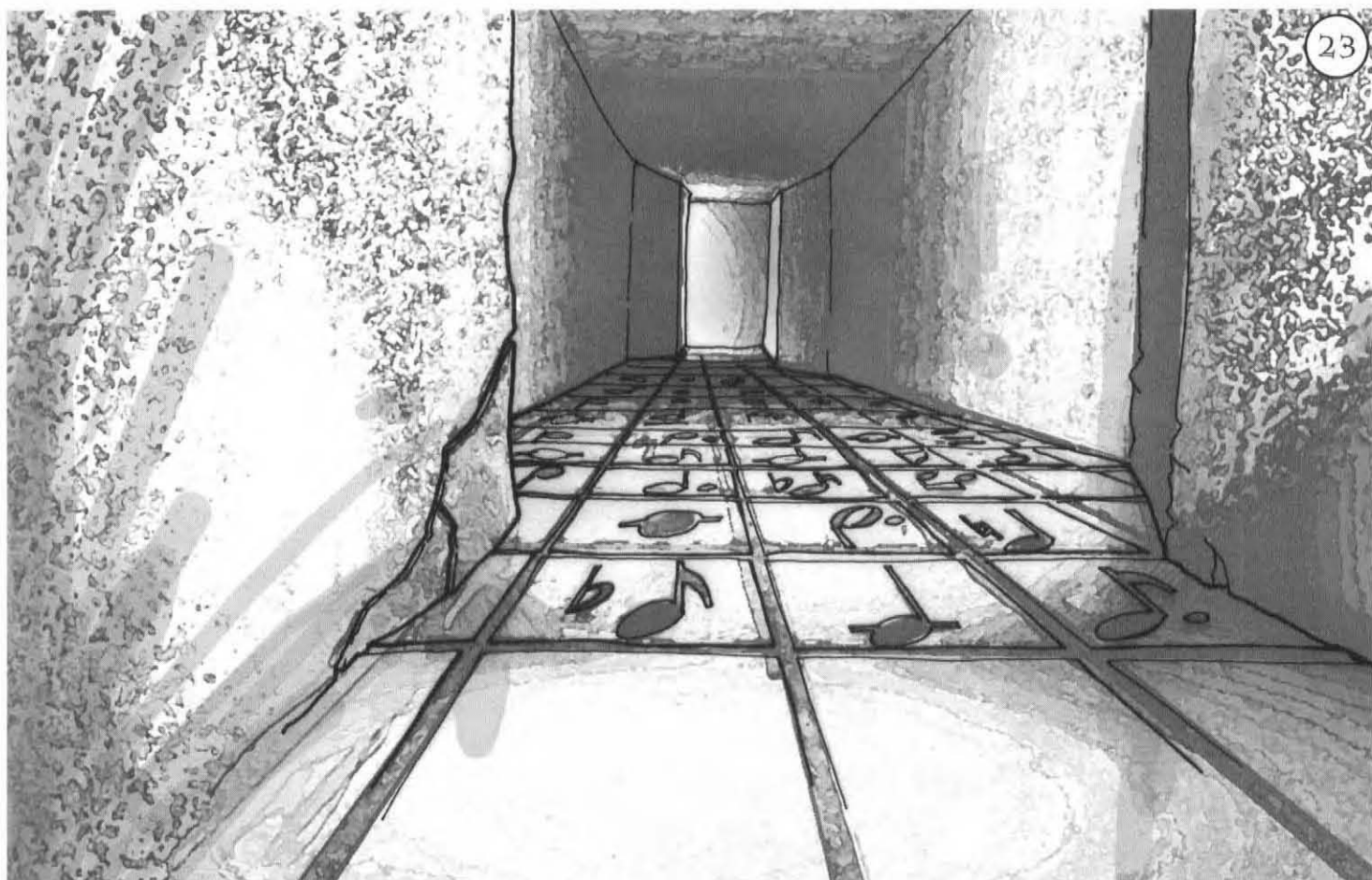
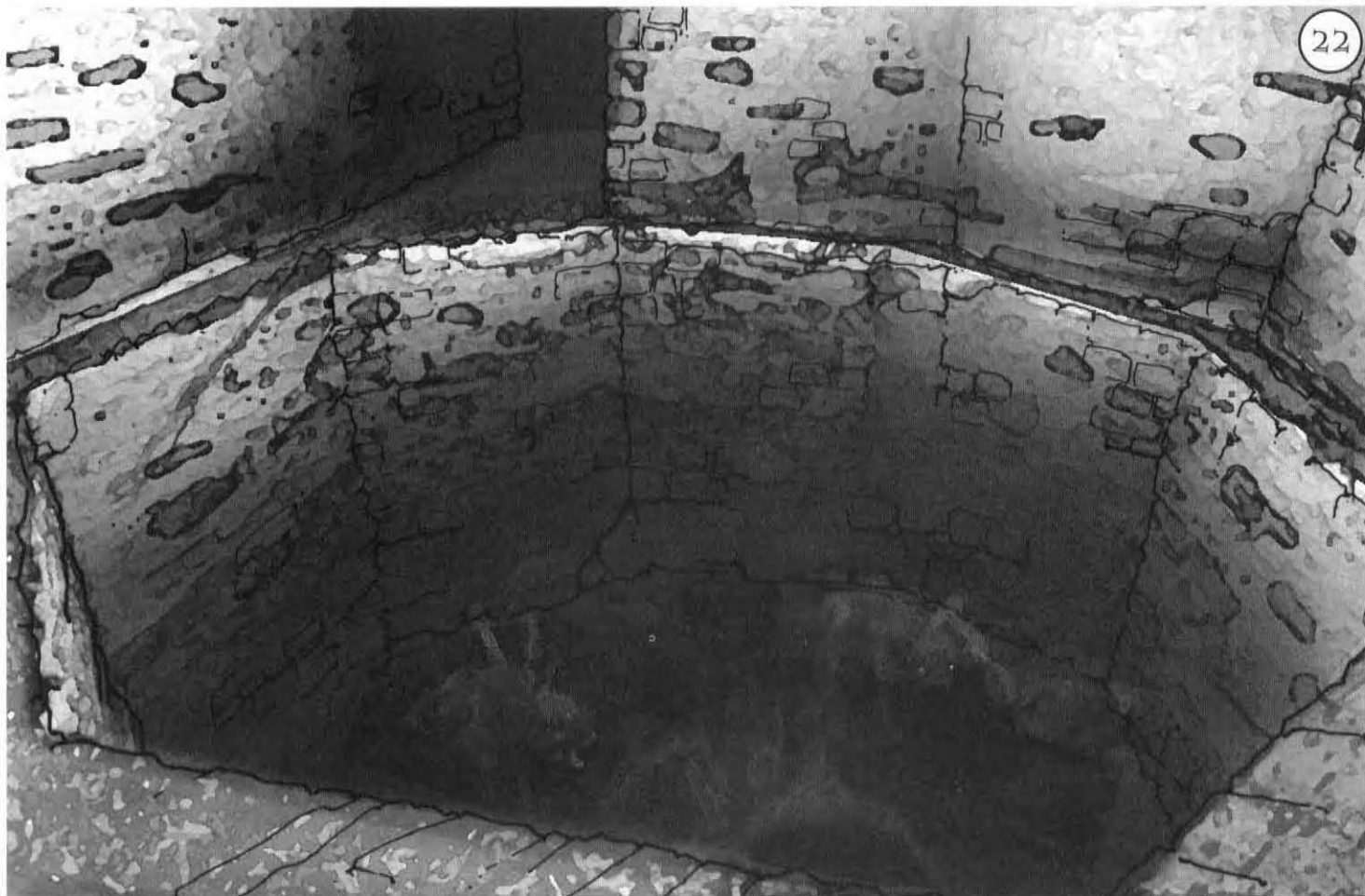


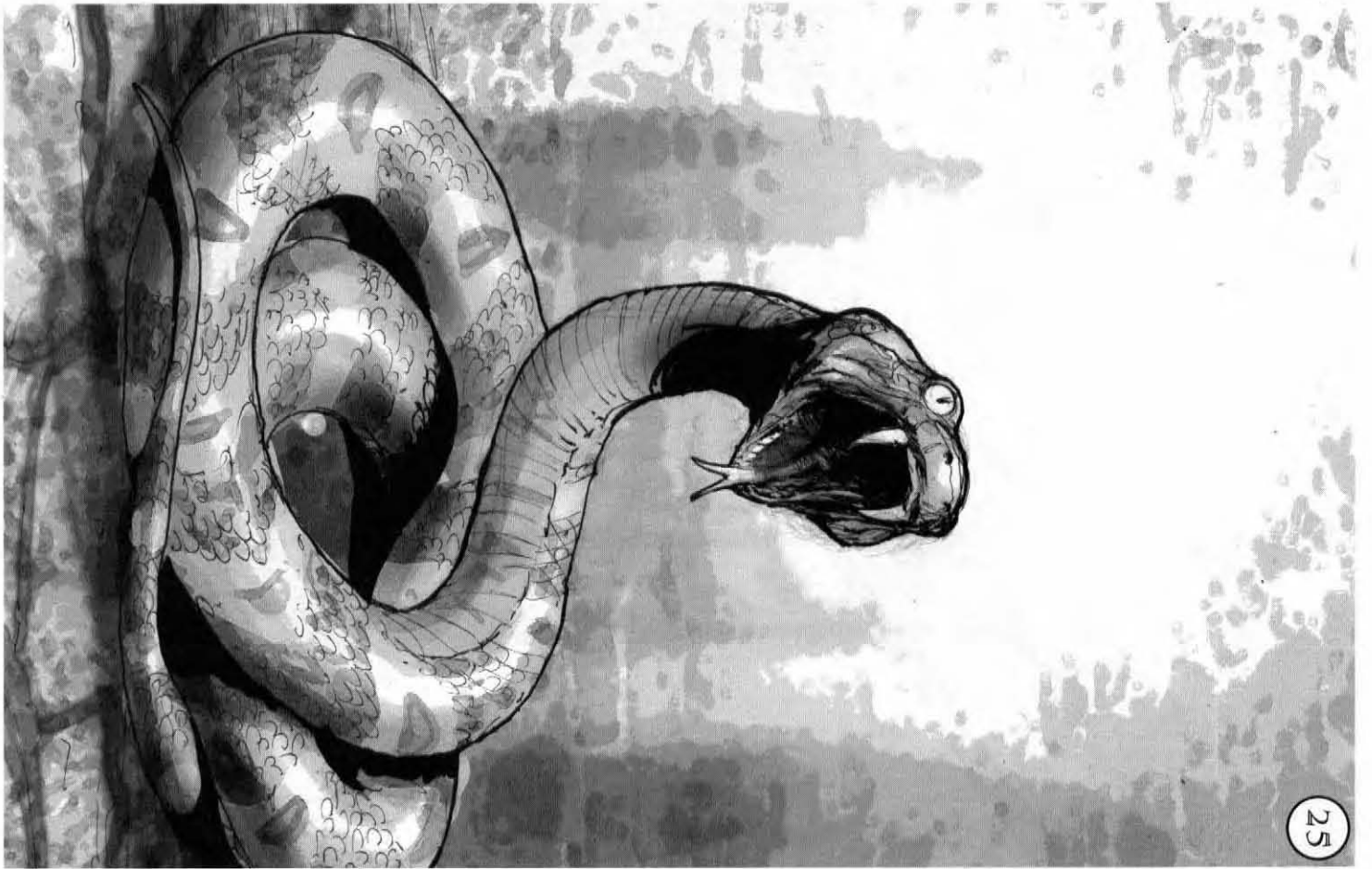




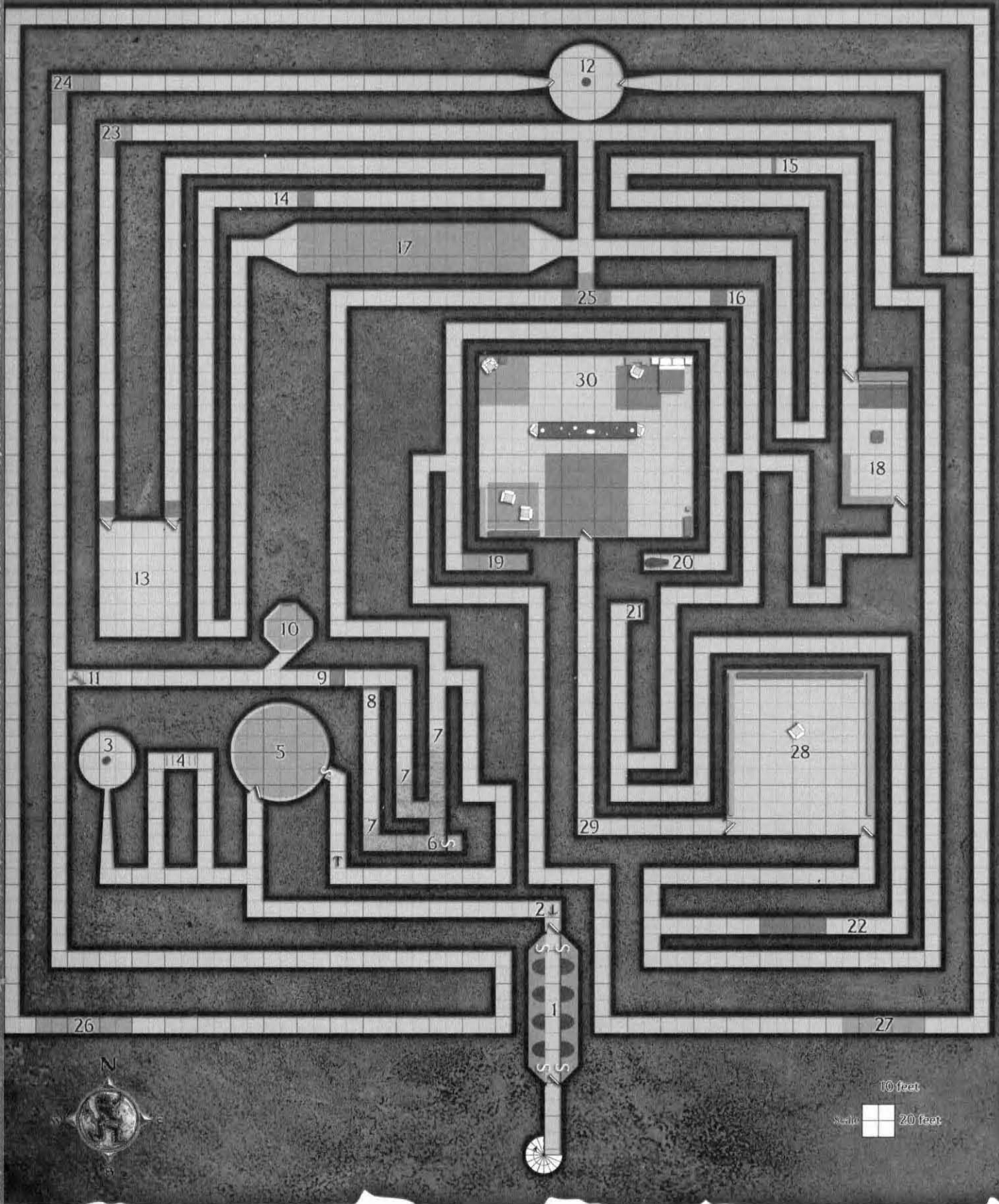








The Queen's Maze



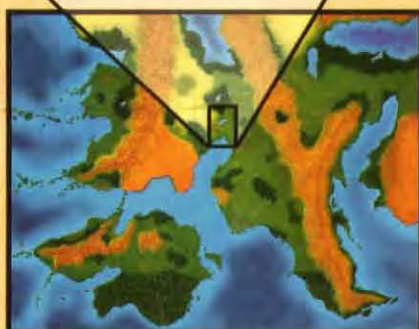
DEATHRIGHT

The dead are rising... again.

Over three hundred years ago, the wise and beautiful Queen Simura lost her only love to a horrid disease. In a desperate attempt to restore life to her beloved Gallanos, the Queen turned to necromancy, and became seduced by the evil power of a mystical tome: the Darklight Codex. Constructing a gigantic maze beneath her palace, the Queen began to gather followers, as the dead throughout the land began to rise. Suddenly, a fanatical group of warrior-priests attacked the palace, and succeeded in sealing the Queen and her followers within their own stronghold. As time passed, the city crumbled, and to most people the story of the Queen is now only a legend. Now terror grips the land – children are being kidnapped, plague is spreading, and the dead are rising again. And deep beneath the palace ruins, in the heart of the maze, the Queen begins to awaken from her long sleep, her power even greater than before.

While in the Principality of Pekal, the heroes become isolated from the surrounding world by a combination of disease quarantine and undead activity. Adventurers will face their darkest fears, as they become entangled in an investigation of ancient evils, unhallowed life and sudden death. This accessory provides characters with a chance for several types of adventure: wilderness, town, and dungeon. Set in a small area on the southernmost shore of Eb'Sobet Lake, your players will be embroiled in a tale of madness, kidnappings, murder, and undying love. How will they manage to survive even one of the many dangers that await them?

Like all Kenzer & Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! Here's some of what you get:



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- 64 pages of useful background, NPC profiles, maps, encounter tables, a full glossary, artwork and adventure details; no fluff!
- Player aids and handouts that your group is sure to enjoy.
- Details on the history and legends of the Eb'Sobet Lake area where the players will be exploring.
- Includes 2 new 3E prestige classes, 2 new 3E monsters, 1 new 3E magic item, and 1 new 3E spell!

All done in the quality you've come to expect from Kenzer & Company.

To use this adventure, a Dungeon Master also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR Campaign Setting Sourcebook*.

For 8th-9th-level Characters



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